Usenet Newsgroup Archive: comp.sys.atari.st

1994-10 - 1994-12

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Date span: 1994-10-01 through 1994-12-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 6,174

Message records with no readable body available in the source text: 15

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. -SC1224 monitor making

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 00:00:18 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <c4f_9410020337@softtech.brisnet.org.au>
Source record: 180021

Sorry Lance it sounds like the video transformer has had it. If you lived down here I would have to tell you that your monitor would now make a good boat anchor. However if you don't live in OZ you may find that you will be able to get the part and have it repaired. I hope that you did not pay too much for it. The story as I heard it is that the german manufacturer will only sell the part in lots of eight units. So a lot of people are not willing to outlay that much cash, but you may be luckey. I am pretty sure that the Vid. T/former is the problem as my SC1435 recently spat the dummey and that was the noise it made too.

Seeyoulatermate.
..

```
_-_|\
/ *<-- Geoff of OZ.
\_.-._/
v
```

2. Vidi ST/RGB/Chrome - B.O.

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 00:15:46 UTC
From: kslate@mtholyoke.edu
Message-ID: <36i9ni$841@mudraker.mtholyoke.edu>
Source record: 180005

```
For sale:

Vidi ST
Vidi RGB
Vidi Chrome
Omni Switch
XBoot (Software)
Prism Paint (Software)

B.O.

Kevin
```

3. Hebrew Word Processor

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 00:26:33 UTC
From: rrice@netnews.upenn.edu
Message-ID: <36iabp$6bk@netnews.upenn.edu>
Source record: 180007

Hello! (If this is a duplicate, I never saw the original!)

My Mega 4 Mono STE-using dentist occasionally does some light banners and such for his synagogue, and has long looked in relative vain for something that'll do Hebrew characters, with accents, right to left. Recently, we heard of something called ARAHOFF, exactly what he was looking for in a Hebrew PD Word Processor, but I haven't been able to ARCHIE it out of the net. Does anyone have it, and, having it, would they be willing to post it to an FTP site? Many thanks.

Rob S. Rice
rrice@ccat.sas.upenn.edu

4. Re: Atari ST hard disks

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 02:04:55 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <36ig47$ibh@golem.wcc.govt.nz>
Source record: 180017

In article <362ivg$lba@hubcap.clemson.edu>, areeve@hercules.cs.clemson.edu (Alan Reeve) writes:
>My Surpa 45 Meg internal hard disk seems to have gone. I'm not sure
>if it's the hard disk or the controller, but as it seemed to take
>quite a toll on the 50 Watt power supply I think I'd just like to pick up
>an external hard disk...which brings me to:
>
>Where can I get an Atari ST, external hard disk for a good price?
>
> - Thanks
>--
> /-------------------------------------\ /\ _ /\ /
> | areeve@cs.clemson.edu | | O O |-------__/

Would in not be cheaper just to replace the drive mech, I don't know what machine you are using, you did refer to a internal in your posting, but the header was quoting a ST..??

You would save the costs of a Box and PSU...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5. Re: Papyrus, SpeedGDOS

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 02:36:44 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <36ihvs$5cv@brachio.zrz.TU-Berlin.DE>
Source record: 180014

In article <1994Sep27.222314.23388@abo.fi> THIETAVUO@FINABO.ABO.FI
(Tommi Hietavuo TKKK) writes:

>First, I finally got my copy of Papyrus Gold 3.55 (English version) - and I can
>hardly tell how impressed I am..! It's superb - it's so good that EVERYBODY
>should get one immediately ;-) ! Well, I use it partly for DTP, and it does
>even _that_ very well... My comparison is Calamus SL, so not bad! Still, even
>the best might be improved: a couple of questions and suggestions:

Thanks for the moral support :-)

>- Papyrus doesn't work under Geneva. The horiz. ruler freezes the program when
>on; without it Papyrus works even with Geneva. Is the problem in Geneva or
>Papyrus - and will there be a solution..?

As Rick Flashman wrote this can be fixed by updating to the future Geneva
Release 004 or Papyrus >= 3.56. There is still another problem though
with mouse click events; this will be fixed by future papyrus or Geneva
versions or both, if possible.

>- Is there any way to delete a single word with a keyboard shortcut? The
>(english) manual, though is good, doesn't help much in this. The method it
>describes, actually deletes a whole line... ;-((CTRL-del)

We plan to adapt some keyboard shortcuts to the standard that's currently
being voted on in the gem-list mailing list in the next major release.
Ctrl-Del for deleting a word will be part of this.

>- Can one create tab points automatically, e.g. you set one point and Papyrus
>creates the following tabs by a fixed distance (e.g. 5 spaces) ? That would be
>important for some of us.

It's on our Long Feature List, but other things have higher priority at the
moment. Don't expect that so soon.

>- CVG support would be GREAT, and so would EPS support..!

I got the CVG specs, I'll take a look how complex it is... Unlike
GEM metafiles, there seem to be no free sources.
EPS printing would require a complete PostScript engine unless the printer
has built in PostScript. Since only few Atari users have PostScript
printers, there is too little interest in this.

> > |> - I personally would _very much_ appreciate support for Microsoft Word for
> > |> Windows and Word Perfect 5/6, if possible at all... There are no Atari programs
> > |> capable of importing these text formats directly; still, very many people use
> > |> them daily. RTF is good, but... Any hope?
> >

> > Well, isn't RTF already a good way to exchange files with Word?
> > What's wrong with it?
> [...]
>
> There's nothing exactly wrong with RTF - but as some people make documents in
> PC, containing graphics, etc - those graphics at least disappear when you want
> to continue your work in Papyrus. As Word is the actual standard of PC world,
> it'd be very handy to have a "Word-compatible" Papyrus, don't you think?

Technically there is more future in an improved RTF support, because RTF
is a well-documented standard supported by many houndreds of programs on
all major platforms.
Contrarily, the MS Word and WordPerfect text formats have evolved over a
long time and are very hard to implement correctly. I'm not even sure
if documentation is available. Besides, any converter will be outdated
when the next major version of these programs appears.

Graphics can also be stored in RTF. Papyrus currently does not support this,
because several different graphic formats can be used, and there is no way
to store multiple references to a part of a picture as papyrus handles it.
Of course there are ways around this, but we will get to this later.

In fact the latest RTF Spec 1.2 implements almost everything MS Word can do,
which means that it inherits some of its design weaknesses too, but it's still
quite complete. We continously improve our RTF import/export.

Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|
Raschdorffstr. 99, 13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |

6. 520 ST: Can you convert from 1 sided -> 2 sided drive?

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 02:48:05 UTC
From: mal@valandil.adc.com
Message-ID: <MAL.94Sep30214806@valandil.adc.com>
Source record: 180016

Hi,

My cousin has an Atari 520ST with single sided drives. He has
been told he can't put a double sided drive in it.

Why? If he can, how?

Please respond via E-mail as I usually don't read ths list.

If this is in the FAQ, please tell me where to grab it.

Thanks,

Michael Leo
ADC Telecommunications
(612) 936-8305 (voice)
mike_leo@adc.com
--

Michael Leo
ADC Telecommunications
(612) 936-8305 (voice)
mike_leo@adc.com

7. For sale: Complete Cubase SMPTE system

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 03:29:49 UTC
From: s.bennett@uea.ac.uk
Message-ID: <s.bennett.112.0B350FA0@uea.ac.uk>
Source record: 180008

```
For sale complete with manuals

ATARI ST 2.5MB
Hi-res Atari monitor
40MB HD
MIDEX+ SMPTE/4 MIDI out 2 in
Cubase V3 + Dongle

650 pounds o.n.o

Also for sale

Casio DA2 DAT, mint, 10 hours use 300
Oktavia MK219 microphone 250
Fostex M80 8-track 600

********* Who wants to die in credit anyhow? **********

Stephen Bennett
School of Environmental Sciences
University Of east Anglia
NORWICH
UK
NR4 7TJ
(UK) 0603 504461 Home (UK)0603 592550 (work)
```

8. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 04:06:47 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <36in8n$qif@terminator.rs.itd.umich.edu>
Source record: 180039
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 7760 Sep 24 16:04 ./Applications/0index
-rw-r--r-- baldrick 243817 Sep 21 20:21 ./Applications/Other/ocr13b.lzh
-rw-r--r-- baldrick 149153 Sep 20 09:52 ./Diskutils/db314pat.zip
-rw-r--r-- baldrick 129719 Sep 18 12:13 ./Diskutils/db3demo.tos
-rw-rw-r-- entropy 11762 Sep 24 16:20 ./Diskutils/0index
-rw-r--r-- baldrick 24397 Sep 24 13:57 ./Games/0index
-rw-r--r-- baldrick 65288 Sep 18 14:28 ./Graphics/1stguide.lzh
-rw-r--r-- entropy 13911 Sep 24 11:51 ./Graphics/0index
-rw-rw-r-- entropy 3160 Sep 24 16:25 ./Misc/0index
-rw-r--r-- baldrick 74304 Sep 24 13:24 ./Misc/sm124.zip
-rw-rw-r-- entropy 28175 Sep 24 16:35 ./Utilities/0index
-rw-r--r-- baldrick 47232 Sep 18 22:30 ./Utilities/Dc/dcx220c.lzh
-rw-r--r-- baldrick 120539 Sep 24 17:00 ./0ls-lR.Z
-rw-r--r-- entropy 6046 Sep 24 13:50 ./Programming/0index
-rw-r--r-- baldrick 120053 Sep 24 17:01 ./0ls-lRc.Z
-rw-r--r-- baldrick 7354 Sep 24 13:22 ./Falcon/0index
lrwxr-xr-x baldrick 27 Sep 24 11:53 ./Falcon/Graphics/1stguide.lzh ->
../../Graphics/1stguide.lzh
-rw-r--r-- baldrick 1447191 Sep 21 20:21 ./Falcon/Magazines/fog6.zip
-rw-r--r-- baldrick 111632 Sep 23 10:06 ./Magazines/Aeo/aeo_0311.zip
-rw-r--r-- baldrick 72960 Sep 19 14:49 ./Magazines/Cain/CAIN0994.ZIP
-rw-r--r-- baldrick 8704 Sep 24 12:49 ./Network/Midi/med_net.lzh
-rw-r--r-- baldrick 28524 Sep 23 10:06 ./Network/Local/ghostlnk.zip
-rw-r--r-- boydm 3389 Sep 24 12:53 ./Network/0index
-rw-r--r-- baldrick 148754 Sep 24 16:58 ./0compind.Z
-rw-r--r-- baldrick 367854 Sep 24 16:58 ./0index
-rw-r--r-- baldrick 24466 Sep 26 21:27 ./Games/0index
-rw-r--r-- baldrick 107255 Sep 26 20:31 ./Games/Space/x_coldrv.tos
-rw-rw-r-- entropy 28367 Sep 26 18:30 ./Utilities/0index
-rw-r--r-- baldrick 56577 Sep 20 02:14 ./Utilities/Desktop/DB2_CONV.ZIP
-rw-r--r-- baldrick 39781 Sep 20 02:15 ./Utilities/Desktop/DB7_CONV.ZIP
-rw-r--r-- baldrick 59560 Sep 20 02:10 ./Utilities/Desktop/NEOLOU41.ZIP
-rw-r--r-- baldrick 228936 Sep 20 02:14 ./Utilities/Desktop/NEO_PAT1.ZIP
-rw-r--r-- baldrick 120387 Sep 26 21:31 ./0ls-lR.Z
-rw-r--r-- baldrick 119967 Sep 26 21:33 ./0ls-lRc.Z
-rw-r--r-- baldrick 148887 Sep 26 21:29 ./0compind.Z
-rw-r--r-- baldrick 368115 Sep 26 21:29 ./0index
-rw-rw-r-- weiner 7831 Sep 28 11:32 ./Applications/0index
-rw-r--r-- baldrick 260831 Sep 26 23:54 ./Applications/Astronomy/VOYAGER3.ZIP
-rw-r--r-- baldrick 174457 Sep 24 12:50 ./Diskutils/rd_demo.zip
-rw-rw-r-- entropy 11828 Sep 28 16:03 ./Diskutils/0index
-rw-r--r-- baldrick 500162 Sep 19 02:01 ./Games/lim2_107.zip
-rw-r--r-- baldrick 24533 Sep 28 15:44 ./Games/0index
```

```
-rw-r--r-- baldrick 120603 Sep 28 16:28 ./0ls-lR.Z
-rw-rw-r-- entropy 1427 Sep 28 11:37 ./Tt/0index
lrwxr-xr-x baldrick 38 Sep 28 11:29 ./Tt/VOYAGER3.ZIP ->
../Applications/Astronomy/VOYAGER3.ZIP
-rw-r--r-- baldrick 952 Sep 23 05:36 ./Programming/4_jystks.lst
-rw-r--r-- entropy 6114 Sep 28 15:52 ./Programming/0index
-rw-r--r-- baldrick 120231 Sep 28 16:30 ./0ls-lRc.Z
-rw-r--r-- baldrick 7573 Sep 28 11:37 ./Falcon/0index
lrwxr-xr-x baldrick 41 Sep 28 11:28 ./Falcon/Applications/VOYAGER3.ZIP ->
../../Applications/Astronomy/VOYAGER3.ZIP
-rw-r--r-- baldrick 281101 Sep 26 18:37 ./Falcon/Games/SHANGAI.ZIP
-rw-r--r-- baldrick 3567 Sep 26 18:41 ./Falcon/Graphics/tgif13.zip
-rw-r--r-- baldrick 61740 Sep 28 19:54 ./Network/hitchikers.guide.to.the.internet
-rw-r--r-- baldrick 149190 Sep 28 16:26 ./0compind.Z
-rw-r--r-- baldrick 368676 Sep 28 16:26 ./0index
-rw-rw-r-- weiner 7958 Sep 29 20:48 ./Applications/0index
-rw-rw-r-- entropy 28396 Sep 29 12:55 ./Utilities/0index
-rw-r--r-- weiner 119811 Sep 29 18:49 ./0ls-lR.Z
-rw-r--r-- weiner 119463 Sep 29 18:52 ./0ls-lRc.Z
-rw-r--r-- weiner 149223 Sep 29 18:47 ./0compind.Z
-rw-r--r-- weiner 368705 Sep 29 18:47 ./0index
-rw-rw-r-- entropy 28405 Sep 30 09:36 ./Utilities/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

9. Re: Mouse needed for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 04:18:03 UTC
From: bseburn@alpha.vaxxine.com
Message-ID: <36intr$mvg@alpha.vaxxine.com>
Source record: 180038

Dwain Sims (dsims@Eng.Sun.COM) wrote:

: Hi:

: Mys sister has a 1040ST with a dead mouse. Is there a good source of
: inexpensive replacment mice for this machine, or can I get a standard
: PC mouse and adapt it with a plug converter or cable?

: Also I am curious if there a FAQ for this newsgroup available.

I have a SWICK (I think it was called) on one ST, and a BMD on the
other. Both are very nice and almost the same. They have a much better
dot/inch resolution then the old Atari mouse. Price was around $40 CDN.

10. Re: Hebrew Word Processor

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 04:29:38 UTC
From: dpj@delphi.com
Message-ID: <RE3VQRi.dpj@delphi.com>
Source record: 180022

The Hebrew word processor is called ARANOFF, after the author. I know it's available on CIS. If you can handle uuencoded files, let me know and I can mail you the file if I still have it on the hard drive; it's close to 300K if I remember correctly.

Dana @ STReport International Online Magazine

11. HELP NEEDED

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 06:35:26 UTC
From: mrblonde@lamar.ColoState.EDU
Message-ID: <36ivve$4v0n@lamar.ColoState.EDU>
Source record: 179905

A short while ago me & my partner purchased an old 520STFM
that we want to use for MIDI. However there seem to be a lot
of problems with it that I wasn't expecting. One of the most
annoying is that we need a mono monitor to run any sort of
decent midi software - why is the ST the only computer that I've
run across that requires this? Also, it seems as though the
operating system (tos 1.0) is about as archaic and uncompatible
as you can get, and seems to give problems running any sort of
newer software. Not to mention that an STE would have solved a lot
of these problems.

Anyway I've already dropped $300 on the damn thing, got it upgraded
to 1 meg of memory and everything. But before I spend any more
money (on a TOS upgrade and a mono monitor) I need to _seriously_
know whether this thing is ever going to be of any use. Is it
just too ancient? Also, what would it cost to get a small hard
drive (say 40 meg) hooked up to get rid of those floppy delays?
(a few years in the PC world has made me a little impatient with
floppies, I'm afraid.)

Anyway, it _is_ a neat little computer, and would be good for
a dedicated midistation (which is what we want!) but I am so
disgusted with having to buy all these upgrades.. please hlep

(help that is)

12. Re: Medieval Chess

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 08:01:56 UTC
From: diehl@grin.io.org
Message-ID: <36j51k$r8t@ionews.io.org>
Source record: 180036

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:

: This is, IMHO, a rather stupid way to release something. To me, a large
: part of whether a game is good or not is playability... with an
: auto-demo like this, you can see how it _looks_, but you'll have no idea
: how it "feels" to play. For all we know, the controls could be pretty
: awkward or unresponsive.

: --
: ------------------==------------------
: ||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
: / | \ DO THE MATH Chris Herborth

Quite true. I wasn't particularily impressed with it. It looked
interesting enough, but there was nothing one could do with it; you just sat
and watched, and you couldn't even watch a whole game, as after something
like three or four minutes it reset itself.

--
_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

13. -Wanted: Atari SC1224 Monitor (sellers please read)

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 12:40:11 UTC
From: quest@panix.com
Message-ID: <quest.1131402851E@198.7.0.1>
Source record: 180050

2 Weeks ago I purchased an SC1224 here on the net...however....the seller did not mention to me the "high noise pitch" the monitor emitted. Fortunately I was able to return the monitor back to the seller...but I am looking to purchase a monitor once again.

I have a few requirements, some preferences, & here's the deal:

-Monitor can't emit any high pitch noise (normal IBM/Mac/Amiga monitor "hum" is acceptable....but a piercing high pitch noise is not acceptable)
-I would like a model with the adjustment buttons (knobs) facing the front of the front of the monitor
-I would prefer a monitor that was made in Japan (as opposed to the ones made in Taiwan and Korea). This is a preference, not a requirement.
-No scratches on the screen and in decent shape

Deal

I will pay $100 TOTAL (shipping included UPS Ground COD) for this monitor is it's made in Japan. $90 TOTAL if it's made in Taiwan or Korea. I will make a decision on a monitor to buy by Mon (10/3, 4). Thanks

(I based my price on the fact that the last monitor I purchased was $50...and I got 2-3 offers for monitors at the $75.00 level I realize preping for shipment and UPS cost something...so I considered that in my agreed purchase price.

Lance Smith
New York

14. WANTED TO BUY: 4 player joystick adapter

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 13:12:08 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <2cf_9410021056@wmeonlin.sacbbx.com>
Source record: 180046

```
I> Newsgroups: comp.sys.atari.st
I> From: ICSGD1@MAX.CC.Uregina.CA
I> Sender: news@sue.cc.uregina.ca
I> Date: Thu, 29 Sep 1994 20:16:12 GMT
I> Organization: University of Regina
I> Lines: 6
I>
I> If anyone has a 4 player joystick adapter they want to sell, or
I> instructions on how to make one, please email me. Thanks.
I>

Here you go <g>

John

------------------------------ snip ----------------------------------
Here are two separate instruction sets to build the adaptor:

----1----
Some games, such as Gauntlet II, allow four player
to play at once. Here are the pin assignments for
the cable. You need two female 9-pin plugs and
one 25-pin plug (don't remember if it's male or
female).

Joystick 3 Parallel Port
----------------------------
1 6
2 7
3 8
4 9
6 11
8 25

Joystick 4 Parallel Port
----------------------------
1 2
2 3
3 4
4 5
6 1
8 24

Parallel port pins 18-25 are all connected to ground.

----2----
```

I missed a chunk of this thread so I don't know if someone posted the
wiring diagram. If not then

Printer port Joystick 1 Joystick 2

1 ----------> 6
2 ----------> 1
3 ----------> 2
4 ----------> 3
5 ----------> 4
6 ---------------------------------> 1
7 ---------------------------------> 2
8 ---------------------------------> 3
9 ---------------------------------> 4
11 --------------------------------> 6
24 ----------> 8
25 --------------------------------> 8

Looking into the joystick socket

1 2 3 4 5
6 7 8 9

Looking into the printer plug

1 2 3 4 5 6 7 8 9 10 11 12 13

14 15 16 17 18 19 20 21 22 23 24 25

All info courtesy of ST format jan 1991 issue.
--
: Fidonet: John Stoff 1:203/1657.4 .. speaking for only myself.
: Internet: John.Stoff@203-1657-4.wmeonlin.sacbbx.com

15. Re: Can I get an IBM PC to read ATARI ST format disks?

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 13:18:46 UTC
From: Karl.Foley@f101.n2501.z1.fidonet.org
Message-ID: <289_9410011427@yssabme.embassy.co.uk>
Source record: 180042

s> I have several hundered of these! Anyone any ideas?
s> It's all ASCII data.

DOS 6.2 reads my ST disks (DS, 10 sectors/track) quite happily with no problems. If you're running an earlier version of DOS then try using Norton Tools or similar to repair the disk.

Failing that why not connect your ST to PC via a serial lead and transfer stuff that way.

There's even a shareware prog out there called Ghostlink which lets you network your PC and ST together.

ATB,
Karl.
--
|Fidonet: Karl Foley 1:2501/101
|Internet: Karl.Foley@f101.n2501.z1.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

16. Re: joystick port fried! What are my options?

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 13:20:10 UTC
From: Karl.Foley@f101.n2501.z1.fidonet.org
Message-ID: <28a_9410011427@yssabme.embassy.co.uk>
Source record: 180043

On 20 Sep 94 at 14:05:14, MPARKHUR@UCSVAX.UCS.UMASS.EDU wrote...

M> But it's fairly apparent at this point there's a problem with my
M> j-port. Different sticks exhibit the same problems. Arrrgghh.

What exactly is the problem? The STE/STFM suffer badly from poor connections on the joystick to keyboard solder connections. Just opening your keyboard and resoldering these connections may help.

Be very careful though. The little plastic bits inside the key board can go *everywhere*!

ATB,
Karl.
+---+
| e-mail : Karl.Foley@standard.embassy.co.uk |
+---+
--
|Fidonet: Karl Foley 1:2501/101
|Internet: Karl.Foley@f101.n2501.z1.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

17. Sega/atari=3d0/toast

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 14:35:00 UTC
From: dan.dreibelbis@balmybeach.tor250.org
Message-ID: <1bfd4322@balmybeach.tor250.org>
Source record: 180034

Here's some very INTERESTING, UNEXPECTED news from GEnie
regarding a new agreement that looks like Atari may still be with us
for awhile yet......

Contact: Sega Enterprises, Ltd. Manning, Selvage & Lee
Richard Brudvik-Lindner (for Sega)
(415) 802-3657 Brenda Lynch
(818) 509-1840
Atari Corporation
Sam Tramiel
(408) 745-8824
August Liguori
(408) 745-2069

For Immediate Release

SEGA AND ATARI ANNOUNCE LONG-TERM LICENSING AGREEMENTS,
EQUITY INVESTMENT, AND RESOLUTION OF DISPUTES

SUNNYVALE, Calif. (September 28, 1994) -- Sega Enterprises,
Ltd., and Atari Corporation (AMEX:ATC) announced today an
affiliation that includes several agreements designed to
serve as the basis of future working arrangements between
the two video game manufacturers.

Under the terms of the agreements:

-- Sega will receive worldwide, non-exclusive rights with
certain exceptions to Atari's extensive library of
patents, a number of which extend beyond the turn of the
century. The agreement covers Sega, its subsidiaries,
its licensees, and its customers for more than 70 U.S.
patents and applications, for a fully prepaid royalty to
Atari covering the remaining 7 years of certain patents,
amortized at approximately $7 million per year. Atari
will therefore receive a total of $50 million, less
Atari's contingent attorney fees and costs.

-- Sega will purchase approximately 4.7 million shares
of Atari common stock for a total price of $40 million.

-- Both companies will enter into software license
agreements for a specified number of games that would be
made available on each company's present and future
platforms.

-- Atari will dismiss its legal proceedings against Sega, and each company will release all claims against the other.

The agreements are subject to approval by the United States Department of Justice and the Federal Trade Commission under Hart-Scott-Rodino and to certain other conditions.

"We are extremely pleased with this relationship that has potential long-term benefits for both companies," said David Rosen, Co-Chairman of Sega of America.

"We at Atari are very pleased with this new affiliation. The increased cash position will be used among other things to enhance our marketing position this fall," said Sam Tramiel, President, CEO of Atari Corp.

Atari designs and markets interactive multimedia entertainment systems and is located in Sunnyvale, California.

Sega Enterprises, Ltd., Tokyo, is a nearly $4 billion company, recognized as a leader in interactive digital entertainment media with operations on five continents.

Sounds like Trip Hawkins will REALLY have something to worry about now.....:)

... REAL oatmeal should be thick enough to stop a bullet!
___ Mountain Reader II - #00000007

18. Thanks for all the info !

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 15:21:33 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10011994.152133@empyr.dircon.co.uk>
Source record: 179910

Just a note to say thankyou to everyone who replied to my message about the stuff in the auction, and my probs with the serial port at 19,200. There have been so many, it would take up too much bandwidth to reply individually. Thanks again. I have still not sorted out the serial port, but I haven't had a chance to try out all the suggestions yet !

Cheers.

Kev

VQWK 6.20I

19. Re: Atari Falcon vs IBM Compatible w/SoundBlaster

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 17:16:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.0UtJNMfBZjY@semprini.waterloo-rdp.on.ca>
Source record: 180040

In <CwvH70.Mv3@ritz.mordor.com>, Chris Mauritz writes:
> Actually, it really wasn't that expensive. I rolled my own with one
> of the newer Intel motherboards (one of the working Neptune chipsets).
> The motherboard and CPU (about $1100) is the cheapest component other
> than the cards inside. The Barracuda (in an external case) runs
> about $1400. Then there's the 32meg SIMMs....etc....It's a screamer
> though. With BSDI/386 as an OS, I can easily run 50+ simultaneous
> users on it (and maybe as many as 100 with more RAM).

I still think I'd much rather have an Indy; gotta see how unreasonable
SGI's workstation prices are up here. HP's are *terrible*, and the
price of PC components in Canada is much, much higher. Not to mention
the painful 15% sales tax we have to deal with in Ontario.

I bought my Jaguar in Pennsylvania (low sales tax), and paid about 10%
duty coming over the boarder. Even with the exchange rate, I saved some
cash (it was only $40 less, but still).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

20. Re: POV

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 17:18:56 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.PCmK3nP8di6@semprini.waterloo-rdp.on.ca>
Source record: 180041

In <1994Sep26.104659.8155@jet.uk>, David Stevenson writes:
> In <199409224cpl260@rncb.demon.co.uk> sc3031@rncb.demon.co.uk (SIMON COLLINS) writes:
>
> >I AM HAVING TROUBLE RENDERING PICTURES ON POV. IT GOES OKAY FOR A WHILE AND
> >THEN CRASHES. I HAVE 1MB OF MEMORY AND THE PROGRAM IS ON 720KBYTE DISK.
> >DOES ANY KNOW WHAT TO DO.
>
> 1. Fix your Caps Lock key.
>
> 2. Which version of POV? The first issue of 2.0 contained a bug which
> caused bus errors; a patch was supplied with the POV that I have.
> v2.2 is the current version, I believe.

Even with 2.2 I still can't seem to build a working version with gcc
2.5.8. :-(

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

21. FTP sites for MIDI patches

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 19:12:09 UTC
From: urbansky@bailey.com
Message-ID: <Cx0DCA.6CL@bailey.com>
Source record: 180044

Forgive me if this is the wrong place to post this question, but it seems the most valid of the choices I have ...

Does anyone know some good FTP sites for MIDI patches? I would very much like to get some new patches for the following:

Yamaha SY77, TG33, FB01, TX81Z
Kawai K4
Korg M1, 01/W, 03/RW (I think that's the name of it)
ART SGX2000

Preferably in MIDIEX or SYSEX format ...

Thanks in advance!

John

22. ST GAMES for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 19:24:48 UTC
From: MPARKHUR@UCSVAX.UCS.UMASS.EDU
Message-ID: <36kd20$aru@nic.umass.edu>
Source record: 180045

For Sale ST versions of the following games:

Midwinter $10
Caesar 10
Castles 10
Test Drive 5
Barbarian 5
The Colonel's Bequest 5
D-Day (USGOLD) 5
Iron Lord 5
U.M.S. 5

If you have any questions about any of the games, I'd be happy to give you an honest description & assessment.

No boxes, but I have the docs for all these.

I am willing to haggle a little; make me an offer if you don't like the posted price. Shipping is negotiable.

e-mail me at: parkhurst@polsci.umass.edu

23. Re: Know a good comms prog ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 19:28:48 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <h8x2lzg.mindbomb_bbs@delphi.com>
Source record: 179912

Steve Wells <wells_s@ix.wcc.govt.nz> writes:

>ANSIterm isn't too bad (Only uses XYZ.TTP, but you could just rename
>RZ.PRG or SZ.PRG to XYZ.TTP to suit your needs). Other than that most

..yeah, the default font is really ugly, its the first thing I changed when
I got Ansiterm! :)

Gotta Applaud Tim Miller for a great job though, pity there seems to be no
further development on it since 1.91 (that I'm aware of as a reg'd user)
..I wouldve like to have seen ANSImate so i could call up accessories etc.,
Free Disk Space etc, would be nice, theres a lot of times Ive wasted d/ls
with "FULL" type errors! (Hmmm... reanaming RZSZ - GOOD IDEA!)

Andy

24. Re: Atari ST emulator for Mac??

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 20:17:03 UTC
From: samshirley@aol.com
Message-ID: <36kg3v$puo@newsbf01.news.aol.com>
Source record: 180047

In article <36hj85$317@newsbf01.news.aol.com>, surandy@aol.com (SURANDY) writes:

Is there really? Is it effective? Does it actually emeulate the desktop, etc.?

25. Re: Atari ST Offline-reader for usenet?

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 20:18:12 UTC
From: ole@murphy.sh.sub.de
Message-ID: <H.elB.4Ajmp4mmQLnB_@murphy.sh.sub.de>
Source record: 179917

In <H.eg.HYmK7kPIE9E@semprini.waterloo-rdp.on.ca>, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>Hermes is probably your best choice, although it has some nasty (IMHO)
>problems, like a uucico (the main transfer engine for UUCP) written in
>GFA-BASIC, which makes it a challenge to run it under MiNT. It's a
>pity, since UUCP traffic really demands a minix filesystem under MiNT;
>it'd be so much faster and easier on the drive.
>
The next version of the UUCICO will be faster and bug reduced. I' hope that the new version will be ready to the 5. Elmshorner computer day's.

Ole
--
********** 5. Elmshorner Computertage vom 29.10.94 - 30.10.94 **********
* Veranstalter : Computer Club Elmshorn e.V., Postfach 261, 25302 Elmshorn, *
* Telefon: (49)4121 83298, Telefax: (49)4121 82016 *

Ole Marienhagen e-Mail : marienhagen@tu-harburg.d400.de
Tel.: (49)4121/92349 or ole@murphy.sh.sub.de
Fax : (49)4121/92302 or ole@murphy.sh.sub.org
If possible use the first e-Mail address.

Murphy's word is law.

26. Re: Tape Streamers

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 20:46:08 UTC
From: frank@theshack.demon.co.uk
Message-ID: <941001Z204608.474frank@theshack.demon.co.uk>
Source record: 180048

In article <1994Sep29.113117.13578@jet.uk> djs@jet.uk "David Stevenson" writes:

> I'm not aware of a demo. There are DB3 files on several ftp sites, but
> I think these are patches to upgrade DB3 to the latest version.
>
> You could ask the UK distributors HiSoft (hisoft@cix.compulink.co.uk)

There is a demo somewhere - I've seen it on a few non-net BBS systems...
I'll see if I can remember where it was :->

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

27. Re: Know a good comms pro

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 20:48:28 UTC
From: frank@theshack.demon.co.uk
Message-ID: <941001Z204828.102frank@theshack.demon.co.uk>
Source record: 180049

In article <09291994.210807@empyr.dircon.co.uk>
kevan@empyr.dircon.co.uk "Kevan Winch" writes:

> Thanks for the info. Tom Hopper suggested that I try HSMODA04, apparently the
> latest port fix, which also incorporates buffers etc. I can't seem to get to
> to work. Do you know this program ? I haven't tried HSMODEM (presumably a
> different prog to HSMODA04 ?), but if I can't get this new one to work, I'll
> give it a try.

Yep, I've got it installed on this machine I'm using now. Some people
have said the same thing, that it's a bit fiddly to configure, so I
guess I must have just been lucky :->

> If you have any info on HSMODA04, I'd be grateful for some help.

I can email you a UUencoded copy of mine if you want to try it?

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

28. Re: Atari STe for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 22:44:04 UTC
From: tony_walker@cyberstore.ca
Message-ID: <tony_walker-0110941444040001@ylw-ppp-17.cyberstore.ca>
Source record: 179901

```
> Atari STe with 4 Megs of RAM
> Megafile 30 (30 Meg HD)
> Colour or Mono monitor

Re: above
Sorry it is already sold but thanks for asking. :-)

Tony Walker
```

29. Re: ACSI trouble

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 22:47:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cx0nBI.A2y@cix.compulink.co.uk>
Source record: 179902

> Gooday Roland, I don't know if I can get that ICD micro SCSI controller
> here in OZ but I will definately try very hard to obtain one thanks
> for the help as I really want to add a Sequest removeable drive to
> this thing.

Another point worth noting is that the ICD Pro utilities (the ones you have to paye extra for) have software for doing CD-ROMs (but not very well) and Flopticals. They probably have support for removable media in general (like Sequest drives). I'm not sure 'ordinary' HD software can cope with these.

Roland.

@CiX

30. Re: useful auto prgs/ACCs

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 22:47:45 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cx0nBL.A3J@cix.compulink.co.uk>
Source record: 179903

> really the minimum (in terms of compatibility and speed) for a MegaSTE
> running TOS 2.06 (American TOS)? If some version less than 2.51 would

I ran NVDI 2.03 on a MSTE with TOS 2.06 with hardly any problems. I'm still running the same version on my TT with TOS 3.06. Very few problems either. It even works with MTOS as far as I can tell.

I've been meaning to upgrade to 2.5X for some time, but never got around to it as ther didn't seem to be any real reason.

:-)

Roland.

@CiX

31. Re: -Wanted: Atari SC1224 Monitor (sellers please read)

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 23:00:44 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <36kpms$tm@mailer.fsu.edu>
Source record: 179921

L. Smith (quest@panix.com) wrote:
> -Monitor can't emit any high pitch noise (normal IBM/Mac/Amiga monitor "hum"
> is acceptable....but a piercing high pitch noise is not acceptable)
> [...]
>
> -I would prefer a monitor that was made in Japan (as opposed to the ones
> made in Taiwan and Korea). This is a preference, not a requirement.

These are the JVC units. I have seen three of them, and they all whined
a bit (though I am not bothered by it, I could see how room acoustics and
individual taste could make it annoying). They are the best SC1224 monitors
in terms of picture and vivid color, IMHO. Perhaps I just saw three
exceptions....

I get around the whining problem by cranking up the sound :-). I have my
STs hooked to a small amp and some decent speakers, so games really boom.
Good luck.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

32. FS: STacy 4 w/ HD interface

Newsgroup: comp.sys.atari.st
Date: 1994-10-01 23:14:33 UTC
From: mbates@netcom.com
Message-ID: <mbatesCx0oKA.IH6@netcom.com>
Source record: 179904

I have for sale A STacy 4 with Hard drive interface. Any Embedded SCSI drive will work in it (3.5" form factor). It has the power supply and is in good shape. No problems with it whatsoever. TOS 1.4 DSDD floppy internal. All ports just as a regular ST. 4 MB RAM, of course.
I had a buyer but I seemed to have lost track of him. Price is $600 plus shipping. Shipping overseas will probably run about $100.
All offers considered. Please state whether your offer includes shipping.
-Marlin

33. ACSI trouble

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 00:00:06 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <d4f_9410030313@softtech.brisnet.org.au>
Source record: 179938

I would be interested to know if you were booting from the internal HD through the Atari handler with all that other hardware hanging off the computer. I suspect that with the internal HD set at device 3 that you were not booting from that drive. Now if it is the case that you were not booting from the internal drive then I will say to you that I have no argument with your statements. Also I would appreciate knowing the DIP switch settings to set up the internal HD so that it is not the boot drive.

SEEYOULATERMATE.

..

```
_-_|\
/ *<-- Geoff of OZ.
\_.-._/
v
```

34. Re: 28800Bps on a F030 ??

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 00:34:42 UTC
From: millert@grad.csee.usf.edu
Message-ID: <36kv72$hu0@mother.usf.edu>
Source record: 179906

Gert van der Knokke (gert@ttgk.textlitho.nl) wrote:
: >Actually, in theory, you can get much faster port rates on the Falcon,
: >except that they would certainly be too fast for the Falcon's bus structure.
: >
: >I can set the port to 230000 bps, but I have yet to actually test it.

: Hmm, can't the Falcon do serial DMA (like the TT can, although I never saw
: anyone using it...) With DMA you should be able to get those fast rates. On
: the TT it was meant to be used for the LAN port if I recall correctly.

The Falcon cannot do serial DMA. It's totally interrupt-driven.

35. To the Person that emailed me GUCK18B..

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 00:41:55 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <36kvkj$1je@golem.wcc.govt.nz>
Source record: 179907
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
To that very helpfull German friend that sent me GUCK18B...

Yes I have lost your net address,
so Please can you email me again thanks..

*******************************************************************************
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
*******************************************************************************
```

36. Re: Atari Kermit

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 00:50:28 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <36l04k$1je@golem.wcc.govt.nz>
Source record: 179908

In article <1994Sep25.115435.16076@blaze.trentu.ca>, jprice@ivory.trentu.ca writes:
>I got a box-o-software with a second-hand Atari 1040STe. One of the disks had
>a program that appeared to be a GEM-based version of Kermit. Unfortunately
>the disk was corrupted (data on disk may be damaged) and wouldn't load, run,
>copy, etc. And here I had visions of getting on the Net with my Atari at
>last, as my server runs Kermit. Does anyone know where I could get this
>program? Does it talk to IBM mainframes (as what was left of the README
>seemed to indicate?) Please reply here or e-mail me. Thanks.
>
>Jim Price
>jprice@trentu.ca

I think you will find that is a very old Kermit, there are no Gem versions
of the latest, now called C-Kermit 189B, but they now have a Beta version
of 190, but I don't know if that has been ported to the Atari..??

The C-Kermit 189B should be on most sites...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

37. interface for shortwave rtty?

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 00:55:25 UTC
From: SELBYROG@MAX.CC.Uregina.CA
Message-ID: <1704210A1D.SELBYROG@MAX.CC.Uregina.CA>
Source record: 179909

Is anyone aware of a shortwave radio interface for the Atari ST?

38. Re: useful auto prgs/ACCs?

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 02:43:30 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <36l6oi$10t6@msuinfo.cl.msu.edu>
Source record: 179911

In article <940930Z163538.224dbrewood@nest.demon.co.uk>, dbrewood@nest.
demon.co.uk (Daron Brewood) writes:
>In article <36d54c$12ul@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:
>
>> RECV_CAN.LZH - Allows you to put a recoverable trash can on the desktop;
>> ALIBI17 - Creates an alias of a program; put aliases of your most used
>> SILKBOOT - eliminates the 90 second boot-delay by polling ASCI device 0 for
>
>Not seen any of these around Tom, on BBS's or on any sites, can you please
>post where to get them from?

Since I've been asked this by several people, I'll try to remember where I
saw them (GEnie, I think), and when I find them I'll u'l them to Hensa and
umich.

>> You might also check out Everest. In my opinion, Everest is a more stable
>> and generally better program (though doesn't look so pretty ;-).
>
>Tom have you tried the latest Edith, 1.2xx, a lot more features and no bugs
>left.

No. The one on GEnie is 1.0 (I think, maybe I should look again). Where
is v1.2xx available? Is Edith still freeware?

Thanks,
Tom
hopper_t@msupa.pa.msu.edu

39. FOR SALE: Atari ST/Falcon Software

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 07:43:22 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1994Oct1.234322.1@aurora.alaska.edu>
Source record: 179913

II
I have some software I don't use much anymore and would rather sell it than
have it sit here. Some of it I do use, but not much.
All include original manuals and U.S. shipping.

Cheap Stuff:
Cad-3D (The very old original collector's item! (:) - $5
Airball Construction Set (works on Falcon w/ backwards) - $10
Spectrum 512 Paint Program (original spiral bound manual) - $10
NeoDesk 3.0 (make to 3.03 with patch. Good for ST, no Falcon) - $10
Aegis Animator (now PD, but the book is helpful) - $10

The Higher Quality Stuff:
Man Hunter: New York (Adventure by Sierra On-line) - $20
Lemmings & Oh No! More Lemmings Double Pack (Brand new.) - $30
(I have it for the Mac now)
The Best Stuff:
True Paint (for any ST/TT/Falcon. Like new w/o warranty) - $45
X-Or Universal Midi Patch Librarian (ver 1.12 is 6 months old) - $75

Send E-mail if you need any info.

40. PORTFOLIO CABLE WANTED! And Info on Install

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 08:14:35 UTC
From: krilov@u.washington.edu
Message-ID: <36lq5b$a0j@nntp1.u.washington.edu>
Source record: 179914
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just recently got a 486-66, and would like to be able to use my portfolio to upload files to it. Where would I be able to find a cable for doing this, and would I need any special software, or other hardware for doing this.

Is Toad Computers still in business, and would this be something that they might carry?

Also, if someone has one they would like to sell, I would be interested.

Thank you,

Krilovsky Kreutermann

41. Looking for Pilot eSTeem

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 08:54:39 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <36lsgf$4mn@Tut.MsState.Edu>
Source record: 179915

Hello,
I'm looking for a good object oriented programing tool that I could
use to quickly compose music theory teaching tools. I recall reading
something in an old ST magazine about a program called Pilot eSTeem. Has
anyone out there ever used this program? Is it still available?
Basicly I'm looking for something along the lines of a Logo language,
but I'd like to have a little more freedom than the usual if/and/or conditions.
It would also be nice if it were able to keep fairly large chunks of data
in memory for future access within the application (i.e. Scoring...and
corrections).
Please...if you've any experience with Pilot esteem...I'd like to
find out who you are so I can ask a few questions before buying (if it's
even available any more).

Brian

42. Re: ST SHARE IBM HD?

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 09:09:14 UTC
From: Martin.Stacey@p1.f80.n255.z2.fidonet.org
Message-ID: <910_9410041904@centron.com>
Source record: 179920

> Anybody know a good way to link an ST with an IMB compatible?
> I've using a null modem cabe and running communications programs on
> each computer with the IBM being the BBS/host. It works, I can save and
> load my ST files on the HD, but it is awkward.
> Solution?

Really depends on what your trying to achieve.

If all you want to do is to move files from the Atari to the PC's hard disc
without the use of floppies then try GHOSTLNK.* which conatains two programs.

You link the ST to the PC using a null modem cable then there is an executable
to be run on the PC and a program to run on the ST.

Once setup you can access the PC's hard disc from the Atari as if it was
another of the ST's drive partitions. Just install the icon on the Atari
desktop double click and hey presto your looking at the PC's drive.

Whilst sitting at the Atari you can make folders. move, copy, delete, unarchive
files across the link etc but you cannot sit at the PC and do the same to the
Atari's drives.

Regards

mas@walusoft.centron.com
--
|Fidonet: Martin Stacey 2:255/80.1
|Internet: Martin.Stacey@p1.f80.n255.z2.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

43. Re: UUCP-FAQ? (was: Re: Atari ST Offline-reader for

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 10:41:00 UTC
From: brusch@eslapion.sh.sub.de
Message-ID: <EJCKDJUS1UP@eslapion.sh.sub.de>
Source record: 179916

```
In <OM4SB7D@labamba.sh.sub.de> Frank Hellmuth wrote :

>>AFAIK what you're after is called UUCP; look for Hermes UUCP on your
>>[...]
>
>News-Systems / Mail & News-reader FAQ! Shall I make a try? I've tried
>all three systems I know about: Hermes, UPoint and Taylor. Maybe with
>a little help from the authors/author of the port, we could bring
>up something which would be helpful to all uucp-newbies. Since the
>shlink seems to be kind of Atari uucp center (UPoint and the Hermes
>uucico are developed/maintained here in Elmshorn, and at least one
>site is running Taylor 1.03) this should be a good place to start the
>FAQ.
>
>Ole, Stefan, J"urgen, agreed?

Yes....

--

UUCP auf dem Atari ST(E),TT,Falcon: UPoint 'medium'
-- --
** Stefan Brusch, Am Bast 15, 25335 Bokholt-Hanredder, Germany, Earth **
** brusch@eslapion.sh.sub.de **
-- --
pgp public-key available on request
```

44. atari stuff and misc

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 11:51:10 UTC
From: mccarter@ornews.intel.com
Message-ID: <36m6re$rn5@ornews.intel.com>
Source record: 179918

I am helping a friend liquidate some of his inventory. He used to be an atari resseller but had to close up. The following items are a partial list. I will be helping him get a more complete list of all of the hardware and software in the next week or two. If you whould like a complete list please E-mail me at mccarter@europa.com I realy dont want to post a multi page ad here and cause anyone any dificulties.

2 Atari 1040st computers
1 Atari mono hi res monitor good for Midi usage
1 Atari daisywheel printer
lots video switch boxes, from atari to multisych w/ audio outputs (rca)
lots of atari software
100 copies of Analyze spreadsheet
frames for external floppy drives and external scsi boxes. from 2 to 4 drives

a
PER box. You add power supply(some use IBM style) $18 each

If you request the main list it will have what is being asked for as far as price goes. Please send me E-mail.

Also available are original atari power suplies and misc parts from components to complete computers in as is shape.
Also there are a couple Jaguar systems new in box and a bunch of lynx software.
and one complete atari portfolio system with memory card 128k (use as A:drive)
, parralel board for printing and transfering files to main computer.

thanks for your time
mike carter
mccarter@europa.com

45. Re: Cubase 3.0 compatible with video cards?

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 12:35:00 UTC
From: Gerrit_Meyer@ol2.maus.de
Message-ID: <199410021435.a2277@ol2.maus.de>
Source record: 179919

```
DPF>My wife uses Cubase often on our Mega STE. She would like a higher
DPF>resolution screen. Is Cubase compatible with any/all VME video cards
DPF>available for the MSTE? Thanks!

Yes, Cubase 2.0 is. But there are slightly redrawing problems in colour modes.
On a NOVA using 1024x768 monochrome it works just fine ;-)

Gonzo
```

46. Re: Looking for WWW/SLIP Software...

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 14:11:44 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.6m&8fydj_G2@pluto.ping.de>
Source record: 179946

```
In <36h4v4$nun@xmission.xmission.com>, chronos@xmission.com (Chronos) writes:
> <subject>
>
> For the Atari ST... I currently use a Mega ST4 with a Infotel
> 14.4k bps modem to call a local I-net feed.. <xmission.com> and they said
> that it would be more useful if I could use a WWW or SLIP software package.
>
> Is the one Known for the ST? I really haven't looked... but if
> there is one... please point me in the right direction.
>

I use MiNT-NET with lynx www text browser, you can get the whole stuff
at a.a.u.e.

>
> Thanks again.
>
>

cu, michi

--
* *
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *
```

47. Re: Know a good comms prog ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 17:07:48 UTC
From: ab164@yfn.ysu.edu
Message-ID: <36mpd4$q1s@news.ysu.edu>
Source record: 179922

I have been using Teddy Term 2.12 and am totally satisfied
with it! The only thing is that Mark Matts the author has had to quit
supporting it! He had to sell his system because of money problems!
At least that is what I heard. TTerm2.12 is available on aaue, and
I am sure that Mark could use the small Shareware fee he is asking
for it! Might even get hin back into ST, if he get enough of them!
It was the only comms program that could convince me to switch
from Flash 1.06!
Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

48. UUCP-FAQ? (was: Re: Atari ST Offline-reader for usenet?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 17:46:50 UTC
From: fh@labamba.sh.sub.de
Message-ID: <OM4SB7D@labamba.sh.sub.de>
Source record: 179928

In article <H.eg.HYmK7kPIE9E@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>In <35m7co$2tf@Krille.Update.UU.SE>, Markus H{rnvi writes:
>> Is there any Off-line reader for atari that could be used as a Usenet
>> off-line reader? I'm accessing usenet in a shell account, using the nn
>> newsreader. I would like to pack the new articles and download them to
>> my HD. Read and reply and and then upload the answers.
>
>AFAIK what you're after is called UUCP; look for Hermes UUCP on your
>[...]

This has been discussed several times in the last months in all Atari newsgroups I read. Seems like it's time for an Atari UUCP / Mail & News-Systems / Mail & News-reader FAQ! Shall I make a try? I've tried all three systems I know about: Hermes, UPoint and Taylor. Maybe with a little help from the authors/author of the port, we could bring up something which would be helpful to all uucp-newbies. Since the shlink seems to be kind of Atari uucp center (UPoint and the Hermes uucico are developed/maintained here in Elmshorn, and at least one site is running Taylor 1.03) this should be a good place to start the FAQ.

Ole, Stefan, J"urgen, agreed?

Frank.

49. Pagestream3 Sheds

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 17:49:00 UTC
From: dan.dreibelbis@balmybeach.tor250.org
Message-ID: <d51b1ca7@balmybeach.tor250.org>
Source record: 179923

While going through the Amiga conferences on the NorthAmerinet,
I found this regarding the recent release of Pagestream3 by
SoftLogic this year. As you probably know, they won't commit in
releasing a new Atari version of the popular desktop publishing
program - but if this is how they treat their Amiga customers, then
good riddance to them!

From: AMIGA CHAIRMAN Msg: 20115
To: ALL Date: 09-30-94
Topic: Comments on PS3 and PS3.0 Area: Nanet Amiga
BBS: Balmy Beach BBS [(416)690-9641]

N
Here is a message that might be of interest to some members. Please
direct any replies to the author in the message header or to ALL.

***** START OF CROSSPOSTED MESSAGE

From: KENNETH RYAN Date: 09-26-94 23:35
To: ALL Msg#: 317
Subj.: Pagestream 3.0a
Area: F-AMIGADSKTOP |60

SPLIT: 24 Sep 94 15:29:08 @101/337 3 01/02 ++++++++++

I have downloaded the first of what I can see will be many, many
fixes for the premature birth of Pagestream 3. The program, from a
commercial standpoint is utterly useless in its (most) current form.
A lovely manual, and millions of un- or ill- implemented features
will not excuse, let alone justify the state of the program. A
Ferrari without an engine is just another heap. As a professional
who survives solely by my design/publishing business of some 5
years, I have neither the time nor the patience, let alone the
capital to finance SoftLogik's magnum opus. IF it ever works, it
will be a useful tool, although it has seious conceptual flaws (the
font handling for one big one).

For another, I am not used to paying money to participate in a
development project, no matter how dressed up. It is cold, hard fact
in life that time is money, and Soft Logik has had the use of a
great deal of it in advance of the goods it paid for. Since the
product is of no use as advertised (not to say hyped) I think it is
pretty cheeky to tell your customers that all will be well someday.
Lest you think I exaggerate, I include here, the ReadME text with
the 3.0a "Update". From a business perspective, I will have to wait

until the emperor gets dressed before I comment on his wardrobe.

With a heavy heart, I lament another titanic gaff in the Amiga
software development saga.

--Ken Ryan

WELCOME TO THE PAGESTREAM 3.0a FREE UPDATE! September 22, 1994

CHOOSE MACROS/!DISPLAY README FILE TO READ THIS FROM WITHIN
PAGESTREAM3.

CHANGES FROM 3.0 TO 3.0A ARE LISTED LATER IN THIS FILE.

A LIST OF UNIMPLEMENTED FEATURES IS INCLUDED AT THE END OF THIS FILE.

Here's the first in a series of free update patches to PageStream3.
This update implements more features and fixes problems with the
initial release.

The most important new feature is the implementation of frameless
text objects.

Text is still very slow to type and format. (It hasn't changed in
this version.) Text redraws are smarter now so changing text
attributes is easier now.

We recommend not attempting the tutorial lessons until version 3.0b
when all the tutorial files will be included and the necessary
features will be implemented.

CHANGES FROM 3.0 TO 3.0a

TEXT:
- Frameless text objects implemented! Just click on the page with
the Text tool and type!
- Eliminated extra text redraws when applying attributes!

[Length Exceeded - Message Split by Mountain Reader II]

50. Pagestream3 Sheds/2

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 17:49:00 UTC
From: dan.dreibelbis@balmybeach.tor250.org
Message-ID: <a1623ba7@balmybeach.tor250.org>
Source record: 179924

[Continued From Previous Message]

- Current attribute defaults are now implemented. (You can now place the insertion point (cursor), change the font or other attributes, and then type, without reverting back to Triumvirate.)
- You can now repeatedly use the arrow gadgets in the Edit palette to change the type size and other text attributes.
- Changed default alignment from justified to left.
- Amiga keyboard shortcuts now work.
- You now get a normal height cursor when you click in a frame.
- Right indent tab are now done.
- Stopped text from being displayed outside of its frame.

PRINTING:
- New custom Epson driver included!
- HP color variants now supported.
- PaintJet problems fixed.
- Some Canon variants are now supported. Choose the Epson driver from the Printing Preferences' Type popup, and choose the Canon model from the Model popup. (These Canon printers are similar to Epson printers.)
- The basic 13 resident PostScript printer fonts are now supported for PostScript printing, but the style variations are not. (ie: Pala(Palatino) will print correctly, but Pala Italic will not; it will print as Palatino normal. This will be corrected in 3.0b. Times Italic, Times Bold, Times Bold Italic, and Triumvirate Bold (Helvetica) will print correctly though, because they are in a different font format.)
- Printing Compugraphic fonts to PostScript now saves the generated PFB versions of the fonts on disk. This solves the timeout problem. See the NOTES section for important details.
- Top offset problem fixed. (You may need to adjust your offsets.)
- Improvd Floyd-Steinberg dithering.
- TO color percentage fixed for PostScript.
- Collate now defaults to off.
- Do Not Print flag (Edit palette, Object/Edit) now implemented.
- Parenthesis problem (PostScript) fixed.
- Multiple copy problem (non-PostScript) fixed.

MISC:
- Tab key problem fixed.
- Enforcer hits on changing edit palette modes fixed.
- Object selection (it selected the stack of objects) fixed.
- Select and move immediately problem fixed.
- Click click drawing for Column tool fixed, and all click click

drawing made less sensitive. (Click click drawing is the 2.2 method
of drawing objects instead of 3.0's drag draw method and is still
supported for those who haven't learned the new method yet.)
- View Prefrences Scale problem fixed.
- Toolbox Prefs: Pie and Arc are no longer reversed.
- Toolbox Prefs: Opaque/Transparent is no longer ignored.
- Fixed the Set Grid pica problem.
- Font Prefreferencess: Cache settings are now loaded.
- Autoscroll now works when resizing objects.

POSTSCRIPT FONTS:
- Fixed enforcer hits when adding ABF files. YOU MUST UPDATE ALL
FONT PATHS WITH ABF FILES IN THEM OR THEY WILL NO LONGER WORK.

COMPUGRAPHIC FONTS:
- Intellifonts should now rotate/slant/twist correctly.

FILTERS:
- ASCII and IFF FTXT tabs now import correctly.
- PageStream2 document filter now loads frameless text objects
correctly.
- An expanded PageStream2.fontlist file is included for greater
compatibility.

BME:
- Trace effect now works with lines and curves. (File requester
wouldn't open to let you save your traced drawing.)

NOTES:
- There are improved help files available for this version in a
separate archive. They were not included with this archive due to
space limitations. The other archive will be available a few days
after this archive.
- The other archive also contains the FontListV2Analyzer utility.
This program will examine your PageStream2 FONTLISTv2 file and add
the names of your fonts to PageStream3's PageStream2.fontlist file
so that your PageStream2 documents can be opened more reliably. (If
an alert stating font ######## not found appears when you open a
PageStream2 document, you need this utility.)
- If you print more than one Compugraphic font to a PostScript
printer, it may still timeout the first time you print a CG font
because the PFB generation is slow. Print to disk the first time you
print a CG font to avoid this problem. Or just print the document
again if it times out because the second time it won't have to
generate the PFB. Once the PFB is generated, you will never have
this problem again. (You need about 35K of hard drive space for each
Compugraphic font you want to print.) Note that printing Times or
Triumvirate will not create a PFB file because these fonts do not

[Length Exceeded - Message Split by Mountain Reader II]

51. Pagestream3 Sheds/3

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 17:49:00 UTC
From: dan.dreibelbis@f98.n250.z1.tor250.org
Message-ID: <a1f1740b@f98.n250.z1.tor250.org>
Source record: 179925

[Continued From Previous Message]

need to be downloaded.
- If you get error message 93 when printing a Compugraphic font to Postcript, Agfa's Intellifont engine will have failed. (We're looking into this problem now. It usually occurs when printing more than one CG font that doesn't already have a PFB file.) Click on Ok to allow the print job to be finished. If it fails and there are more CG fonts to print that don't already have PFB files, it will put up the alert again for each remaining font. When it is done printing (it won't print the fonts it failed on), quit PageStream and restart it. (The Intellifont engine must be re-initialized.) Print the document again. We are investigating this problem, but once you have the PFB version of each of your CG fonts created, you will never have this problem again with that font. We apologize for this inconvenience.

UNIMPLEMENTED FEATURES

To help you know what isn't finished, here is a list of unimplemented features:

- Append
- Save Template As
- Revert
- Plate Control
- Place
- Export text - not all formats export yet
- Paste - text in text frames is not pasted
- Undo - only for object features so far
- Find and Replace
- Spell checking
- External text
- External graphics
- Send to Editor - only for BME (bitmapped pictures), not for text
- Document Structure - you can't drag yet. Click on icons to create.
- Layout/Information
- Facing Pages
- Greek Text
- Bold and Italics - applied bold and italics aren't done yet,

and the buttons do not select the designed styles.
- Outline
- Weight commands
- Text Line/Fill
- Paragraph Format - bulleted paragraphs are done.
- Auto Hyphenation
- Insert Soft Hyphen
- Conditional Break
- Picture fencing
- Object/ Information
- Gradient/Shape/Radial - done to PostScript. Only linear
0,90,180,270 gradients done to screen and non-PostScript
- Bitmap fills - done to PostScript, but not screen or
non-PS
- Misc line/fill - most are done to PS, but not screen or
non-PS
- Trapping
- Text Wrap - offsets and modes 3 and 6 are not done.
- Text Anchor
- AutoBackup
- Typographic Prefs
- Edit Hyphenation
- Edit Kerning
- Font/Style palettes - partially done
- Page palette - only shows page icons
- Pen tool - can only draw basic line segments
- Reshape tool
- Edit palette - done except for multiple selected objects
- Primera driver - use Preference driver for now
- Canon driver - use compatible Epson or Preference for now
- Landscape printing
- Double/triple click
to select text

Tip: if you press Return to start a new paragraph in a frameless text object or text frame, the insertion point (cursor) will not appear to advance to the next line. Don't press Return again. It's just a redraw problem.

We hope you enjoy using this updated version of PageStream3. We are committed to giving you the best possible software for your Amiga computer. Thank you for your pati

52. Pagestream3 Sheds/4

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 17:49:00 UTC
From: dan.dreibelbis@balmybeach.tor250.org
Message-ID: <83f857e6@balmybeach.tor250.org>
Source record: 179926

[Continued From Previous Message]

(1:101/337)

53. Binary Software

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 17:49:00 UTC
From: dan.dreibelbis@balmybeach.tor250.org
Message-ID: <fb1ae8fe@balmybeach.tor250.org>
Source record: 179927

Dear Binary Software (I know you inhabit this net):

I was recently able to find a brand-new copy of GenEdit v. 2.00
from my local Long and McQuades (which they let go to me for $50.00).

Unfortunately, I'm having a few problems with it. Seems the
configurations designed for the TX802 and DX7II WON'T recognize my
DX7s (which, although it is non-multitimbral, is structurally
identical to the DX7II). I can download stuff to the computer, but
when it's uploaded the computer tells me the file is corrupt - and
when I DO upload it, the sounds come out two octaves below their
normal pitch (thankfully, I have Super Librarian backups). And it
won't respond to the editing templates at all. Also, some of the
drivers tell me there's a MIDI error - namely, it's expecting to see
an F0 but it's getting an FE.

The same seems to be true with my Roland D110 (although I still
haven't done as much fiddling with it as I have the DX7).

Also can you tell me:

What is the latest version available for GenEdit? And if so,
will it allow me to load it onto my hard drive WITHOUT having to use
confirmation with a key disk (a major pain). Could you, in future
editions, dispense with the key disk in ALL your programs and
replace it with a better form of copy protection, like let's say
pre-installation (like Gribnif uses with their programs). If not,
how much for a backup key disk?

As for the system I'm using, it's an STe, TOS 1.6, 4 megabytes,
using an ICD LinkII host adaptor attached to a homemade 40-meg hard
drive - I'm also using Warp9 and Neodesk4 (I also use Geneva, but
that is not used when doing MIDI work on my system.

Any advice would be MUCH appreciated.....

... That was the camel that broke my straw back - Fred Flintstone
___ Mountain Reader II - #00000007

54. PC CD-ROM reader for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 18:04:36 UTC
From: Darren.Trutzenbach@f616.n2605.z1.fidonet.org
Message-ID: <8f0_9410040008@nisc.fidonet.org>
Source record: 179935

In a message of 23 Sep 94 19:00:00, Samuel.Arvidsson@cindy.Ct.Se wrote:

S> A while ago, i saw someone writing about some kind of software for the
S> Ataris
S> to use PC CD-ROM encyclopedies (is the word right spelled?).
S> Anyone who has more information about this and how to get it. I don't have
S> access to FTP-sites.
S>
S> Thanks in advance,
Hi I have the software available here on my BBS in the Disk utilities file sig,
you are more than welcome to call and get it, it is called MOST2.LZH or ZIP if
i remember correctly. I think that it does not import the pictures on the
CD-ROm encyclopedia untill you register it.

Hope this helps.

```
+=-----============================================================-----=+
| R_O_U_N_D T_A_B_L_E B.B.S, Shamong NJ USA (609)268-7524 |
| ATARI Exclusive, 16.8 Baud + CD-ROM |
| +=-------------------------------------------------=+ |
| ~ Sysop: D.Trutzenbach@f616.n2605.z1.fidonet.org ~ |
| Darrenet@aol.com |
|Fidonet 1:2605/616 Atarinet 51:1/18 NeST 90:301/18 Tablenet 26:1/1|
+=-----============================================================-----=+
```

55. ST printing enhancement

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 18:39:07 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <36muob$1u6@mailer.fsu.edu>
Source record: 179852

Following up on my post about the Canon BJ200e inkjet printer I just bought,
I have been testing some printer accelerators. The Magic Spooler
(ms_spool.zip on atari.archive) is a combination spooler/accelerator/print-
to-file program. Ffprnt is just an accelerator. Apparently, TOS includes
some braindead code concerning the transport of data to the parallel port.
These programs are supposed to help fix this.

Here are the results of printing a fairly complicated 1 page document from
Pagestream 2.2b (lots of graphics and different fonts), in minutes:seconds,
on my 16mHz MegaSTE:

No accelerator: 7:49 (!)
Mspool, spooling turned on: 3:02
Mspool, spooling not on: 2:34
Mspool (on) + ffprnt: 2:13
Ffprnt alone: 1:42

So, I'd say Ffprnt is pretty much a "must have" for those that print a lot!
It is a tiny auto folder program, and has not caused me any other problems.
Magic Spooler is still a handy program to have, particularly for printing
to a text file.

There is a commercial product called OutBurst that proports to do the same
thing as Ffprnt. Anyone played with it?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

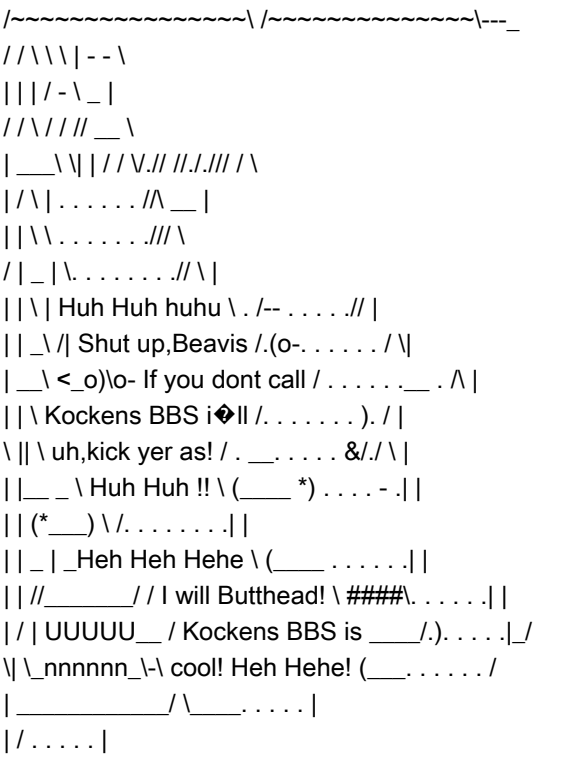
56. Re: HELP NEEDED

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 18:41:37 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94275.144137STIRRE31@MAINE.MAINE.EDU>
Source record: 179929

I don't have any recent issues of Atari mags around right now, but
monochrome monitors can be had very cheaply, I believe. A
40 meg hard drive for the ST is more expensive than the IBM
because: 1) you need to pay for a DMA to SCSI cable (the Link
which is about $90) and 2) the external case costs you.
However, Toad sells hard drives at fairly decent prices and
there are usually used ones for sale on the Net.
As far as MIDI, I do not use my computer for MIDI, but I have
heard that people are quite happy with their STs for music.
Some people will answer your question pertaining to MIDI
software I am sure.
One more thing: there are monochrome emulators for color systems.
They work, but I am not sure I'd recommend them.... however, you
can download a pd/sw one like Sebra and try for free.
Hope this helped. If you haven't gotten Toad Computer's catalog
then get it! E-mail them at: toad@genie.geis.com. They have
tons of stuff and could help you get the software you need!
-scott tirrell

57. Do you want yer as kicked..??

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 18:55:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <fnt_2.200.423_2e8f023d_Jesper.Kock@ct.se>
Source record: 179863



DO YOU WANT YER AS KICKED ????

I DONT THINK SO!! CALL -*-KOCKENS BBS-*- +4646250256 V32" 24H ATARI ONLY

-*Full InterNet Access*-

-*Online Faxservice*-

-*QWK Mailer*-

-*Over 2500 Filez to ATARI ST,STE,TT,FALCON*-

-*20 Onlinegamez*-

-*200 Echomail Areaz*-

-*-SysOp :King Bjk-*-

FidoNet 2:200/423 NeST 90:1102/0 FujiNet 7:102/0

BlackNet 66:102/111 SAKNet 79:121/0

Tel3Net 42:1001/200 InterNet @kockens.ct.se

58. Unused Atari Minix 1.5 for sale - $40 postpaid

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 19:39:42 UTC
From: der@hpuerci.atl.hp.com
Message-ID: <der.781126681@hpuerci>
Source record: 179930

I have unused, unopened copies of Atari ST Minix 1.5 available -
$40 postpaid to your door.

-- Dave Ritchie N4DJS
der@hprc.atl.hp.com

59. NeoDesk4, problem with groups

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 22:03:35 UTC
From: tdcflcn@infinet.com
Message-ID: <36nann$imi@rigel.infinet.com>
Source record: 179931

First let me say I love Geneva and NeoDesk 4.

I have one problem, maybe it is not a problem, maybe its me.

When I drag an Icon to a group the Icon does not change, I can save the group and close the group and open it back up and the icon is O.K.

But if I select the icon then take the "Change Icon..." option from the "Options" menu and change the "Name in window:" to something more meaningful the icon changes in the group window to the default program icon. Is this a problem or am I doing something wrong?

Thanks for any help.

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

60. Re: Tape Streamers

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 22:50:38 UTC
From: jonal@hiof.no
Message-ID: <jonal.2723.2E8F393E@hiof.no>
Source record: 179933

In article <941001Z204608.474frank@theshack.demon.co.uk> frank@theshack.demon.co.uk (Frank Charlton) writes:

>> I'm not aware of a demo. There are DB3 files on several ftp sites, but
>> I think these are patches to upgrade DB3 to the latest version.

>There is a demo somewhere - I've seen it on a few non-net BBS systems...
>I'll see if I can remember where it was :->

ftp.uni-kl.de and atari.archive.umich.edu.

Look for db3demo.tos. Note that this is just an "interface demo" - i.e. you can't actually back up and restore anything.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman
---

61. Re: UUCP-FAQ? (was: Re: Atari ST Offline-reader for usenet?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-02 23:45:22 UTC
From: process@cgsvax.claremont.edu
Message-ID: <1994Oct2.154522.1@cgsvax.claremont.edu>
Source record: 179932

> This has been discussed several times in the last months in all Atari
> newsgroups I read. Seems like it's time for an Atari UUCP / Mail &
> News-Systems / Mail & News-reader FAQ! Shall I make a try? I've tried
> all three systems I know about: Hermes, UPoint and Taylor. Maybe with
> a little help from the authors/author of the port, we could bring
> up something which would be helpful to all uucp-newbies. Since the
> shlink seems to be kind of Atari uucp center (UPoint and the Hermes
> uucico are developed/maintained here in Elmshorn, and at least one
> site is running Taylor 1.03) this should be a good place to start the
> FAQ.
>
> Ole, Stefan, J"urgen, agreed?
>
> Frank.

I would like to see such a FAQ here on the net. I would like to know how I could carry usenet messages on my BBS. I have found STUFIT which converts usenet messages into FIDO comp, which my BBS software handles as an internal message base format. I just need a way of gettting usenet messages to my BBS. I have looked at mercury and hermes, and both seem rather difficult to setup and maintain.

Alan Deffenderfer

62. Re: Have caution in buying German software..

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 00:44:38 UTC
From: dk3uz@isys-hh.Hanse.DE
Message-ID: <0X4SBF7P@isys-hh.Hanse.DE>
Source record: 179853
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

thommy@cs.tu-berlin.de (Thomas Bahls) writes:

> [...]
>BTW: What does BBS mean :-?

Bulletin Board System (== Mailbox)
>--
> "Im Uebrigen bin ich der Meinung, dass Windows zerstoert werden sollte."
Dein Wort in Bill Gates` Ohr...

cu, Eddi
--
| AMPRNET: dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.isys.net |
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU |

63. HS Modem

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 00:51:41 UTC
From: kfason@csn.org
Message-ID: <Cx2nq5.4DH@csn.org>
Source record: 179934
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

A friend and me are trying to get something figured out. He has a Mega/STe, he also has RATsoft BBS running with a USR v.34 modem. It works fine on Modem1 @ 19200, but since the modem can do 28800 he wants it to be locked @ 38400 or preferbly 57600. We played with HS Modem a little. WHile RATsoft sees the modem on modem2 with no probs, the Modem2 does not have a ring indicator. But with playing HSModem, I read in the docs (MFP_X.TXT) that you could get 57600 on a 8Mhz or 16Mhz 68000 CPU on Modem1. It then has something untranslated under it, so I assume that is the method... How do I get HSModem to redirect the Modem1 to go past 19200?

We tried configuring it, but with the english being poor we could not figure it out too well. but we setup MFP.PRG like this:

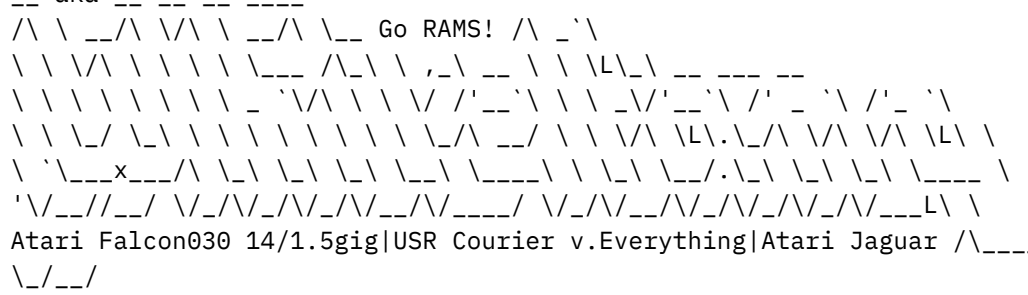
FASTINT: Yes
RSVE: NO
HISP: NO
REPL: (this one we had probs with, how do you input it to redirect say 19200 to 57600? we tried 19200 / 57600, 19200/57600, and the reverse, but when rerunning MFP via SETTER.TTP it only shows the second number)

DTR:On
RBL:1024
TBL:1024

any help is appreciated!

--

- Kevin Fason



64. Re: Async RS232 code

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 01:51:40 UTC
From: millert@grad.csee.usf.edu
Message-ID: <36no3c$p2c@mother.usf.edu>
Source record: 179937

J.W. Hopkins (s4jwh@csc.liv.ac.uk) wrote:
: Hi,
: I'm after some code to use the serial port asyncronously
: to link in with C .

: Can anyone help ?

: Mail me > Jon

I don't quite understand what you mean. Have you tried Bconout, Bconin,
Bconstat, and Bcostat?

65. PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 02:12:13 UTC
From: mdg@ukc.ac.uk
Message-ID: <10555@gos.ukc.ac.uk>
Source record: 179936
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Announcing the release of 'PLAYMPEG v0.68' - *THE* Falcon MPEG player.

PLAYMPEG v0.68 should be available on most popular FTP sites within the next
few days - the version uploaded is greyscale only, to obtain a colour version
you can register by sending 5 pounds (10 pounds for non-UK residents to
cover postage and bank charges) to the below address:

Martin Griffiths,
7 Long Acre Close,
Canterbury,
Kent,
CT2 7TE.

Features added v0.60 -> v0.68.

- Plays all MPEG files (P/B Frames are skipped but all I frames are displayed)
- Restores the screen resolution correctly when using Screenblaster(at last!)
- Handles large MPEG files (upto 480x384) - this limit is imposed by the Falcon
hardware, since True Colour cannot have a horizontal resolution of more than
480 on a standard SVGA Monitor).
- Error tolerance is again(!) much improved, with no loss in speed,
(i.e. 17.62 FPS for MJACKSON.MPG))
- Works on ALL accelerated Falcons, including 50mhz DSP, 40mhz CPU!).
- No annoying DSP '.LOD file 'anymore :-).
- Additional program 'INFOMPEG' provides detailed information on MPEGs.

I urge all users to register this program, 5 pounds is not much to ask for a
program which is heading towards a full DSP based implmentation of the MPEG
standard.

Cheers
Griff
--

66. Game questions

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 02:51:35 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <36nrjn$4iq@mailer.fsu.edu>
Source record: 179876

I'm buying several used games from a gentleman in Virginia, and a couple of things have come up. Hopefully some netters can help me out.

1. How many disks does Operation Stealth consist of? The seller can only locate three, and is unsure if this is all of them. I would rather not play through 3 disks and find out I'm stuck....

2. Does anyone have the game Deuteros? If so, could I arrange to get a copy of the manual(s)? I can prove ownership of the original disks (when I get them :-). The seller feels that he has lost his. I'm sure I could think of a favor or gift I could provide in return.

Please email me directly. Thanks in advance for any assistance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

67. Re: HS Modem

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 02:55:42 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <36nrre$4iq@mailer.fsu.edu>
Source record: 179877
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Kevin Fason (kfason@csn.org) wrote:
> A friend and me are trying to get something figured out. He has a
> Mega/STe, he also has RATsoft BBS running with a USR v.34 modem. It works
> fine on Modem1 @ 19200, but since the modem can do 28800 he wants it to be
> locked @ 38400 or preferbly 57600. We played with HS Modem a little.
> WHile RATsoft sees the modem on modem2 with no probs, the Modem2 does not
> have a ring indicator. But with playing HSModem, I read in the docs
> (MFP_X.TXT) that you could get 57600 on a 8Mhz or 16Mhz 68000 CPU on
> Modem1. It then has something untranslated under it, so I assume that is
> the method... How do I get HSModem to redirect the Modem1 to go past
> 19200?

I believe you misunderstood (perhaps the author was refering to his RSVE
hardware mod, which can attain such speeds on Modem1). Modem1 cannot
reliably go faster than 19200 without hardware modification.

No ring indicator on Modem2? Does that mean it is missing a line or
something? There are docs on how to fix problems with both Modem2 and
Serial2 (a GAL programmer is needed). Email me if you are interested.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

68. Just got HD, how connect

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 05:26:01 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10031994.052601@empyr.dircon.co.uk>
Source record: 179861

Hi Everyone, especially those who pointed me in the right direction about what to buy / leave at the auction I've just come back from !

I have bought....a Rodime RO3128T Type 04 SCSI HD, 120Mb
and... a Lion 320VC External SCSI subsystem.

I paid 25 UK Pounds (about 38 US$) for the drive and 12 UK Pounds (18 US$) for the box with the connectors, PSU & fan.

Right, here comes the inevitable....<g>...

The drive spins OK, I can't test it yet as I don't have a host adaptor.

Anyone know how to plug them all together ?

The SCSI box has room for 2 HDs (it has 2 SCSI connectors, power plugs etc) It has 2 numeric displays (mechanical) on the back, with little + and - buttons on each one. By pressing either the + or - buttons, the number cycles from 0 to 9 (or reverse, if you press the - button !). These appear to be multi-way switches. From the back of each switch comes 4 wires, colored Red, Blue, Yellow, Black. These are grouped into three pairs with Black common to all. Nothing else is connected to the switches. Each pair of wires is terminated with a tiny 2 pin connector. These look as if they could fit onto the group of 6 pins on the back of the drive, like this..

1 2 3 |▯▯▯

Assembled in Scotland
30144068 Build Level 007 Option K
LR50240
8926 127
0688-1-03 0140-5-15 0260-5-16

What I would like some kind soul to tell me is....HOW do I plug it all together and what do I do next to get it working with my STFM ?

I understand I will need a host adapter, ICD Link or something like that, and some software for running the HD. Where can I get these things ? (preferably in the UK, but I'll buy from anywhere !).

Could I ask you to reply via e-mail please ? As my sysop is just about to drop the atari echos from his system. My address is:

Kevan@empyr.dircon.co.uk

Thanks a lot friends.

Cheers.
Kev

P.S. The auction was worth a visit, but it was quite funny watching some people bidding up to 90% of the full retail value of the gear, and there was only 24 hours guarantee ! One guy even started bidding against himself ! <g> Prices were, well, disappointing. They had stuff like 486sx25, 1Mb RAM, 170Mb HD, 1.44 Floppy, 256k VGA card, keyboard, all brand new, these went for 320 UK pounds (500 US$), BUT they had NO monitor, mouse, software, support or guarantee. Various cards went for about 10 UK (15 US$), 14 inch SVGA 1024 x 768 - 130 UK (200 US$) There were 286 systems, used (very !), 5.25 inch drives, 640k etc, these went for between 30 UK and 70 UK (45 & 110 US$). It seemed a good place to go if you were building your own PC system, as motherboards & drives etc were quite cheap. The ONLY bit of Atari kit they had were 3 internal floppies, used, not sure if they were SS or DS, but they went for 8 UK (12 US$) each.

VQWK 6.20I

69. Re: 40 folder limit? explanation needed

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 05:29:19 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <36o4rf$io8@golem.wcc.govt.nz>
Source record: 179939

In article <36h05i$9sm@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
>hopper_t@msupa.pa.msu.edu writes:
>>In article <36fana$d8h@altjof.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard
>>Tanger&#65533;s) writes:
>>>
>>><FOLDRxxx.PRG - AUTO folder program that expands the 40 folder limit (just
>
>Isn't it possible to make the buffer resize itself depending on how many
>folders you open? Say set it to 40 to start with, and then when (if) this
>is reached, allow it to grab more memory. Also to release this memory
>when it is not needed any more.
>
>Just an idea...
>Phil
>[E-mail pd@mole.bio.cam.ac.uk]

Well if you did it that way you would end up with a lot of holes etc...

There is no big problem with this Folder thing, to me just a lot of hype,
if you are not using TOS > 1.4 then you have a hole in your head, its simple
to fit and cheap.....

>It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
>cigarettes, it's dark, and we're wearing sunglasses.
>
>Hit it.

* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *

70. Atari Kermit

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 06:23:47 UTC
From: au399@FreeNet.Carleton.CA
Message-ID: <Cx333n.2qs@freenet.carleton.ca>
Source record: 179942

I was given a copy of Atari Kermit but unfortunately without instructions. I want to upload and download files so that I can read and write off line.

RON

--

71. Re: HELP NEEDED

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 07:04:45 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <36oaed$6ka@Tut.MsState.Edu>
Source record: 179941

Once you get your ST up and running...I can assure you that you won't find a better seqencing machine on the market for less than you'll have sunk into it. As for the High Resolution requirement for most of the better sequencers...you'll be glad of this. The high res is better on your eyes, and gives you much more real estate in terms of screen area to work with. There are quite a few sequencers that will work in Color...with tos 1.00 too. Dr. T's KCS Omega should run fine on your system as is. Master Tracks Pro also will run on your system as is. C-Lab's Notator and Creator also will work on a Color Monitor with TOS 1.00. You won't be able to use Soft Link (C-Lab's older multitasking system) with tos 1.00, but the sequencer alone will run just fine, and since you're only running one meg of RAM...you'd never find SL very useful anyway.
Basicly...tell me what kind of work you want to do with your ST...and I might me able to help you see where to sink your cash. There is a lot of great stuff out there you can run AS IS...and some SUPER stuff if you don't mind upgrading your TOS and springing for a mono monitor.

Brian

72. ATARI COMPUTER WANTED/NEEDED!

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 07:29:29 UTC
From: process@cgsvax.claremont.edu
Message-ID: <1994Oct2.232929.1@cgsvax.claremont.edu>
Source record: 179940

I am looking for an Atari Computer. I can use any flavor that you might want to part with. I have only one stipulation: It needs to have one meg of RAM. It does not need a floppy drive or a pwer supply if it is an old 520 upgraded since I have extra floppies and power supplies. TOS 1.4 or newer would be nice, but not required. I cannot afford a TT or Falcon, but a Mega STe is a possibility. I need it for my BBS, so it must be VERY RELIABLE.

Leave me your offers/trades in email.

I would be willing to trade Pagemaker 5.0 for the MAC or Laser C for the Atari or somehting else.

Thanks,

Alan Deffenderfer

73. Re: useful auto prgs/ACCs?

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 07:53:24 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941003Z075324.775dbrewood@nest.demon.co.uk>
Source record: 179870

In article <36l6oi$10t6@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:

> Since I've been asked this by several people, I'll try to remember where I
> saw them (GEnie, I think), and when I find them I'll u'l them to Hensa and
> umich.

That would be greatly appreciated as I've done a lot of searching this weekend
without finding them. On Hensa please for me.

> No. The one on GEnie is 1.0 (I think, maybe I should look again). Where
> is v1.2xx available? Is Edith still freeware?

The latest Demo should be on Umich, it's no longer freeware, but
semi-commercial, good program though.

--

```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

74. Help with SuperCharger

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 08:04:44 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <36odus$6ps@Tut.MsState.Edu>
Source record: 179943

I have a Super Charger and two different versions of sofware for it...
1.3 and 1.4. I recently exchanged my old 1040ST for a new 1040STe and
now my Super Charger doesn't want to work. The Ram Drive Tool Box and
and install program works fine...but the PC side of things reacts rather
strangely. It initiates as usual...but then the keyboard locks up.
Sometimes...and very rarely...the Supercharger will react and boot DOS,
but that's only after pounding on the return key several dozen times.
I don't really think there is any hardware problem with the SuperCharger
itself...because I can use its memory as a ram disk with no trouble what
so ever. I did get it to work once by switching from the external power
supply to the old leeching off the joystick port method. Now that wont
work either. Any suggestions? Is my problem in the fact thay maybe the
software is designed to work on and ST and I've got an STe?
I'm all out of options it seems...as I've tried fresh cables..fresh power
supplys...every place in the DMA chain...with a Hard Drive...without a
Hard Drive...Color...Mono...and every thing i could think of to pinpoint
a problem. It seems to me like the supercharger is on stand by as it should
be, but for some reason the keyboard commands aren't making it there.

Also...I've noticed that several games I have that ran flawlessly on
the ST refuse to acknowledge the keyboard and joysticks on my STe. One
example in particular is Dragon's lair. Is this normal? Maybe I need
to have my STe serviced (even though it is less than half a year out
of the new plastic wrapper)?

Thanks,
Brian

75. Re: NeoDesk4, problem with groups

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 08:32:10 UTC
From: dburns@world.std.com
Message-ID: <Cx391n.Anv@world.std.com>
Source record: 179944

tdcflcn@infinet.com (Tom Chamberlain) writes:

>First let me say I love Geneva and NeoDesk 4.

>I have one problem, maybe it is not a problem, maybe its me.

>When I drag an Icon to a group the Icon does not change, I can save the
>group and close the group and open it back up and the icon is O.K.

>But if I select the icon then take the "Change Icon..." option from the
>"Options" menu and change the "Name in window:" to something more
>meaningful the icon changes in the group window to the default program
>icon. Is this a problem or am I doing something wrong?

>Thanks for any help.

>Thomas (Tom) Chamberlain, tdcflcn@infinet.com
I've solved this by going into the Icon Editor and copying/creating a
new icon with the new name assigned to it.

Dave Burns
Lowell, MA

76. Re: ACSI trouble

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 09:25:22 UTC
From: miff@apanix.apana.org.au
Message-ID: <miff.781176322@apanix.apana.org.au>
Source record: 179945

Nesral@closer.brisnet.org.au (Nesral) writes:

Firstly, actually, I write a little :

People of the world; australian Atarians are not _all_ this dense.
(We shipped Roger off years ago 8)

>Hi Lars, well the MSTe peoblems surface again. Most people on the net
>disagree with me but i will state it again. I have been told by my
>supplier in Western Australia that the HD controller in the MSTe in not
>fully SCSI compatiable.

Ooh. Paragon. Lovely stock of technical expertise we have there.
Suffice it to say that they're not what you'd be inclined to call
rational.

>My experience with this problem leads me to
>believe that the internal controller interfers with any ICD controller the
>reasult of this being the loss of the last partician on the ICD controlled
>HD.

This is of course total gumpf. How can the controller know that the data
it is currently transferring is a partition map?

>So i presume that when you only have one partician on the HD the MSTe
>will not see it at all. So you have proved my theory, in that your
>streamer is seen as the first and only partician and thus cannot been seen
>at all.

Except that sequential-access devices don't look like random-access
devices, nor do they have 'particians'. The only proof here is your
irrationality.

>I have a switch on the MSTe to switch of the internal HD. This
>helps as some older ST floppy based programs will not tolerate a HD in the
>loop. I rearly do not know what you can do about this problem.

Sounds like he should a) check his termination, and b) check that the
SCSI ID of the tape unit is different from that of the disk and the MSTe.
(ie not 0 or 7, and probaby not 6 either if he has an ICD adapter)

>The only
>thing I can suggest is that someone mentioned an Atari SCSI controller, I
>was not aware that Atari made a SCSI controller, but as i said someone
>mentioned it a couple of days ago. I presume that an Atari controller
>would work on the MSTe.

The MSTe has an Atari SCSI controller inside it, funnily enough.

>To those of you who wish to tell me that all i have said is rubbish rember
>that all i have said is concluded from physical experimentation not from
>the theory so if you wish to critise me do so from physical experiments on
>a MEGA STe otherwise don not expect an answer.

shrug. I can say, from purely written eveidence, that you're totally
loopy, but to keep you happy, I fix Atari machines on the side, so to
speak, and I've had my share of MSTe's through, none of which exhibit
any 'vanishing partician' problems.

>Also if the guy who mentioned the Atari SCSI controller reads this please
>pass to me and Lars what info you have on it and were to get it as i need
>one too.

A simple question to test your intelligence : how many particians do you have?

> / *<-- Geoff of OZ.

Mike. (of a part of Oz where there are fewer bannanananananananas)

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

77. Re: UK SALE STe System

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 10:42:20 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <36on6c$bhd@infa.central.susx.ac.uk>
Source record: 179947

Steven Constantine (kaps3@central.susx.ac.uk) wrote:
: Steven Constantine (kaps3@central.susx.ac.uk) wrote:
: : I have the following system for sale and will onl;y let go as a whole:

: : 4Mb Ste (TOS 1.6)

: **** and a spare 1Mb STfm ****

: : 52Mb Quantum SCSI Hard Drive (9 mnths old)
: : Trust Monochrome (Hi-Res) Monitor (6 mnths old)
: : 400 DPI mouse (6 mnths old)
: : Neodesk 3.04 Replacement Desktop

: **** and Calamus DTP ****

: : Much Shareware and PD software:
: : including GCC 2.5.8 C compiler installed.

: : Many Games.

: : Everything is boxed with manuals.

****
********** FIRST 250 POUNDS TAKES IT **********
****

: : Contact kaps3@central.susx.ac.uk

: : (University of Sussex, Brighton, E.Sussex)

: : If people require, the system can be moved to nr Oxford.

78. Help with Frontier (Elite II) Needed. (Again) (Need To Save Game!)

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 10:59:27 UTC
From: peseb@freeport.uwasa.fi
Message-ID: <36oo6f$fqd@zippo.uwasa.fi>
Source record: 179948

Hi All.
Does Anyone Know if it's even possible to Save one's game in
Frontier? (Falcon version)
If it's possible please tell me how!

Thanx In Advance,
Von.
--
Here's the Known and Unknown and inbetween are the
Doors....Open the Doors! -Jim Morrison.
##

79. FOR SALE: Atari ST/TT Software & Magazines : NEW STUFF!

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 11:00:11 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <36oo7r$s7a@canopus.cc.umanitoba.ca>
Source record: 179871
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

```
=====================================================================
SOFTWARE
=====================================================================
Laser C w/Laser Debugger........$ 32.00 (no box)
Assempro Assembler Language.....$ 32.00 (no box)
OSS Personal Pascal.............$ 32.00 (no box)
Word Perfect....................$ 18.00 (no box or docs, promotional copy)

Night Shift.....................$ 16.00 (cute fun Lucasfilm platform/action)
Paladin (rpg)...................$ 13.00 (excellent rpg game)
Hard Drivin.....................$ 9.00 (no docs)
Firezone........................$ 6.00
TV Sports Football..............$ 5.00

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

STart magazine:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total + 21 disks.....$21 + shipping

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030 4+4MB/135 $ cds,tapes,comics,rpg,
3rd Year CompSci Honours $ SyQuest 88 & ZyXEL $ software,midi,videos,
University Of Manitoba, Canada $ *Still The Best* $ 4 SALE - E-Mail me...
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

80. Norwegian Atarians?

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 11:06:03 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <Cx3G64.2L0@news.Hawaii.Edu>
Source record: 179949

Hallo!
I have a friend that is considering buying a computer soon and
she happens to be from Norway - Are there any Norwegian ST/TT/Falcon
users out there? Is there a Norse version of TOS? Any programs that
support the language?
Please E-mail responses.

Thanks,

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE

81. Compo/Twrite Languages

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 11:08:13 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <Cx3G9q.2Mq@news.Hawaii.Edu>
Source record: 179950

I am investigating the available dictionaries for That's Write 3 and I would appreciate any information available. I had Robert's E-mail address (over at Compo software) but I lost it. I would appreciate it if someone could put me in touch with him. (are you reading this Robert?)

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE

82. Branch Always

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 11:09:26 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Oct3.110926.26381@unix.brighton.ac.uk>
Source record: 179851

```
Email Address
=-=-=-=-=-=-=

Does anyone know the email address of Branch Always Software? The address
I was using last year no longer seems to be valid.

Many Thanks
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-=-=-=-
```

83. Re: POV (Falcon-MTOS-Crash)

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 11:57:40 UTC
From: djs@jet.uk
Message-ID: <1994Oct3.115740.29026@jet.uk>
Source record: 179854

In <Pine.SUN.3.90.940929114003.17260B-100000@nora> Sascha Djuric <sascha@nora> writes:

>On Mon, 26 Sep 1994, David Stevenson wrote:
Actually, I didn't write this.

>Well how about POV and MTOS?

>I am running Pov2.2 (TT-Version) on a Falcon030882 with MiNT1.09 and it
>always crashes near the end of a run. With Single-Tos it seems to be more
>stable. Anybody else having similar problems? Suggestions?
I run with MiNT 1.09, POV 2.2, 68030/68882, but not MTOS: No crashes.
I built POV with Lattice C5.6
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

84. [Q] Gemulator and ToadFest...

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 12:36:20 UTC
From: odonnj@alum01.its.rpi.edu
Message-ID: <36ots4$kqe@usenet.rpi.edu>
Source record: 179855

I've been out of touch from this newsgroup for a while...

Does the Gemulator product still exist? What is it's status? I may be buying a PC soon, and am thinking of getting the Gemulator for it.

I saw a post about a ToadFest? Is there one coming up? Could someone e-mail me the details (where and when), if it hasn't already passed? You can send the info to "odonnj@rpi.edu". Thanks.

--- JOD
--

__ /\ | Jim O'Donnell, odonnj@rpi.edu
\/ / / |
/\ _____ __ _____ / / | The bond

85. Re: Help wanted!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 12:53:30 UTC
From: Daniel Cohen <D.E.Cohen@qmw.ac.uk>
Message-ID: <36ousa$oal@beta.qmw.ac.uk>
Source record: 179856

In article <36gok9$q11@mserv1.dl.ac.uk> M.S. Smith, msh@mserv1.dl.ac.uk
writes:
>
>Next I'm looking for an Undelete utility and Defragmentation utility for
my Falcon. I
Diamond Edge is a commerical program (Hisoft) if you can't find a PD one.
I've been wondering if there is a disk editor, like Knife or some of the
PD ones,
that works on the Falcon. I wouldn't use it much, but useful for
emergencies
(for instance, on my ST a friend saved a file with a name that had a
space in it,
and I had to edit the disk to get the file back.)

86. Re: For sale: Complete Cubase SMPTE system

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 13:11:49 UTC
From: urbansky@bailey.com
Message-ID: <Cx3Lzp.CB2@bailey.com>
Source record: 179857

>Also for sale
>
>Casio DA2 DAT, mint, 10 hours use 300

I am very interested in this ... can you tell me a bit more about it? I'm familiar with MIDI and things Atari but am unfamiliar with DAT decks. How would I connect the L/R outputs of my mixer to the DAT? How would I connect the DAT to another computer (I assume this is where AES/EBU comes in, and if so, does this DAT have this?)

John

87. Hi

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 13:23:26 UTC
From: k945278@kingston.ac.uk
Message-ID: <36p0ke$6kh@mercury.kingston.ac.uk>
Source record: 179858

Hi I own an ST and my mate is called P Civati

88. Re: Branch Always

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 13:57:03 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94276.095703STIRRE31@MAINE.MAINE.EDU>
Source record: 179859

Steve,
I think that you should use darekm@microsoft.com instead
of the derekm@microsoft.com that you used in your mailing.
I may be wrong, though.
-scott tirrell

89. FS: Atari Mega 4 ST System

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 14:11:07 UTC
From: ashen@hookup.net
Message-ID: <ashen.36.000E2FE8@hookup.net>
Source record: 179873

Hi. I have the following equipment for sale:

Mega 4 ST, TOS 1.4
120 Mb Internal Quantum HD with ICD Micro Host Adaptor
SM 125 Monitor (the one with the swivel stand)
SC1224 Colour Monitor
Spectre GCR w/ROMS
Tons of original software including PageStream, WordFlair II, 1st Word+, games

Make offer and any/all items. Would prefer selling to individuals in Toronto area, but all offers will be entertained.

-Alan
alansh%toronto@zip.atm.com

90. Re: Papyrus, SpeedGDOS

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 14:19:21 UTC
From: nj1@ukc.ac.uk
Message-ID: <9874@falcon.ukc.ac.uk>
Source record: 179860

In article <1994Sep29.071740.20588@news.unige.ch> mike@divsun.unige.ch (Mike Morris) writes:
> How about being able to change font size without changing style/face?

I think you can do this by calling up the Font Panel and switch the 'permit' button (the small black circle) on all but the font size sections OFF... Choose the font size you want and save it as a function key....

The sections with permit off aren't affected when you change point size in this way.... Good, eh?

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

91. Re: Help with Frontier (Elite II) Needed. (Again) (Need To Save Game!)

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 14:34:08 UTC
From: s9205525@otto
Message-ID: <36p4p0$1t7@aggedor.rmit.EDU.AU>
Source record: 179882

```
: Does Anyone Know if it's even possible to Save one's game in
: Frontier? (Falcon version)

: There is an auto folder prg called DIVERT which should work on
: the falcon i think. The problem with Frontier is that it
: will aways look for the floppy drive to save to 8-(
: If DIVERT will run on the FALCON, then you can nominate which
: drive you wish your saved game to go to 8-)

*****************************************************************************
* *
* John Moon *
* (My Amp only goes to 19) *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* AUSTRALIA THE LUCKY COUNTRY????? *
* *
*****************************************************************************
```

92. Re: Looking for a copy of First Word Plus

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 15:23:18 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410031432.AA07556@ilmen.lanl.gov>
Source record: 179862

In article AA07238@ilmen.lanl.gov, hutch@ilmen.lanl.gov (Hutch) writes:
>In article L676791@LMSC5.IS.LMSC.LOCKHEED.COM, L676791@LMSC5.IS.LMSC.LOCKHEED.COM () writes:
>>
>
>Good point, Mark. But is Timeworks still supporting the Atari? Heck, is
>Timeworks even still around?

Ooops! My mistake. First Word Plus was (is?) distributed by GDT, not Timeworks. I was thinking of Word Writer ST, I guess.

-Hutch- @ Fair Dinkum Tech

93. Re: Hi

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 15:33:48 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cx3sKD.CLH@westminster.ac.uk>
Source record: 179864

Mark King (k945278@kingston.ac.uk) wrote:
: Hi I own an ST and my mate is called P Civati

Hi, I am Denesh Bhabuta....you may also call me Danny.

Welcome aboard..I am sure you will enjoy your time here...

This your first day at college?

How is Paul, BTW?

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

94. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 15:43:09 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410031452.AA07562@ilmen.lanl.gov>
Source record: 179865

In article AA07248@ilmen.lanl.gov, hutch@ilmen.lanl.gov (Hutch) writes:
>
>PLEASE... when you post a message to ANY newsgroup on the Usenet, keep
>your messages to a width of 80 columns or less and use a hard carriage
>return at the end of each line. [...]

In regards to my earlier post, above, I got a really nasty (and very childish) email flame from James Baumgardner <jbaumgar@bronze.coil.com> which suggested I get a 'real term program' or 'feign computer literacy' and not to 'whine' about my 'inadequacies.'

Lest anyone else in this forum share the same immature views as James, allow me to reiterate that this was a request not for -my- benefit but for those others who may not possess sophisticated term programs. As many of you know, I relay all Usenet Atari newsgroup posts to GEnie. Posts with extremely long text lines may end up cropped and hence unreadable. Since I don't have the time to 'fix' each message before sending it on to other services, I just bypass those with no C/R's, and consequently they don't get forwarded.

So that was the reason for my request. I apologize if it sounded like a 'whine' but it was only for the benefit of other users.

And of course, users may continue to format their messages any way they please. It's yer choice, after all. :)

Cheers,

-Hutch- @ Fair Dinkum Tech

95. Problem: Apple 300 CD-ROM and Egon! CD Utilities

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 15:56:25 UTC
From: Ton van Overbeek <TVOVERBE@ESTEC.BITNET>
Message-ID: <94276.155625TVOVERBE@ESTEC.BITNET>
Source record: 179883
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently bought an Apple CD-ROM to be connected to my TT. As software I bought the Egon! Cd Utilities, Version 1.50. Of course, the combination does not work (otherwise I was not posting this message)

The TT is talking to the CD-ROM via the SCSI bus. The CD-ROM identifies itself as 'SONY CD-ROM CDU-8003A' when sending the SCSI inquire command. I checked this with both AHDI (CD-ROM as SCSI target 1) and with the SCSI example program from the German Profibuch.

Has anybody gotten this Apple CD-ROM to work, and if so with what software ?

Please reply also by email, since our newsfeed has been flakey the last few weeks.

Ton van Overbeek, tvoverbe@wk.estec.esa.nl

96. Problems, ideas, announcements wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 16:00:48 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <36p9rg$roq@mserv1.dl.ac.uk>
Source record: 179866

Hi,

I have created my own Atari Page on the Web and would as part of this service to the Atari community like to invite you all to send your ideas for things to include. I would also appreciate any problems you would like solving (not personal) as I will do my best to find the answers for you. Have you any Atari related announcements to make? Then this could be the place to put them, although less than two weeks old this page has already been accessed by over 600 people and this is bound to increase soon with a mention in Future publishings new magazine ".net:The Internet Magazine" and I believe the next issue of ST Format.

Have you written any articles yourself that you would like to submit, or would you be available to answer peoples questions? Let me know if you think you can help me in providing this service to the Atari public. This is not a commercial enterprise but is done in my freetime and there will be no money involved.

If you have written any softwares reviews for submission, have an area of expertise or just want the new piece of software you've written to reach the public quickly then let me know. I promise to try and answer all letters and to evaluate all submissions for inclusion. Hope to hear from you all soon.

Thanks,

Mark msh@dl.ac.uk

97. Marpet 8+Ram Board

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 16:05:41 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <74kmTc1w165w@sys6626.bison.mb.ca>
Source record: 179872

I have here in Winnipeg, Manitoba Canada a Marpet 8+ Ram board
unpopulated for the Atari Mega ST computer ONLY.
I am asking $140.00. You will also need to put 1 meg Simms in to upgrade
in 2 meg increments and a TOS Extension card from either Compo or
Codehead Technologies.
Please call me if you wish at 204-339-0191 and I can convert this amount
to US dollars or any other currency for your convenience.

Eva Crouse

98. Re: Atari Falcon vs IBM Compatible w/SoundBlaster

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 16:22:58 UTC
From: ds@feldspar.geology.uiuc.edu
Message-ID: <36pb52$hdf@vixen.cso.uiuc.edu>
Source record: 179867

In article <H.eg.0UtJNMfBZjY@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:

>I bought my Jaguar in Pennsylvania (low sales tax), and paid about 10%
>duty coming over the boarder. Even with the exchange rate, I saved some
>cash (it was only $40 less, but still).
>

I'm a total novice in Atari-land. What is a Jaguar? Any FAQ's
around?

Dwight

Dwight A. Schwartz ______--_-____--________------___--_-_-_-_-_----------__
University of Illinois Department of Chemistry | Box 10-1 Noyes Laboratory
505 S. Mathews Ave. | Urbana, IL 61801-3664 | 217-244-2355 | 217-333-3776
i-net: schwartz@feldspar.geology.uiuc.edu | bitnet: schwartz@uiucscs_--___-
----

99. Fixing damaged Atari floppy disks

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 16:27:55 UTC
From: ds@feldspar.geology.uiuc.edu
Message-ID: <36pbeb$idv@vixen.cso.uiuc.edu>
Source record: 179868

Hi all,

I have some Atari floppy disks which contain files which are not showing up when I look at the folder/directory they should be in. Are there any tools out there to examine Atari disks and possibly restore files?

I heard that MS-DOS 6.2 will read Atari disks. Is this true? How similar are the disk/directory formats? Can I use, e.g. Norton utilities to read/fix Atari disks?

Dwight

Dwight A. Schwartz _____--_-____--________------___--_-_-_-_-_----------__
University of Illinois Department of Chemistry | Box 10-1 Noyes Laboratory
505 S. Mathews Ave. | Urbana, IL 61801-3664 | 217-244-2355 | 217-333-3776
i-net: schwartz@feldspar.geology.uiuc.edu | bitnet: schwartz@uiucscs_--___-
---

100. ATARI CD-ROM FAQ

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 16:37:52 UTC
From: brarda@vxclia.cern.ch
Message-ID: <brarda-031094173723@128.141.55.218>
Source record: 179869

Feel free to mail me for all the errors you see (in the contents and also
in the form because I am French and the English language if no my first
one) or for other information that can be interesting.

Loic

New since last version :
- CD-ROM ROM
- MetaDos v2.4
- Atari archive Mega-CD
- ExtenDOS v1.21 and ExtenDOS Pro
- Egon CD-Utilities

ATARI CD-ROM FAQ

01/10/1994

1 - What driver should I use with my Atari system ?

There are several drivers available :

MetaDos :
Free software from Atari Corp.
Available from atari.archive.umich or ftp.muenster.de (metads24.zip)

The filesystem drivers support ISO9660 and High Sierra CDs, but not
multisession CDs.
The device driver only works for the Atari CDAR504 connected to the
ACSI bus or with generic SCSI CD-ROMs connected to the TT SCSI port.
(Answer from Julian Reschke)

CDROM.XFS :
Free software (Copyright 1992,1993,1994 Eric R. Smith, Michael Bernards
u. Gunther Leis)
Available from atari.archive.umich and other ftp sites.

This driver is a Mint extended filesystem and works on TTs and Falcons.
CDROM.XFS version <0.7 does not work with Mint/Multitos > 1.04.
The current version (0.7) is said to work on Mint/Multitos > 1.04.
It seems to be true on TTs but it does not work with any Mint version
on my Falcon.

CD-Tools :
Commercial solution from Hard & Soft, Obere Muensterstrasse 33-35,
D-44575 Castrop-Rauxel, Germany, Phone: ++49 2305 18014, Fax: ++49 2305
32463

Includes MetaDOS with GEM-based installation program, audio player with
PCM audio data import (only some drives) and custom devices and
filesystem drivers (support for Atari CDAR504 and generic CD-ROMs
connected to ACSI through host adapter, TT-SCSI, Falcon-SCSI,
multisession support (only some drives)).
(Answer from Julian Reschke)

With CD-Tools, you also have a GDPS module and the program Scan-It that
can handle Photo-CD Pictures.
CD-Tools is in German and costs 99 DM.

ExtenDOS v1.21:
Commercial solution from Anodyne Software, 6 Cobbler Court, Ottawa,
Ontario K1V 0B8, Canada.
Available in UK : System Solutions.

Support ST, STe, Mega, TT, and Falcon. Read ISO9660 and High_Sierra
CD-ROMs. It now runs just fine under MultiTOS with no restrictions;
memory protect is OK, and you can run programs directly from CD. It
also runs fine with Mag!X 2.01, with the restriction that the
EXTENDOS.CNF file must be in the root directory.
Support for Multisession Photo-CDs (with Multisession drives).
Configurable cache.

Extendos v1.21 costs $29.95(North America).
(Information updated by Roger Burrows / Anodyne Software)

ExtenDOS Pro:
Commercial solution from Anodyne Software, 6 Cobbler Court, Ottawa,
Ontario K1V 0B8, Canada.
Available in UK : System Solutions.

Like ExtenDOS 1.21 with audio support.

Extendos Pro costs $39.95(North America).

F030_CD :
Fairware from Peter Hilbring, Dietrich Ottmar Stra�e 16, 59597
Erwitte, Germany
Available on ftp.tu-clausthal.de
(/pub/atari/falcon/systools/f030_cd.zip)

This package includes a BOS driver for MetaDOS, MetaDOS 2.3, a
low level SCSI driver (TT & FALCON) and a program named
cd_explorer as exemple of the access of the low level driver.
(Info from Vincent Lefevre)

I�ve just tried these drivers on my falcon with an Apple
CD-300 cdrom and it works without problem.

ICD Pro :
Old versions came with a MetaDOS driver named ICDCDROM.BOS.
The new ones comes with a mint extended filesystem.

Egon CD-Utilities :
Commercial solution from EDV-Service Bontenackels (Germany);
Fax : 02405-74369
Available from several german shops (Ex.: Softhansa Gmbh, Untersbergstr.
22,
81539 Munchen, Tel : 089/6972206, Fax : 6924830)

Multisession MetaDos driver with audio-CD player.
Works with ST(E)/TT/Falcon.
ISO9660 and High Sierra.
Program and CPX for Audio Play.
Audio track to Hard Drive copy in AVR or DVS format.
Support of the Pure C Metados Library.

Egon CD-Utilities costs 79 DM.

If you have some experience with this new driver, mail me.

CD-ROM ROM:
FromCompo (Tel.: Germany : 030-623 82 92; Holland : 04454-6 38 88;
Switzerland : 01-784 89 47; France : 1-47 35 89 66; UK : 0487-35 82;
USA : 415-35 50 862)

It's a Driver plus an interface witch can go in the cartridge port of
every Atari computer and can handle IDE CD-ROM drives.

In Germany, CD-ROM ROM costs 150 DM.

2 - What discs are available ?

There are five Atari specific CD-ROMs :

GEMini CD-ROM :
From Walnut Creek CDROM, Suite 260, 1547 Palos Verdes Mall, Walnut
Creek, CA 94596, USA, Phone: +1 510 674-0783, Fax: +1 510 674-0821,
Email: info@cdrom.com, Ftp: ftp.cdrom.com
Available in Germany from Ingenieurburo Praefcke, Holtzvogtkamp 55,
24220 Flintbeck, Phone: (04347) 7531.

You can find the index of the GEMini CD-ROM on atari.archive.umich.edu.

Bernd Lohrum CD-ROM :
From Bernd Lohrum, Schlossbergstrasse 36, D-66440 Blieskastel, Germany,
Phone: (0171) 4210222

There are two CDs from Bernd Lohrum :
Drachenstarke software : 300 Mb
Tigerstarke software : 500 Mb

Each CD-ROM costs 69 DM (59 DM for MAUS net users).

Wohlfahrtstatter CD-ROM :
From Wohlfahrtstatter, Irenenstr. 76c, D-40468 Dusseldorf, Germany,
Phone: (0211)429876.
This CD-ROM costs 89 DM.

Power CD Volume 1 :
From Compo.
This CD-ROM costs 79 DM.

Atari archive Mega-CD :
From Systems Solutions, Brandt Fernandes (Europe) Ltd, The Desktop
Centre,
17-19 Blackwater St., London SE22 8RS., England;
Tel.: +44 181 693 3355; Fax : +44 181 693 6936;
Email : rperry@cix.compulink.co.uk or gdrayson@cix.compulink.co.uk

This CD is composed of the vast majority of the Atari archive at
umich.edu.
The only things missing are the 8bit section and the GNU minix tools
(whose
filenames are difficult to convert to 8.3 format). The disk contains
some
480Mb of compressed programs, and a further ~115Mb of .mod files which
(hopefully) can be played direct from the CD.

The CD cost 25 pounds. Systems Solutions can take credit cards etc.
which
ought to make things easier for you lot, and they're used to
importing/exporting, so they're more likely to get it right.

(Text taken from the announce on a.a.u.e)

You can also use all the ISO-9660 CDs that exists for the PCs. You won't
run the PC programs but you will access all the text, pictures, and sound
files on it.
The discs already tried are :

Corel Artshow 91 :
~ 1000 scans of paintings (like Manet, Van Gogh,) in 16 and 256
colors PCX files;
All the images from the 91 Corel draw contest in CDR and DIB format;
some midi files.
The PCX and DIB files can be read with Dieter Fiebelkorn's Gem-View
3.xx .

Source Code CD-ROM (Walnut Creek):
660 Mb of program source for MSDOS, windows and Unix.
The March 94 version does not contains the COMP.SYS.ATARI.SOURCES any
more.

Clipart Warehouse

Compton's New Media M.O.S.T. CD-Roms :
Doctor's Book of Home Remedies
KGB-CIA World Fact Book
The Pill Book
The King James Bible
U.S. Presidents

You can view all these M.O.S.T. CDs with Brian Grier Perkp�s
program. (MOST.ZIP, the demo version is on ftp at
Atari.archive.umich.edu).

3 - Can I use Photo-CD on my Atari ?

Of course You can !
To have full use of the photo-cds, you�ll need a multi-sessions drive and
driver and also a program that can handle PCD files.

CD-TOOLS :
The driver from Hard & Soft can read multi-sessions discs and have all
the needed stuff to handle the Photo-CDs.

ColorDisc PCD :
Commercial software from Color Concept, Im Alten Breidt 4, D-53797
Lohmar Breidt, Germany, Phone: (02246) 7132

This program allows you to manipulate the photos on your Photo-CDs, and
save them on hard-disc. It handles Portfolio CDs.
If my understanding is good, it works with metados and a special BOS
file (both included).
It also includes a CD-Audio player.

A demo version is available at ftp.tu-clausthal.de.
ColorDisc PCD works on TTs and Falcons and costs 99 DM.

Studio Photo :
Commercial software from Eurosoft.
This french program can manipulate Photo-CDs.

Gemview v3.xx :
Shareware from Dieter Fiebelkorn, Gr�ner Weg 29a, W4370 Marl-Brassert,
Germany, Email : fiebelko@bonny.informatik.uni-dortmund.de

Gemview is also capable of handling PhotoCD�s. Only in two resolutions
(Base and Base/4 I think)

4 - Can I play Audio-CDs on my Atari ?

Of course You can !

The following programs are available :

CD-TOOLS :
The driver from Hard & Soft includes a player for CD-Audio discs. The
drive must understand SCSI2 instructions(Or CDAR504 or the Apple
CD150).
.

ColorDisc PCD :
It also includes an audio Player.

Audio CD Master 3.0 :
Commercial software from It�s All Relative Software, 2233 Keeven Lane,
Florissant, MO 63031, USA.

This program can play CD-Audio discs on SCSI2 and Nec drives. On
falcon and with some drives, it allows you to control and pipe your CD
audio sound into the Falcon for DSP effects using software like the
Audio Fun Machine that comes with your Falcon 030.

Audio CD Master 3.0 costs $29.99 US, postpaid, worldwide.

Audio CD player 2.0 :
Older shareware version of Audio CD Master 3.0 from Nima Montaser, P.O.
Box 52127, Ottawa, Ont. K1N 5S0, Canada

Does not work on my falcon.

Egon CD-Utilities :
This driver contains a program and a CPX for CD-Audio Play and allow the
copy of the audio tracks to the hard drive.

55 - How do I program the CD-ROM drive ?

Some bindings exists to access the cd-rom drive. They can be found on
ftp.muenster.de (under \pub\atari\Programming\CDBIND01.ZIP).
They can be only used with some drivers (CD-TOOLS can be used, CDROM.XFS
not).

5 - Appendix A

These are some users configurations :

TT, MultiTOS 1.04, CDROM.XFS
TT, MultiTOS 1.08/9, CDROM.XFS v.0.7
TT, MetaDOS

These do not work:

TT, MultiTOS 1.08/9, CDROM.XFS < 0.7
TT, MultiTOS, MetaDOS

Drive : NEC Multispin, external (84-1).

Discs : GEMini Atari CD ROM from Walnut Creek
Clipart Warehouse

MSTE -> ICD MicroSCSI -> ICD AdSCSI+ -> NEC CDR-37
but the first host adapter in the chain has nothing to do with driving the
CD-ROM, its for a hard disk. The AdSCSI+ also has a hard disk running from
it as well as the CD-ROM

Drive : NEC CDR-37

Software :

ICDCDZ2.XFS as supplied on the ICD Pro utilities disk. This only seems to
work under MiNT <= 1.04. None of the other freely available CD-ROM drivers
(MetaDOS etc.) seem to work. I haven't tried Extendos or CD-Tools.

For audio playing, I�m using Nima Montasser�s �Audio CD Master 3v0�. This is the commercial release of the AUD_CD20.ACC audio CD player. Both work fairly well for me, but I haven�t got all the features to work yet.

In order to CD Player configuration to work (the default NEC CDR-37 one didn�t work! with AUD_CD20.ACC) I contacted NEC(UK). They very kindly sent me a copy of their �SCSI 1 Spec� free of charge. This is a 90 page photocopied document which lists all the SCSI 1 commands for a CD-ROM and what they do. I�m sure its pretty out of date now, especially as NEC must be onto SCSI 2 by now.
I used the SCSI.PRG from the ICD Pro disk to send SCSI commands to the CD-ROM to get the combination right.

```
----------------------------------------------------------------
Atari Falcon030, 4MB RAM, 127MB Internal IDE drive, 270MB external
SCSI drive, Viper 105S Tape Streamer.

Drive : NEC 2xi
```

Non-working drivers: MetaDOS 2.3 (no BOS drivers for Falcon).
ICD Pro Utilities (didn�t see the drive at all).
Atari CDROM driver, v0.6 (gave read errors).

```
Working drivers : ExtenDOS v1.11 (commercial, available in the UK from
Systems Solutions, price about 30 pounds).

Discs : Gemini Atari CD-ROM.
Cover disk from a PC CD-ROM magazine. The files read OK, but obviously
the PC-specific executables do not run. I got loads of TIF pictures etc
off of this disk.
The NEC 2xi is about the same price as an Apple CD300 (160 pounds + VAT).
But people seem to have had less hassle getting the Apple drive running.
I chose the NEC because is an internal drive, so slotted into my
mini-tower comfortably.

----------------------------------------------------------------
TT030 4 Mb ST Ram, 4 Mb TT Ram, 210 Mb HD
Mint (1.04) + MultiTOS

Drive: NEC 210 (also known as NEC55j?)
(double speed SCSI internal drive)

Driver: CD-Tools 1.08 from Hard&Soft Computerzubehor GmbH
```

DOS discs tried: - The Best of Demo (Comptec Multimedia)
contains lots of GIF/BMP/MOD/TXT files
- Monster Media issue 2 1993 (by Monster Media?)
contains also lot�s of GIF/BMP/MOD/TXT files
- TOP 101 shareware programs (came along with the drive)
hardly usable, only DOS stuff.
- Music Box 1994 (Powersource inc)
tons of MOD and VOC (about same as WAV) sound files.
Atari discs tried:
- DTP Grafiken (by Werbedesign Schutz)

contains tons of clipart files in IMG and (DOS) PCX
format, disc was made for Atari and DOS

Other drivers I�ve tried are several earlier releases of Metados from
Atari, a modified Metados for the Falcon and some XFS drivers for
Mint/MultiTOS (ICD and Atari).

Most of them work OK but for some discs (for example the DTP Grafiken disc)
the older drivers cannot cope with the large amount of files in a
subdirectory (with DTP Grafiken there are folders with over 700 files!)
Clicking on the folder icon just doesn�t open the folder�
The driver from Hard&Soft seems to work for all of my current CD-ROM discs.

The XFS driver for Mint/MultiTOS is slow� The Metados drivers seem to
buffer much more data, problem with Metados is that it�s supposed NOT to
work with Mint/MultiTOS. However, I haven�t got any problems yet.

TT030, MetaDos, Apple CD300
But it seems that the TT does not recognize a media change, and I get
some �not-responding� messages. After clicking <CANCEL> the loading is
performed perfectly.

```
>I chose the NEC because is an internal drive, so slotted into my
>mini-tower comfortably.
```

It is very easy to remove the Apple CD300 from it�s casing. It just holds
an Sony CDROM player which can then be mounted in a tower without any
problems.
(I�ve done so) The casing can then be used to hold a old HardDisk which was
left
over from a upgrade to be able to transfer data between friends (Works
perfectly!)

```
PS. I bought my Apple CD300 here in the NL for about Fl.470,- which is ca.
$250
-----------------------------------------------------------------
TT, MagiX 2.00, MetaDOS 2.30
-----------------------------------------------------------------

Thanks to all the users that mailed me their experience.
```

101. Re: Papyrus, SpeedGDOS

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 17:20:01 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <Cx3xHE.HG@cix.compulink.co.uk>
Source record: 179875

>Graphics can also be stored in RTF. Papyrus currently does not support this,
>because several different graphic formats can be used, and there is no way
>to store multiple references to a part of a picture as papyrus handles it.
>Of course there are ways around this, but we will get to this later.

I thought RTF files either stored OS/2 or Windows metafiles or bitmaps
or Macintosh PICT files?

John.

102. Re: Atari ST emulator for Mac??

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 19:45:41 UTC
From: dtarico@OCF.Berkeley.EDU
Message-ID: <36pn15$fbc@agate.berkeley.edu>
Source record: 179874

In article <36hj85$317@newsbf01.news.aol.com>, surandy@aol.com writes:
>In article <306oo9$gcs@agate.berkeley.edu>, dtarico@OCF.Berkeley.EDU
>(Douglas Frank Tarico) writes:
>
>There is an emulator in the development utilities forum on America on
>Line. I have never tried it though. internet address surandy@aol.com

Please be careful with your attributions, as I did not write the above.
But back to the topic, does anybody know anything further about the above
mentioned emulator? I have my doubts that it really is a full ST emulator,
maybe it is just MacMINT or something.

Doug
dtarico@ocf.berkeley.edu

103. How to change the screen font.

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 20:42:14 UTC
From: students@cicg-communication.grenet.fr
Message-ID: <36pqb6INNlms@cicg-communication.grenet.fr>
Source record: 179878

I'm using the german vdifont program to tell the VDI to use some different fonts from the usual ATARI system fonts. It works as long as I don't change the screen resolution. When I do so, the old ATARI characters appear again. Does anyone know if there's a trick to keep the font that was chosen ? or is there any other utility program that does it properly ?

Thanks in advance.

Jean-Marc.

104. Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 20:46:23 UTC
From: students@cicg-communication.grenet.fr
Message-ID: <36pqivINNlrb@cicg-communication.grenet.fr>
Source record: 179879

I've heard that a release of the alternative OS Mag!X for Falcon was to come
up pretty soon (before the end of October).
Does anyone know any more about it ? Where to get it ? ...

Thanks.

JM

105. Re: Help with SuperCharger

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 21:50:38 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <36pube$aum@mailer.fsu.edu>
Source record: 179812

Brian J. Roland (bjr2@Ra.MsState.Edu) wrote:

> Also...I've noticed that several games I have that ran flawlessly on
> the ST refuse to acknowledge the keyboard and joysticks on my STe. One
> example in particular is Dragon's lair. Is this normal? Maybe I need
> to have my STe serviced (even though it is less than half a year out
> of the new plastic wrapper)?

There is a program called ikbdptch (or something like that) on atari.archive
that supposedly fixes some games for use with STE machines. It has something
to do with the keyboard processor. Hopefully the author (Lars) can describe
it further. Look in /Utilities/Tosfixes, or perhaps /Ste. Good luck.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

106. Re: Help with Frontier (Elite II) Needed. (Again) (Need To Save Game!)

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 22:14:16 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <36pvno$bjs@charm.magnus.acs.ohio-state.edu>
Source record: 179880

The problem with Elite II is not so much that it always wants to save to floppy. It's that when you go to save the first place it looks is drive a: and if you don't have a floppy in there the game hangs permenently (at least on the falcon).

Dan Ackerman
baldrick@termaintor.rs.itd.umich.edu

107. Re: Multi-player games before 1983?

Newsgroup: comp.sys.atari.st
Date: 1994-10-03 23:07:21 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cx4DKA.LMI@cix.compulink.co.uk>
Source record: 179889

> I am doing research on the history of video games and am curious to
> find if anyone knows of multi-player games that existed before 1983.
>
> The game should allow two players to play each other in a way where
> the two players are not looking at the same screen, but they may see
> the other player on their screen. They may be connected through
> modem, over network, or whatever...

There was a Multi User Dungeon (MUD) at one of the English universities
(Exeter or Essex spring to mind) that might qualify. I don't know if it
was around as far back as 1983.

OTOH I'm sure somebody somewhere had a game which would meet your criteria.
I supose it depends how you define 'video game'.

:-)

Roland.

@CiX

108. *** Can't Delete Two Fil

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 00:01:52 UTC
From: Andrew.Boulton@walusoft.centron.com
Message-ID: <bf5_9410080851@centron.com>
Source record: 179892

In message #176, peterw@io.org writes:

> I recently found two files in a directory that I can't seem to delete
> (trash). Actually they are empty directories but you cant place
> anything
> in them and when you try to do anything with them I get messages like
> "application not found..." and "path not found Tos error #-34. I can
> also no longer do a "show information" on the disk partition that these
> two directories are on. Any suggestions?

Ouch!
I had a similar problem a while ago, (undeletable files). I think I
finally fixed it by using a disk editor. Try Knife ST, or something
similar. If all else fails, back up the partition and zero it.

+---+
| Standard disclaimer: The views of this user are strictly his own |
| ===> Gated @ Centronics BBS [centron.com] +44-1473-273246] <=== |
+---+

109. Re: -SC1224 monitor making high pitch noise...is it broke?

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 00:18:00 UTC
From: lunman@ChamplainCollege.QC.CA
Message-ID: <36q6vo$5au@samuel.ChamplainCollege.QC.CA>
Source record: 179881

For as long as I've been using Atari ST's (a LONG time), they have ALWAYS made some strange high pitched sound, especially when running in Med, or Low rez. There seems to be some kind of interference whenever GEM does something such as opening a window, or moving the mouse. Rubber-banding from the desktop always made a cute sound.

Perhaps Atari has fixed this problem with in their more recent machines, but it's always been a problem with ST's, ANY ST's, connected to ANY monitor, or even a TV. :-)

Jon
---

lunman@ChamplainCollege.QC.CA

110. medneteng.zip

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 00:31:11 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <36q7of$c4b@charm.magnus.acs.ohio-state.edu>
Source record: 179888

I have put a file called 'medneteng.zip' up in the Network/Midi directory of a.a.u.e. It is an unauthorized translation of the description file and the .RSC into english. You will still need the original med_net.lzh to use the program. All that is in the medneteng.zip file is an english .RSC and the description of how Medium Net works, how to install it and problems. This should be enough to use the file. I did not translation the tech document describing the routines used by Medium Net.

So if my english isn't good enough for you ;) please ask me. Do not bother the original author of Medium Net. They are in no way responsible for either my bad english, bad german and/or bad typing.

Enjoy.

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

111. Re: Branch Always

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 00:53:02 UTC
From: dpj@delphi.com
Message-ID: <J641BOG.dpj@delphi.com>
Source record: 179886

Stephen Ticehurst <st39@unix.brighton.ac.uk> writes:

> Does anyone know the email address of Branch Always Software? The address
>I was using last year no longer seems to be valid.

Try darekm@delphi.com

112. Re: *** Can't delete two file on hard drive ***

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 01:23:29 UTC
From: Stephen Haynes <mountainair@delphi.com>
Message-ID: <JY02RgJ.mountainair@delphi.com>
Source record: 179887

The method I use to rid my drive of "untouchables" is to copy/move all other files from that "drive" and "zero" the partition. This eliminates all data on the selected partition.

use ICD)

~Stephen

113. Off on a tangenet... (was Re: ACSI trouble)

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 01:38:58 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Aux_bZ1f0Gc@semprini.waterloo-rdp.on.ca>
Source record: 179884

In <Cx0nBI.A2y@cix.compulink.co.uk>, "Roland Givan" writes:
> Another point worth noting is that the ICD Pro utilities (the ones you have
> to paye extra for) have software for doing CD-ROMs (but not very well) and
> Flopticals. They probably have support for removable media in general (like
> Sequest drives). I'm not sure 'ordinary' HD software can cope with these.

Is it just me, or is the Mac the only system that handles removable
media (like Bournelli, Syquest, Floptical, etc) reasonably well? I
guess the Atari does, too, but I keep hearing all kinds of stories from
PC-land about systems that crash hard when booting without a CD-ROM in
the CD drive, about ones that dies horribly when changing Syquests, etc.

I think this is just another case of the hardware being ahead of the
operating systems, but the operating systems don't seem to be getting
any better in this regard... They're inconvenient under OS/2 (it's
treated as a huge floppy, so you can't put the good HPFS filesystem on
it, only evil DOS FAT), a hassle under most UNIX (they seem to require
the super-user, root, to mount and unmount the removable), etc.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

114. Re: MPEG movie player for 1040 STe?

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 01:42:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.1BwpDq9pdYc@semprini.waterloo-rdp.on.ca>
Source record: 179885

In <199409302227.a3386@gi.maus.de>, Martin Reitzlein writes:
> >> btw: I think that ST-guide plays mpeg files, although slow. I think
> >> it will run in any resolution...
>
> 1stguide (new version 27.07.94) does it - but even on a 48mhz-tt it's not too
> fast (<5 frames/s; 160x120, tt-high, nvdi + magix).... but it works while i'm
> writing this.

That's not _too_ bad; I only get 5-6 (or 9-16) frames/second on a
'486dx2/66 with 16M of RAM under OS/2.

Incidentally, I get really crappy disk throughput from the Adaptec 1542
(ISA SCSI card?!? In a high-end local-bus '486?!? ARGH!) and the Connor
.5G disk... iostone says something like 160k/s.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

115. Cool cheap printer

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 02:08:51 UTC
From: astre@halfog.asrc.albany.edu
Message-ID: <9410040206.AA08447@halfog.asrc.albany.edu>
Source record: 179893

>Hey, I just bought a Canon BJ-200e inkjet printer for my girlfriend, and
>also played with it on my ST. Very cool! ...

I agree with your raves on the Canon BJ. I got a 200 about 1 1/2 years
ago for my ST (they had a $50 rebate so it was down to about $300). Worked
great with the ST. When I got my PC last November, it worked fine both in
PC mode and with Gemulator (and Pagestream! :). MUCH nicer than listening
to my Panasonic 1080i (the noise was really starting to get on my nerves :).

>In general, I'm impressed. Inkjets used to suck (back when the ink was
>water-soluble), but this unit really impresses me. Printout speeds using
>Magic Spooler and Fast-Print combined were about as good as using the MS
>Windows driver on a PC. Basically, about a minute or two per page, depending
>on the density of the graphics. Text-only pages printed in about 30-45
>seconds. Also, it is very small (it sort of "stands up") and easy for me
>to swap between our PC and ST systems. It only takes up about 10"x6" on
>the desk when not in use (you pull out the output guide when you use it,
>push it back in when you don't).

One question -- maybe its not quite "water-soluble", but doesn't the ink
from your Canon BJ smear if exposed to water? Mine does, and its one of
the very few gripes I have with an otherwise fine product. Mine uses the
BJ-02 ink cartridge, I assume the same as the 200e? BTW, have you (or any-
one else) tried ink refills? Any specific recommendations?

>Jeez, did I really pay $600 for an Epson MX-80 all those years ago? :-)

Hey, I still fondly remember the 1020 4-pen plotter for my 8-bit. :)

Jeff Vincent - astre@halfog.asrc.albany.edu
Pick one or more: Model Rockets (competition-NERCB) / PCs (even Atari!) /
IndyCar Racing-PRO / Who needs a life when you have multiple non-lives?

116. Re: Compo/Twrite Languages

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 02:18:23 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCx4MEp.H0G@netcom.com>
Source record: 179895

John Perez (jperez@uhunix.uhcc.Hawaii.Edu) wrote:
: I am investigating the available dictionaries for That's Write 3 and I
: would appreciate any information available.

Hi John,

These are the available languages: Dutch, French (incl. French Canadian), Spanish, Portuguese, German, Finnish, Danish, Swedish, English, American, and Italian.

Take care,

Robert

117. ST BOOK

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 02:30:14 UTC
From: levaillm@cuug.ab.ca
Message-ID: <Cx4MyE.D0A@cuug.ab.ca>
Source record: 179890

I have a friend who has an ST BOOK. 1meg RAM 40meg Hard drive. If interested please leave a message.

--
Mark Levaillant
levaillm@cuug.ab.ca

118. GEMulator

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 02:31:49 UTC
From: levaillm@cuug.ab.ca
Message-ID: <Cx4n11.D2n@cuug.ab.ca>
Source record: 179891

Can someone give me details on this GEMulator.

What are the ups and downs of such a product?
PC will be 486DX2-66 with PCI bus.

--
Mark Levaillant
levaillm@cuug.ab.ca

119. Looking For Stienberg Jones Address!

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 04:35:20 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Oct4.013520.28077@ac.dal.ca>
Source record: 179815

I'm looking for the head office address for Stienberg Jones
creators of Cubase. Appreciate any address information!

120. Re: Help with Frontier (Elite II) Needed. (Again) (Need To Save Game!)

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 06:47:20 UTC
From: s9205525@otto
Message-ID: <36qtpo$efo@aggedor.rmit.EDU.AU>
Source record: 179896

```
: The problem with Elite II is not so much that it always wants to save to
: floppy. It's that when you go to save the first place it looks is drive a: and
: if you don't have a floppy in there the game hangs permenently (at least on the
: falcon).

: Fair nuff Dan, but other HD installed games that I have dont do that.
: It is a bit of a pain if you have already started a game and then
: purchase a HD, and find out your saved game wont load without a
: floppy in the drive. It happened to me, but divert fixed it 8-)8-)8-)

*****************************************************************************
* *
* John Moon *
* (My Amp only goes to 19) *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* AUSTRALIA THE LUCKY COUNTRY????? *
* *
*****************************************************************************
```

121. Re: HS Modem

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 07:51:35 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <36r1i7$pv0@RW320B49.rz.fhtw-berlin.de>
Source record: 179898
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

(the HSMODA-package)

MODEM1 you can run at rates higher than 19200Bd only with additional hardware, eg (my) RSVE.

MODEM2 and SERIAL2 you can run without additional hardware at higher rates, and normally MODEM2 / SERIAL2 are at high rates more reliable than MODEM1. But there is a exception: The bug in some MegaSTE which corrupts files transfered over MODEM2/SERIAL2. This bug can be fixed by replacing a PAL with a new GAL.

MODEM2 and SERIAL2 on the MegaSTE have no ring indicator (only on TT and Falcon there is a RI on MODEM2). Some programs detect a ring by the string "RING" send by the modem to the computer, but if the program does not support this, bad!

I do not know how (and where) the RATsoft BBS asks for a ring indicator line? The next version of HSMODA (it will be released in some weeks I think) may solve this problem, depending on whether method the BBS uses for asking the RI.

Greetings, HS

122. ST -> Linux terminal

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 08:36:35 UTC
From: vdkoijk@radth.ruu.nl
Message-ID: <VDKOIJK.94Oct4093635@koninck.radth.ruu.nl>
Source record: 179899

Hi,

I am trying to use my (very old) Atari 512+ with 1MB, hooked up to a color monitor, as a terminal to my Linux box.

I have found a version of C Kermit that works nicely, and I can connect to my PC.

The problem is that Kermit does not seem to recognize a lot of keys, like the Alt key, arrow keys, etc. When I say to Kermit `show key' and push such a key, it says that it is identified as \0. Leaving me (and Emacs) amazed.

All I would like to have is a good vt100 emulator with all my keys enabled. Is such a beast around? Where? (Somebody mentioned aaue, but that's not enough for me to find it...)

Thanks,

--
John van der Koijk,
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Etno-musicologie zit ten onrechte nog erg in een hoekje.
[Walter Slosse]

123. Re: Arcive Viper 150 Tapes

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 08:43:00 UTC
From: Steffen_Engel@pe2.maus.de
Message-ID: <199410041043.a18047@pe2.maus.de>
Source record: 179894

Hi Steve,

ST>(preferably formatted [is the erase option in Gemar the same as
ST>format?])
there is no way to 'format' a QIC 150 tape.
These tapes do not have any format, until they are written. While writing
the tape from the beginning, all other data will be erased by an 'erase
bar'. The same procedure is used without writing data to the tape, on
using the SCSI-Command 'ERASE', which is used by GEMAR's 'Erase'

Bye, Steffen

124. PowerDOS configuration problem

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 09:00:12 UTC
From: gio@wcl-rs.bham.ac.uk
Message-ID: <36r5is$r6k@sun4.bham.ac.uk>
Source record: 179900

I read about this shareware GEMDOS replacement in ST Review. They seemed to like it, so downloaded a version from a.a.u.e. (version 1.02) to have a look.

The thing is, there's no default configuration file, so it runs with a default setup, but when I used the setup editor, it creates a zero length file instead of the expected ASCII file, so I can't alter the default, plus there's no docs explaining indication where this config file should be stored even if I could create it...

What I'd like to know is:

a) is there a later version I could try instead? (1.02 is dated 1992)

b) failing that, has anyone got it running that could mail me their config for me to examine?

Thanks in advance...

Be seeing you,

```
/----o-------------------------\
| /~\|/~\ | Giovanni Ciampa |
| \O/\\O/ | gio@wcl.bham.ac.uk |
| / \ |--------------------|
| \_/ | I am but a figment |
| \___/ | of my own deranged |
| \_/ | imagination |
\---------+--------------------/
```

125. terminal program

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 09:48:08 UTC
From: wagner@ki.informatik.uni-ulm.de
Message-ID: <36r8co$cht@happy.informatik.uni-ulm.de>
Source record: 179801

I am looking for a terminal program in order to connect my Atari to
a Linux-PC, using the serial line.

Does anyone know a suitable program? Thank you,

Matthias

126. Re: UUCP-FAQ? (was: Re: Atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 10:08:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199410041208.a11429@a2w.maus.de>
Source record: 179897

process wrote on 03.10.94:

>I would like to see such a FAQ here on the net. I would like to know
>how I could carry usenet messages on my BBS.
I agree. We need a Usenet section in the FAQ - BTW the FAQ really *needs* an
update.

Here in MausNet we carry this newsgroup, so it is possible!

>I have looked at mercury and hermes, and both seem rather difficult to
>setup and maintain.
I know what you mean, these packages are _dense._

Have you looked at the UPoint package? it looks very nice unless your host
is running NNTP :(

Ask Stefan Brusch (brusch@eslapion.sh.sub.de) about it, he is the author.

127. test message

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 10:39:29 UTC
From: dmprkh@humus.uucp
Message-ID: <36rbd1$bdm@wimbledon.dcs.hull.ac.uk>
Source record: 179802

```
Test message.

howdy.
```

128. Re: Medieval Chess

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 10:41:38 UTC
From: A.G.Haigh-Hutchinson@bradford.ac.uk
Message-ID: <1994Oct4.104138.7054@bradford.ac.uk>
Source record: 179803

Hi, I got a copy of the Medieval Chess from ST Format's Cover Disc - in England and the program runs really well? Could it be that your demo was corrupted in any way?

Regards Adrian

==========
Adrian Geoffrey Haigh-Hutchinson. Mature Student at
University of Bradford,
Interdisciplinary Human Studies. England, Europe.
==========
A.G.Haigh-Hutchinson@bradford.ac.uk aghaighh@bradford.ac.uk

My opinions are fluid and exempt from intelligent discussion.

Life interests me -- maybe one day I'll get the hang of it!
==========

129. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 10:47:43 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <36rbsf$p11@holly.csv.warwick.ac.uk>
Source record: 179804

In article <36pqivINNlrb@cicg-communication.grenet.fr>,
students@cicg-communication.grenet.fr (Etudiants de Physique UJF Grenoble) writes:
>I've heard that a release of the alternative OS Mag!X for Falcon was to come
>up pretty soon (before the end of October).
>Does anyone know any more about it ? Where to get it ? ...
>
>Thanks.
>
>JM

I rang Atari Workshop here in the UK last week. I was told that NVDI 3 is
still being worked on, and will not be finished for another 3 weeks. They
will then finish working on Magic for Falcon. Apparently it's up and
running, so it just needs a bit more work.

Paul

130. Re: POV (Falcon-MTOS-Crash)

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 10:59:24 UTC
From: Sascha Djuric <sascha@nora>
Message-ID: <Pine.SUN.3.90.941004115533.19340B-100000@nora>
Source record: 179805

On Mon, 3 Oct 1994, David Stevenson wrote:

> I run with MiNT 1.09, POV 2.2, 68030/68882, but not MTOS: No crashes.
> I built POV with Lattice C5.6

Yeah, but what if you *need* MTOS because there's sometimes more to do
than just POV'ing :-). Is there *someone* who has built a version suitable
for MTOS?
Bye
Sascha

131. Re: Help wanted!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 11:02:57 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <36rcp1$3bv@bs33n.staffs.ac.uk>
Source record: 179806

M.S. Smith (msh@mserv1.dl.ac.uk) wrote:
: Next I'm looking for an Undelete utility and Defragmentation utility for my Falcon. I
: want them both to be able to work with the hard disk as I have utilities that do this
: on a floppy. If you know of any utilties that will undelete and defrag a Falcon's
: hard disk let me know where to find them (PD or shareware if possible as I haven't
: got much moeny).

There is a German shareware package called something like Crypton which
is a hard drive defragger/analyser but unless you are well versed in the
language it's rather dangerous to go using it. However Diamond Edge from
HiSoft is a superb program I use at least once a week to check for
potential hard drive errors, tidy up my space and keep my HD in tip top
condition. It costs about 30 quid, it's _well_ worth seeking a copy
out. I believe they are upgrading it (or have done) so you could maybe
find a cheap 2nd hand copy somewhere.

Richard Davey
Falcon Owners Group (UK)

132. Re: Hardware for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 11:03:45 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <36rcqh$3bv@bs33n.staffs.ac.uk>
Source record: 179807

```
: If you have any idea about some hardware things that need to be done
: for Falcon, just Email me !
: I will then think about making and selling it ok ?

A DSP modem..... good luck!

Richard Davey
Falcon Owners Group (UK)
```

133. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 11:10:44 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <36rd7k$81i@percy.cs.bham.ac.uk>
Source record: 179808

csulw@csv.warwick.ac.uk (Paul Donovan) writes:
>I rang Atari Workshop here in the UK last week. I was told that NVDI 3 is
>still being worked on, and will not be finished for another 3 weeks. They
>will then finish working on Magic for Falcon. Apparently it's up and
>running, so it just needs a bit more work.

Sounds like 2B (the NVDI and MagiC authors) could do with some more
staff!

Does anyone know what will be in MagiC 3 (apart from Falcon
compatibility), will the AES be improved to be more Atari-compatible?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

134. Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 11:23:47 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <36re03$3bv@bs33n.staffs.ac.uk>
Source record: 179810

In my local newsagents I was flicking through a copy of ST Format (well you don't expect me to buy it do you?) and I noticed an advertisement from Silica Shops selling 1 meg Falcon's with no HD for 399 UK pounds a piece. This is a substantial price drop and now puts the Falcon base machine in the reach of a much larger proportion of the ST owning community who'd like to upgarde.

Now for the bad news. 1 meg Falcon's are like birds with no wings, they just don't function the way they should. You are severly limited in everything you do, 1 meg on an ST may be fine for most applications, but on a Falcon it just doesn't do the machine justice. Want to view some of those amazing True Colour graphics? Forget it. Heck even in 256 colour mode the 1 meg machines are pushing it a bit. The majority of Falcon Pd and Shareware will not operate on 1 meg machines, lots of the utils will but 99% of the demos will die, most the games will have problems and the other misc software will be a really hit and miss affair.

The solution? Spend 599 on the 4 meg machine. Or hope and pray the Atari giants like Gasteiner and Compo start to kick out 4 meg upgrades at nice cheap prices.

The other problem is the lack of hard drive. At least you have a high density disk drive which can be pushed for format about 1.7meg with ease and little data loss, but still, just try running MultiTOS or Speedo with no hard drive... heck, I'm not sure if it's actually possible. Even if it was life would be hell. 2.5" IDE's are not _that_ cheap to buy, but you can at least kit yourself out with a basic hard drive for a few hundred pounds which is a good thing.

Next there is the monitor to consider. For serious applications use you really need a S/VGA or better (ie the superb MultiSync sets) for that enhanced resolution and clarity. Software/Hardware combinations like Screen Blaster or Blow Up will push this even further. But to use a TV set on the Falcon is _not_ a good idea, apart from the screen glare anyway, you will find most apps are best run in Interlace mode and this can kill your eyes. Having said that RGB monitors/TV's are good for fast graphics work (due to the screen update) and for most demos/games.

My point? Well if anyone is thinking of treating themselves to a Falcon at the new price this Christmas then please consider the above carefully. Sure you get the beast for under 400 quid, but you really need it upgraded to 4 meg. Then a decent monitor (which you will hopefully already have, or could perhaps steal from work or something!) and then the hard drive. It does indeed all add up making a bargain buy something a little more nasty. But... you'll end up with a damn fine machine at the end of it!!!

Happy hunting,

Richard Davey
Falcon Owners Group (UK)

135. Re: ST -> Linux terminal

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 11:25:22 UTC
From: wwc@axher3.desy.de
Message-ID: <WWC.94Oct4122522@axher3.desy.de>
Source record: 179811

In article <VDKOIJK.94Oct4093635@koninck.radth.ruu.nl> vdkoijk@radth.ruu.nl (John van der Koijk) writes:

The problem is that Kermit does not seem to recognize a lot of keys, like the Alt key, arrow keys, etc. When I say to Kermit `show key' and push such a key, it says that it is identified as \0. Leaving me (and Emacs) amazed.

All I would like to have is a good vt100 emulator with all my keys enabled. Is such a beast around? Where? (Somebody mentioned aaue, but that's not enough for me to find it...)

Try Connect. As far as I know it is the only telecoms program that handles the ALT(M-) key in the way emacs likes it and it has one of the best vt10x emulations available for the ST.

Wolfgang

136. Problems, ideas, announcements wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 11:25:59 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <36re47$nte@mserv1.dl.ac.uk>
Source record: 179809

Hi,

I have created my own Atari Page on the Web and would as part of this service to the Atari community like to invite you all to send your ideas for things to include. I would also appreciate any problems you would like solving (not personal) as I will do my best to find the answers for you. Have you any Atari related announcements to make? Then this could be the place to put them, although less than two weeks old this page has already been accessed by over 600 people and this is bound to increase soon with a mention in Future publishings new magazine ".net:The Internet Magazine" and I believe the next issue of ST Format.

Have you written any articles yourself that you would like to submit, or would you be available to answer peoples questions? Let me know if you think you can help me in providing this service to the Atari public. This is not a commercial enterprise but is done in my freetime and there will be no money involved.

If you have written any softwares reviews for submission, have an area of expertise or just want the new piece of software you've written to reach the public quickly then let me know. I promise to try and answer all letters and to evaluate all submissions for inclusion. Hope to hear from you all soon.

Thanks,

Mark msh@dl.ac.uk

137. Apex Media where are you?

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 11:44:07 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <36rf67$3bv@bs33n.staffs.ac.uk>
Source record: 179814

The Titan Designs press release states that the Falcon Apex Media suite of programs would be out sometime in October...

It's Oct the 4th, early perhaps, but..... where is it? I see no mention of the programs in the Atari press.

Not another Chroma 24 _please_ I beg of you!

Richard Davey
Falcon Owners Group (UK)

138. Re: This is an Atari FTP Listing

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 11:59:04 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <36rg28$rm8@mserv1.dl.ac.uk>
Source record: 179813

I have to agree with Hallvard. I think it is ashame that someone passes off another persons hard work as there own. By all means send sites to Hallvard and ask for a mention, or write your own FTP list, but this was so blatently a copy of Hallvards own work. You should think again about the approach you have adopted, I don't want you to stop trying to support the machine, but at least put your own work in first.

Mark msh@dl.ac.uk

139. Test, please ignore

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 12:34:06 UTC
From: tvoverbe@wk.estec.esa.nl
Message-ID: <36ri3u$aqn@info.estec.esa.nl>
Source record: 179816

```
Test if able to post
```

140. autoboot on mega STE

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 12:47:17 UTC
From: RICHARDSON@sscl.uwo.ca
Message-ID: <RICHARDSON.25.2E914ED4@sscl.uwo.ca>
Source record: 179818

I have a mega STE (as well as an older ST) and have inly recently tried running autobooting games on the STE. They don't seem to autoboot!!! The two I tried will run if I open the a-drive and double click the program in the 'auto' folder, but I cant get them to start by themselves. Am I missing something VERY simple in the MSTE manual? Any help appreciated,

T.T.F.N.
JR.

+--------------------------------+ +-------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+-------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-------------------------------------+ +--------------------------------+

141. Atari TV add last night.

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 12:52:53 UTC
From: lannie@ins.infonet.net
Message-ID: <36rj75$6rd@insosf1.infonet.net>
Source record: 179817

Hey,
Has anyone seen the new Alien game advertisement on fox for the Jaguar? I was watching TV and it came out and bit me. The kid was playing the Alien game when the alien jumped up and stuck itself to the screen! The mother's hand touches the kid on the shoulder and scares the daylights out of him. He says..."Ahhhhh mom!!" Then he looks again and sees the mother's hand is dead looking and when he looks back, the Alien is holding the mother's arm and making it move!

The add then fades away, and says JAGUAR - Do the MATH.....

Pretty cool. It was nice to here the word Atari on TV again.

Later,

Lannie Schafroth
Lannie@ins.infonet.net

142. Re: Hardware for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 13:25:59 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <36rl57$1qn@lyra.csx.cam.ac.uk>
Source record: 179819

cm3hirjd@soc.staffs.ac.uk (R.Davey) writes:
>: If you have any idea about some hardware things that need to be done
>: for Falcon, just Email me !
>: I will then think about making and selling it ok ?

>A DSP modem..... good luck!

Wouldn't this be a software thing? (I thought that was the whole point of
a DSP modem...)

>Richard Davey
>Falcon Owners Group (UK)

BTW you have exactly the same name as my brother!!!

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

143. Re: Help with SuperCharger

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 13:34:51 UTC
From: simonh@perth.DIALix.oz.au
Message-ID: <36rllrbld1@perth.dialix.oz.au>
Source record: 179821

In <36odus$6ps@Tut.MsState.Edu> bjr2@Ra.MsState.Edu (Brian J. Roland) writes:

>I have a Super Charger and two different versions of sofware for it...
>1.3 and 1.4. I recently exchanged my old 1040ST for a new 1040STe and
>now my Super Charger doesn't want to work. The Ram Drive Tool Box and

I used my Supercharger with version 1.40 on an ST, and it's now running on
an STE, so rest assured the software works fine....

>and install program works fine...but the PC side of things reacts rather
>strangely. It initiates as usual...but then the keyboard locks up.
>Sometimes...and very rarely...the Supercharger will react and boot DOS,
>but that's only after pounding on the return key several dozen times.

I'm afraid I can't offer you help on this one.. SC works OK here...

>I'm all out of options it seems...as I've tried fresh cables..fresh power
>supplys...every place in the DMA chain...with a Hard Drive...without a
>Hard Drive...Color...Mono...and every thing i could think of to pinpoint
>a problem. It seems to me like the supercharger is on stand by as it should
>be, but for some reason the keyboard commands aren't making it there.

The supercharger should be the last item in the DMa chain, definately after
the hard disk. BTW, what sort of hard disk have you got? When I changed
to an ICD ADSCSI I had to tell the software to ignore DMA channel 6, the
supercharger channel, otherwise it tries to initialise SC as a hard disk..

>Also...I've noticed that several games I have that ran flawlessly on
>the ST refuse to acknowledge the keyboard and joysticks on my STe. One
>example in particular is Dragon's lair. Is this normal? Maybe I need
>to have my STe serviced (even though it is less than half a year out
>of the new plastic wrapper)?

Dragons lair also works on my STE. It sounds like you may have a problem
with the KB. I once had an ST where the IKBD chip was loose. I took the
top off the case, lifted the keyboard and then pushed the chip back in, and
it fixed the problem. However, if your machine is still under warranty I'd
get it looked at.

Do you have problems typing text into word processors on the ST as well?

>Thanks,
>Brian

No worries,

Simon

144. Re: Help with Frontier (Elite II) Needed. (Again) (Need To Save Game!)

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 13:38:19 UTC
From: simonh@perth.DIALix.oz.au
Message-ID: <36rlsb$c3f$1@perth.dialix.oz.au>
Source record: 179822

In <36oo6f$fqd@zippo.uwasa.fi> peseb@freeport.uwasa.fi (Peter Back) writes:

>Hi All.
>Does Anyone Know if it's even possible to Save one's game in
>Frontier? (Falcon version)
>If it's possible please tell me how!

I am only using Frontier on an STE, but when I tried to run it from hard disk the saved games would show up after they were saved, but if you exited to the desktop they weren't there any more, and if you re-loaded frontier they had vanished.

I run frontier from a floppy in drive A: and save games to drive B:. I NEVER change the disk in drive B:, because the program does NOT detect a changed disk (I lost about two week's worth of playing time like this!)

Hope this helps,

Simon

145. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 13:39:29 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <36rluh$28j@lyra.csx.cam.ac.uk>
Source record: 179820

cm3hirjd@soc.staffs.ac.uk (R.Davey) writes:
>I noticed an advertisement
>from Silica Shops selling 1 meg Falcon's with no HD for 399 UK pounds a
>piece. This is a substantial price drop and now puts the Falcon base
>machine in the reach of a much larger proportion of the ST owning
>community who'd like to upgarde.

>Now for the bad news. 1 meg Falcon's are like birds with no wings, they
>just don't function the way they should. You are severly limited in
>everything you do.

>Richard Davey
>Falcon Owners Group (UK)

I totally agree.
(that makes a change in these newsgroups doesn't it :))

If you are going to get a Falcon, you absolutely *MUST* get
4megs of memory
a hard drive (even a small one will do)
SVGA monitor at least although a multisync is the best
either blowup or screenblaster (I have only used blowup)

Without these the machine is a waste as it can't do any of the things it
is best at.
eg you can display 640x400x16 on a TV, but you can't read it....
on a multisync you can get at least 800x600x16 easily readable. probably
closer to 1024x768.

If you can't possibly afford the above then by all means get a 1meg
Falcon. But you may be disappointed with what you can, or more
importantly can't, do.

BTW I bought a 4meg Falcon with 65meg hard drive about a year ago. Up until a
week ago I was using a Philips low res colour monitor. Now I have a
Multisync+Blowup I would never go back.
I have also filled the 65 megs (mostly with demos) so I am in the process
of putting together a external 330meg SCSI drive. (second hand from
various different places).
When I get this up and running I will be a happy and satisfied person.
(At least for now... :))

Just my opinion,
Phil
[E-mail pd@mole.bio.cam.ac.uk]

--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

146. Re: ST -> Linux terminal

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 13:50:51 UTC
From: wagner@ki.informatik.uni-ulm.de
Message-ID: <36rmjr$e0d@happy.informatik.uni-ulm.de>
Source record: 179823

In article 94Oct4122522@axher3.desy.de, wwc@axher3.desy.de (Wolfgang Wander) writes:
>In article <VDKOIJK.94Oct4093635@koninck.radth.ruu.nl> vdkoijk@radth.ruu.nl (John van der Koijk) writes:
>
>
> The problem is that Kermit does not seem to recognize a lot of keys,
> like the Alt key, arrow keys, etc. When I say to Kermit `show key' and
> push such a key, it says that it is identified as \0. Leaving me (and
> Emacs) amazed.
>
> All I would like to have is a good vt100 emulator with all my keys
> enabled. Is such a beast around? Where? (Somebody mentioned aaue, but
> that's not enough for me to find it...)
>
>
>Try Connect. As far as I know it is the only telecoms program
^^^^^^^
>that handles the ALT(M-) key in the way emacs likes it and it
>has one of the best vt10x emulations available for the ST.
>
> Wolfgang

Where can I ftp 'connect'?

147. ScreenBlaster2 v BlowUP

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 14:11:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <Cx5JEC.7us@westminster.ac.uk>
Source record: 179824

I know that BlowUP was meant to be the best - However,
Compo are offering Screen Blaster with NVDI for 80 quid - cheaper
than buying BlowUP Hard 2 and then NVDI after.

Are there any hardware differences between B'Up and Screen
or is it all software differences.

Whats that S'Blaster 2 software like and is it worth paying less ?

Cheers,
Phil.
--
/*--*/

Phil Shore - Bsc A.I. (Univeristy of Westminster, London)
email: avsec@westminster.ac.uk

148. Re: ST printing enhancement

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 14:19:51 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <36roa7$35s@lyra.csx.cam.ac.uk>
Source record: 179825

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>Following up on my post about the Canon BJ200e inkjet printer I just bought,
>I have been testing some printer accelerators. The Magic Spooler
>(ms_spool.zip on atari.archive) is a combination spooler/accelerator/print-
>to-file program. Ffprnt is just an accelerator.

Where can I get Ffprnt from and do you know if it works with a Falcon?
(same for Magic spooler)

>Apparently, TOS includes
>some braindead code concerning the transport of data to the parallel port.

Now why doesn't this suprise me.... :) :)

You can only drink so many cups of coffee in one day while waiting for
things to print...
Thanks for any help,
Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

149. sh204 = scsi or what?

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 14:36:04 UTC
From: nicole@seas.smu.edu
Message-ID: <1994Oct4.143604.10315@seas.smu.edu>
Source record: 179701

What would a 20 meg atari sh204 be? RLL like a megafile30?
Shouldn't this be in the faq? (not when I looked at my old
hard copy)

Thanks
John Trimble
nicole@seas.smu.edu

150. Re: ScreenBlaster2 v BlowUP

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 14:47:39 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <36rpub$gpq@holly.csv.warwick.ac.uk>
Source record: 179826

In article <Cx5JEC.7us@westminster.ac.uk>,
avsec@westminster.ac.uk (Philip Shore) writes:
>
>I know that BlowUP was meant to be the best - However,
>Compo are offering Screen Blaster with NVDI for 80 quid - cheaper
>than buying BlowUP Hard 2 and then NVDI after.
>
>Are there any hardware differences between B'Up and Screen
>or is it all software differences.
>
>Whats that S'Blaster 2 software like and is it worth paying less ?
>
>Cheers,
>Phil.
>--
>/*--*/
>
>Phil Shore - Bsc A.I. (Univeristy of Westminster, London)
>email: avsec@westminster.ac.uk

I will also be making this decision in the coming weeks, so I'd also
appreciate some opinions on the two products.

Cheers,

Paul
pmd@dcs.warwick.ac.uk

151. Re: Atari Falcon vs IBM Compatible w/SoundBlaster

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 14:58:48 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94277.105848STIRRE31@MAINE.MAINE.EDU>
Source record: 179838

The Jaguar is Atari's newest game system which they hope will
get them back on their feet. A FAQ can be found in rec.games.
video.atari along with lots of Jag talk. Not much Jag talk
here as it is not a computer.
-scott tirrell

152. Pc Cd-rom Reader For Atar

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 15:05:00 UTC
From: dan.dreibelbis@balmybeach.tor250.org
Message-ID: <4580e7c7@balmybeach.tor250.org>
Source record: 179836

I do know that there's an access for certain types of Compton's CD-ROM encyclopedias out there (I've seen it out on GEnie). Also there IS a new CD-ROM access program being developed by Peter Zalesak of ABC Software that will allow for the text and graphics on most CD-ROM formats to be read from an Atari desktop (don't expect to see one for the Microsoft stuff, though) - he demonstrated it at last month's TAF meeting and it looks like it's going to be a pretty cool program, he's hoping to have it released as shareware in the next couple of months.

... Auntie Em - hate you, hate Kansas, took the dog _ Dorothy
___ Mountain Reader II - #00000007

153. Re: Hardware for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 15:44:39 UTC
From: cgra@se.alcbel.be
Message-ID: <36rt97$drn@btmplq.god.bel.alcatel.be>
Source record: 179831

In article <36rl57$1qn@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
| cm3hirjd@soc.staffs.ac.uk (R.Davey) writes:
| >: If you have any idea about some hardware things that need to be done
| >: for Falcon, just Email me !
| >: I will then think about making and selling it ok ?
|
| >A DSP modem..... good luck!
|
| Wouldn't this be a software thing? (I thought that was the whole point of
| a DSP modem...)
|
| >Richard Davey
| >Falcon Owners Group (UK)
|
| BTW you have exactly the same name as my brother!!!
|
| Phil
| [E-mail pd@mole.bio.cam.ac.uk]

Yebbut the real problem seems to be the hardware to connect it to the 'phone line without having to get type approval for every damn telephone network in the world. The answer may be to hack some device which already has pretty world-wide approval -- but what???

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

---

154. Atari Portfolio?

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 15:46:35 UTC
From: rbryan@ring13.cs.utsa.edu
Message-ID: <36rtcr$6jr@ringer.cs.utsa.edu>
Source record: 179828

```
Is there an atari portfolio newsgroup somewhere ?
anyone ?

Thanks in advance
Bob
```

155. Re: Mouse needed for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 15:47:37 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <36rtep$41t@bs33n.staffs.ac.uk>
Source record: 179829

: : Mys sister has a 1040ST with a dead mouse. Is there a good source of
: : inexpensive replacment mice for this machine, or can I get a standard
: : PC mouse and adapt it with a plug converter or cable?

There is a mouse accelerator program that not only speeds the critter up
but allows you to use a PC mouse instead of the Atari one. Someone else
may have this program if you ask, but I can't remember where it is...

Richard Davey
Falcon Owners Group (UK)

156. Re: Cubase 3.0 compatible with vi

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 15:52:00 UTC
From: Christian_Huch@bm.maus.de
Message-ID: <199410041752.a53903@bm.maus.de>
Source record: 179827

Hi gt1448b,

g> My wife uses Cubase often on our Mega STE. She would like a higher
g> resolution screen. Is Cubase compatible with any/all VME video cards
g> available for the MSTE? Thanks!

There are no problems with Cubase 3.x, also in colour. But sometimes the
colour-display can slow down the system with getting timing problems on
Cubase.

ciao, Chris.

157. WANTED: 1040STE or MEGA ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 15:57:52 UTC
From: raver909@telerama.lm.com
Message-ID: <36ru20$kvl@terrazzo.lm.com>
Source record: 179830

I really need one of these as my 1040STf is on it's last legs and I'd like to be able to expand the memory easier. The problem with my ST is the internal disk drive. If anyone has one of these for sale I'd like to buy it too.
What I don't need: Monitors (I have both the SC1224 and SM124), Printers or other peripherals. All I need is the computer itself.

I am not made of money (I'm a college student.) If you have one of these you'd like to sell at a reasonable price email me at:

raver909@telerama.lm.com

I really need to get another Atari since I use it as the centerpiece of my MIDI studio.

Joe
--

158. WANTED: X-lisp soiurce + xlisp.h + maths floating point library

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 16:05:50 UTC
From: anealis@lbs.lon.ac.uk
Message-ID: <anealis.230.00101963@lbs.lon.ac.uk>
Source record: 179848

Hi,

This is for a friend not on the Internet.

Does the Subject: make sense?

Needs to work with his C compiler, ie sozobon C

If anyone can help, please email me at adam@lbs.lon.ac.uk, and I'll put you both in touch. He will probably wwant to send you some disks so you can copy the relevant files.

Thanks in advance,

Adam (pp Wayne Prescott)

159. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 16:10:20 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <36rupc$1ah@bronze.coil.com>
Source record: 179832

In article <9410031452.AA07562@ilmen.lanl.gov>,
Hutch <hutch@ilmen.lanl.gov> wrote:
>In article AA07248@ilmen.lanl.gov, hutch@ilmen.lanl.gov (Hutch) writes:
>>
>>PLEASE... when you post a message to ANY newsgroup on the Usenet, keep
>>your messages to a width of 80 columns or less and use a hard carriage
>>return at the end of each line. [...]
>
>In regards to my earlier post, above, I got a really nasty (and very
>childish) email flame from James Baumgardner <jbaumgar@bronze.coil.com>
>which suggested I get a 'real term program' or 'feign computer literacy'
>and not to 'whine' about my 'inadequacies.'

Hi there. Since you are obviously not civilized enough to restrict
E-mail conversations to E-mail, I have no qualms about raking you over
the coals in public. I must apologize to the denizens of the net who are
reading this, but Hutch (that's right, Hutch <hutch@ilmen.lanl.gov>)
decided that he prefers whining in a public forum rather than dealing with
criticism in a constructive manner.

Hutch, I merely suggested that you should not expect a flow of 100+
messages a day from thousands of people world-wide to conform to
standards that suit your purpose. Certainly, you provide a great service
to G*nie and the customers therein. But isn't it bad enough that G*nie
charges for free information without you asking for that information to
be pre-processed at OUR expense?

I suggest that if you want to continue providing this service for G*nie
customers, you should be inconvenienced. A `real term program' or `one
than can handle >80 columns/line and/or LFs rather than CR/LFs,' to quote
my own message, would easily fix your problem. When you replied and
stated that you had a SUN w/ a 21" monitor, I seriously could find no
reason for your concern. Even a modest programmer such as myself could
write a little GFA program in five or six minutes that could word-wrap to
80 columns and convert LFs to CR/LFs. With all of the resources
available to you that you had mentioned, there is NO POSSIBLE WAY that
unformatted postings could be a problem to you.

I can't fix your problems. Occasionally, though, I'm inclined to help.
However, when I see someone who whines, cannot back up his whines with a
logical argument, is too lazy to perform even the most rudimentary of
text manipulation, and when questioned is forced to twist the facts and
whine in public, I find myself devoid of pity.

At this point, I must turn the soapbox off. I suggest you do the same,
and in future, I certainly hope that you are mature enough to keep E-mail

discussions where they belong.

--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Would you _please_ stop clicking my head?"

160. two ST books for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 16:17:50 UTC
From: davek@microware.com
Message-ID: <36rv7e$sri@mcrware.microware.com>
Source record: 179835

Hi,

I have two mint-condition books for sale:

ST Disk Drives: Inside and Out (2nd printing, January 1988)
ATARI ST GEM Programmer's Reference (5th printing, June 1988)

For $10 (to cover shipping) I'll package them up and ship them
anywhere in mainland U.S.

Please e-mail responses

Thanks,

Dave Kimble

davek@microware.com

161. Re: ST printing enhancement

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 16:31:10 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <36s00e$60t@mailer.fsu.edu>
Source record: 179833

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
> >Following up on my post about the Canon BJ200e inkjet printer I just bought,
> >I have been testing some printer accelerators. The Magic Spooler
> >(ms_spool.zip on atari.archive) is a combination spooler/accelerator/print-
> >to-file program. Ffprnt is just an accelerator.
>
> Where can I get Ffprnt from and do you know if it works with a Falcon?
> (same for Magic spooler)

Via anonymous ftp from atari.archive.umich.edu. You might want to try
the mirror site on src.doc.ac.uk (that is not the right address, but it's
close :-). Both are in /Printer.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

162. Re: autoboot on mega STE

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 16:50:58 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <36s15i$60t@mailer.fsu.edu>
Source record: 179834

RICHARDSON@sscl.uwo.ca wrote:
> I have a mega STE (as well as an older ST) and have inly recently tried
> running autobooting games on the STE. They don't seem to autoboot!!! The
> two I tried will run if I open the a-drive and double click the program in
> the 'auto' folder, but I cant get them to start by themselves. Am I missing
> something VERY simple in the MSTE manual? Any help appreciated,

You are being bitten by TOS 2.0x, which fails to work with several rather common bootsector copy protection schemes. I was quite irritated by this myself. Some "cracked" versions of these games do work correctly on a MegaSTE. Major irony, there. Regular STEs running TOS 1.6x do not have this problem, though some games will not work on any STE machine for other reasons.

It is possible that some clever person might be able to write a "booter" program that could perhaps fix this problem with some games (perhaps by company), similar to the 16mHz booter programs. I have not seen one, though. Incidentally, do be sure to try the 16mHz booter program on some old games. I found games that sorta sucked at 8mHz, but are great at 16mHz! Look in /Ste/Mega on atari.archive. Also, /Tosfixes might give you some useful stuff.

Another related issue: some very common ST bootsector viruses also don't work with TOS 2.0x. Thus, if you have a floppy disk that really shouldn't have any self-booting stuff on it, but it gives bombs when you boot, check the disk with a virus checker (I recommend Vkiller on atari.archive.umich.edu). I found a new outbreak of the Signum virus on some of my disks this way :-).

--

* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

163. To the Person that emailed me GUCK18B..

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 17:05:51 UTC
From: baade@saphir.physik1.uni-rostock.de
Message-ID: <36s21f$gej@taiwan.informatik.uni-rostock.de>
Source record: 179703
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

RS> so Please can you email me again thanks..

If I will find the mail in the newsgroup - jungle :-)

Bye T34

164. Re: HS Modem

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 17:15:23 UTC
From: burggraef@admin.uni-oldenburg.de
Message-ID: <burggraef.70.001141CB@admin.uni-oldenburg.de>
Source record: 179702
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>I believe you misunderstood (perhaps the author was refering to his RSVE
>hardware mod, which can attain such speeds on Modem1). Modem1 cannot
>reliably go faster than 19200 without hardware modification.

That is right, but only few know that there is a very cheap and simple possibility to do so. You only need a CD4040 chip, cut one pin of the MFP and make some cables between them. Then you have 110 to 19200 and alternatively 38400bps, choosable with a simple switch.

regards,
Volker

P.S.: To know more contact me with Mail, for I don't read this group daily.

165. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 17:31:33 UTC
From: avg@cwi.nl
Message-ID: <Cx5soM.LEL@cwi.nl>
Source record: 179837

pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:

>eg you can display 640x400x16 on a TV, but you can't read it....

You *can* if you have a SONY TV. Even one of the older ones will
do just fine.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

166. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 17:34:05 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <36s3md$4bk@bs33n.staffs.ac.uk>
Source record: 179704

```
: Does anyone know what will be in MagiC 3 (apart from Falcon
: compatibility), will the AES be improved to be more Atari-compatible?

Having seen and used NeoDesk 4.0 running with Geneva installed on a
Falcon you can kiss MagiC good-bye...!

Richard Davey
Falcon Owners Group (UK)
```

167. Re: ScreenBlaster2 v BlowUP

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 17:51:27 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <36s4mv$7qn@lyra.csx.cam.ac.uk>
Source record: 179705

avsec@westminster.ac.uk (Philip Shore) writes:
>I know that BlowUP was meant to be the best - However,
>Compo are offering Screen Blaster with NVDI for 80 quid - cheaper
>than buying BlowUP Hard 2 and then NVDI after.

It depends which version of NVDI. I bought 2.5 a couple of weeks ago for
25 pounds. Add another 65ish for Blowup and there isn't _much_ difference.

>Are there any hardware differences between B'Up and Screen
>or is it all software differences.
>Whats that S'Blaster 2 software like and is it worth paying less ?

I have not seen screenblaster at all but I am very impressed with Blowup.
It could do with one or two slight improvements though :)
(nothing major, just things to make it easier to use)

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

168. STacy and STuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 18:13:09 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <36s5vl$g2r@charm.magnus.acs.ohio-state.edu>
Source record: 179839
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Atari STacy laptop computer
* 4 MB in SIMMs, 130 MB Maxtor HD, 16 Mhz AdSpeed CPU, Mega ST
external keyboard ready, joypad, padded carry case
* Atari Mega STe external keyboard
* $1200 obo

Atari PS3000 monitor
* 12" color, built in DS/DD floppy drive
* $175 obo

Black Lamp (game)
* $3.00

Atari TrakBall
* $5.00

Joystick extender
* $5.00

Bulk 3.5" DS/DD disks
* New: $.30 each
* Used: $.20 each

MAPPING THE ATARI
* $5.00

Buyer pays shipping and handling. US only.

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396

_
--
** "They that can give up essential ** "Those who trade a little freedom **
** liberty to obtain a little temporary ** for a little security will soon **
** safety deserve neither liberty nor ** find that they have none of **
** safety." --- Ben Franklin ** either." ---Jeff Poling **

169. autoboot on mega STE

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 18:15:03 UTC
From: larserik@oslonett.no
Message-ID: <36s637$esd@hasle.oslonett.no>
Source record: 179842

> something VERY simple in the MSTE manual? Any help appreciated,
>

Hold down ALTernate and press any key with the disk in the drive
when booting (ALT stops the harddisk from booting, any key skips
the memory test and harddisk wait). Some games still won't work,
and this is because some things are different on the MEGA STE
(one problem I've got is that TOS 2.06 uses a timer (in a chip)
that was unused before - and some games use this too :-)
This problem can be solved with a patch program (send e-mail)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

170. Re: Know a good comms pro

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 18:40:12 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10041994.184012@empyr.dircon.co.uk>
Source record: 179840

-=> Quoting Frank Allheshack.demon.co. to All <=-

> If you have any info on HSMODA04, I'd be grateful for some help.

F@> I can email you a UUencoded copy of mine if you want to try it?

Hi Frank,

I already have HSMODA04, it's just that I can't understand the docs !

Incidentally, someone else e-mailed me to say that my version of TOS, i.e. 1.2 (1.02) is the *only* version that has RTS/CTS working properly, and therefore it needs no fix. Is this right ?

Also, I tried running DTERM at 19,200 port speed, and whilst the screen gets garbled and loses characters, it seems to be fine for z-modem downloads. I had a small glitch with an upload, which was fine when I went back to 9600.

Anyway, the only reason I'm using D-Term is because it is quick to load from floppy. NOW, I've just bought a 120Mb HD, [haven't got the host adapter yet], I will (tempting fate a bit here Kev !) be able to run mega super comms progs with all the trimmings, and have them load in the blink of an eye !

Cheers.

Kev.

___ Blue Wave/QWK v2.12

VQWK 6.20I

171. Mem Upgrade help please

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 18:40:15 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10041994.184015@empyr.dircon.co.uk>
Source record: 179841

Hi Everyone,

I've just got a HD for my STFM, and would now like to upgrade the memory.
Why, I'm not too sure ! It just seems like a good idea ! I don't have any out of mem messages or anything. That's a point, can anyone give me a good reason to upgrade my 1Mb machine ? What benefits would I get from say, 2.5Mb ?

Anyway, what I want is to do a D.I.Y. upgrade, to keep the cost down.
I know I can do one with SIPPS (8 or 9 chip 1Mb only), BUT, can I do it with any other chips ? Because I'm having trouble finding used SIPPS.

Can I use SIMMS ? Are SIMMS and SIPPS fundamentally different devices, or do they just have different connectors ? (because Gasteiner do a SIMM-SIPP adaptor for $5)

Must I use ONLY SIMMS/SIPPS with 8 or 9 chips on them, or could I use the three chip ones (which are plentiful on the used market), and must they be only 1Mb ones ?

Thanks in advance.

Cheers.
Kev.
___ Blue Wave/QWK v2.12

VQWK 6.20I

172. for sale - Geneva/NeoDesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 19:07:33 UTC
From: davidli@ogre.labmed.umn.edu
Message-ID: <DAVIDLI.94Oct4140733@ogre.labmed.umn.edu>
Source record: 179843
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a copy of Geneva (rev 003) and NeoDesk 4 that I wish to sell as a set, for $75 postpaid. Reply by e-mail if you are interested.

- David Paschall-Zimbel
--
-- David Paschall-Zimbel

173. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 19:40:56 UTC
From: dsb@amazon.cs.duke.edu
Message-ID: <36sb48$kpm@amazon.cs.duke.edu>
Source record: 179844

From the Holy Book of <36rupc$1ah@bronze.coil.com>
as spake by jbaumgar@bronze.coil.com (James E. Baumgardner II) :

>In article <9410031452.AA07562@ilmen.lanl.gov>,
>Hutch <hutch@ilmen.lanl.gov> wrote:

>>In article AA07248@ilmen.lanl.gov, hutch@ilmen.lanl.gov (Hutch) writes:

>>>PLEASE... when you post a message to ANY newsgroup on the Usenet, keep
>>>your messages to a width of 80 columns or less and use a hard carriage
>>>return at the end of each line. [...]

This bears repeating. This is not just for GEnie, folks, and not just
for this group. This is everywhere.

>>In regards to my earlier post, above, I got a really nasty (and very
>>childish) email flame from James Baumgardner <jbaumgar@bronze.coil.com>
>>which suggested I get a 'real term program' or 'feign computer literacy'
>>and not to 'whine' about my 'inadequacies.'

>Hi there. Since you are obviously not civilized enough to restrict
>E-mail conversations to E-mail, I have no qualms about raking you over
>the coals in public.

And since you are obviously not civilized enough to respect basic net
etiquette, I have no qualms about doing likewise.

> I must apologize to the denizens of the net who are
>reading this, but Hutch (that's right, Hutch <hutch@ilmen.lanl.gov>)
>decided that he prefers whining in a public forum rather than dealing with
>criticism in a constructive manner.

No, sir. Hutch did not force you to post your continued rants here; you
chose to do so. Apologize for your own actions.

[That said, I must also apologize for continuing this here, but I felt
it important to attempt to offset some of the damage done by Jim's
implication that it's okay to violate basic Usenet rules.]

>Hutch, I merely suggested that you should not expect a flow of 100+
>messages a day from thousands of people world-wide to conform to
>standards that suit your purpose.

Sigh. From the news.announce.newusers article "Rules for posting to
Usenet":

|In preparing an article, be aware that other people's machines are
|not the same as yours. The following is a list of things to keep

|in mind:
| * Keep your lines under 80 characters, and under 72 if possible (so that
| the lines won't get longer than 80 when people include them when
| responding to your postings). Most editors have a fill or format mode
| that will do this for you automatically. Make sure that it
| actually puts ("hard") newline characters into the file, rather
| than just wrapping the displayed lines on your screen.

This is not something that Hutch plucked out of his ear to satisfy his
own petty whims. This is _basic_ net etiquette. This is part of the
stuff people are supposed to know _before_ they start posting. This is
to accommodate systems over which neither you nor I nor Hutch have
any control. And it's not even that hard. Hell, my editor does it
for me. If yours doesn't, might I humbly suggest that you obtain a
`real editor'? ;)

> Certainly, you provide a great service
>to G*nie and the customers therein. But isn't it bad enough that G*nie
>charges for free information without you asking for that information to
>be pre-processed at OUR expense?

In the first place, it's not Hutch alone that is asking you to do so; in
the second place, it's something you're supposed to be doing already;
and in the third place, if it's so horribly "expens[iv]e" for you to
format your own article, how much more so is it for Hutch to format
hundreds of articles per day?

>I suggest that if you want to continue providing this service for G*nie
>customers, you should be inconvenienced.

The phrase "No good deed goes unpunished" springs to mind for no obvious
reason.

> [...] With all of the resources
>available to you that you had mentioned, there is NO POSSIBLE WAY that
>unformatted postings could be a problem to you.

By the same argument, there is no possible way that formatting your
articles before you submit them could be a problem to you.

>I can't fix your problems.

Sure you can. Follow net etiquette. Encourage others to do the same.
And above all, don't blindly accuse someone who does so of being a
whiner.

>However, when I see someone who whines, cannot back up his whines with a
>logical argument, is too lazy to perform even the most rudimentary of
>text manipulation, and when questioned is forced to twist the facts and
>whine in public, I find myself devoid of pity.

Amazing. You vehemently insist that the user not be "inconvenienced"
by having to format hir own single article, and yet Hutch, who would
have to deal with hundreds of such messages per day, is "too lazy to

perform even the most rudimentary of text manipulation". Talk about "twist[ing] the facts and whin[ing] in public". Physician, rake thyself through the coals.

-sbigham
--
Scott Bigham | "This is our path; to fight or die."
dsb@cs.duke.edu | "That's what we're paid for, so let's
http://www.cs.duke.edu/~dsb/ | do it with some STYLE!"
| Dr. Who, _Battlefield_

174. ST cross-compiler for Sun 4.1.3?

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 19:42:18 UTC
From: ninja@halcyon.halcyon.com
Message-ID: <36sb6q$eh1@news.halcyon.com>
Source record: 179846

It's that time of the year again.. I want to try to setup my Sun to cross-compile for my ST. Can anyone provide instructions, if such a file exists? I don't know which gas cross-compiler option to use.. (m68k-*-coff?) and the same for binutils/gld. FOr gcc, what include/library files are needed, and where do they go?

That sort of stuff. :) Thanks.

--
--
Jonathan Roy, P12. (roy@eckerd.edu, ninja@halcyon.com, GEnie: J.ROY18)
"They are alone. They are a dying people. We should let them pass."

175. Re: autoboot on mega STE

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 19:59:28 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <36sc70$mnq@msuinfo.cl.msu.edu>
Source record: 179845

In article <RICHARDSON.25.2E914ED4@sscl.uwo.ca>, RICHARDSON@sscl.uwo.ca writes:
>I have a mega STE (as well as an older ST) and have inly recently tried
>running autobooting games on the STE. They don't seem to autoboot!!! The
>two I tried will run if I open the a-drive and double click the program in
>the 'auto' folder, but I cant get them to start by themselves. Am I missing
>something VERY simple in the MSTE manual? Any help appreciated,

What drive are you booting from? The AUTO programs have to be on the boot drive (so if you're booting from drive C, the AUTO folder has to be on that drive too). Also, make sure that these programs actually do belong in the AUTO folder; most regular programs do nothing when put in the AUTO folder, and most AUTO programs do nothing when run from the desktop.

If you are trying to run normal programs at boot time (like a word processor or something), you have to select the program, then choose "Install Application" from the Desktop Options menu, and select AUTO from the dialog that pops up, then click on "Install." If your Desktop doesn't have the "Auto" option (i.e. TOS < 2.x), you need a program like HEADSTART.

Tom
hopper_t@msupa.pa.msu.edu

176. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 20:12:19 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <36scv3$mnq@msuinfo.cl.msu.edu>
Source record: 179708

Jim,

You might not like this, but some of us can't help that the terminals don't handle more than 80 columns very well. I, for instance, have access to the net via my school's VAX system, and I have no control over how the newsreader formats messages. It is annoying (though livable) to read messages that have words broken in the middle (at the edge of the scr een). Worse, if I try to reply to such a letter, the VAX editors ref use to properly format messages with more than 80 columns, so I am le ft with a couple of lines (each one a complete paragragh) that I must manually format before replying.

In the end, it is easier to not reply to such posts, regardless of how much the person could have benefitted from my input, or I from their's.

I too request that, wherever possible, posters restrict the line length to 80 columns.

Thank you,
Tom
hopper_t@msupa.pa.msu.edu

177. Re: IBM 8514 monitor

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 20:26:47 UTC
From: rbailey@nucleus.com
Message-ID: <Cx60sp.K8J@nucleus.com>
Source record: 179850

Mohammad A. Rahin (rahin@scs.leeds.ac.uk) wrote:
: In article <rahin.33.000DFA53@scs.leeds.ac.uk> rahin@scs.leeds.ac.uk (Mohammad A. Rahin) writes:
: >From: rahin@scs.leeds.ac.uk (Mohammad A. Rahin)
: >Subject: IBM 8514 monitor
: >Date: Wed, 28 Sep 1994 13:56:14 +0100 (BST)

: >I've got hold of a IBM 8514 colour monitor suitable for PS/2 computers.
: >I am interested to convert this for use with a Falcon as a SVGA monitor.
: >Can anyone help me with the specs as well as the pinouts for the 8514
: >monitors please ?

: >- Rahin
: > (rahin@scs.leeds.ac.uk)

: Funny to answer my own post.

: I connected the 8514 to a PC with VGA output and the monitor and the VGA
: output connectors are compatible and what's more the monitor displayed
: everything ok. The PC I tried can only output VGA, so 8514 can reliably be
: used as a VGA monitor. I'll try again with a PC with SVGA output and see
: what happens.

: - Rahin

The pin out of an IBM 8514 monitor is the same as a standard VGA monitor.
The 8514/a video card uses the id bits to determine which monitor is
attached (ie. 8514) and sets up the signals appropriately. This monitor is
capable of 1024x768, BUT it is interlaced at 43Hz (I think, of the top of
my head). As I don't have any spec's on the Falcon, I don't know what it
wants, but the 8514 will sync horiz. at about 31Khz and 36Khz, it is a
fixed frequncy monitor and is not a multisync.

Rob Bailey...
rbailey@nucleus.com

178. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 20:43:51 UTC
From: azog@world.std.com
Message-ID: <Cx61L3.7A7@world.std.com>
Source record: 179847

pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:

>BTW I bought a 4meg Falcon with 65meg hard drive about a year ago. Up until a
>week ago I was using a Philips low res colour monitor. Now I have a
>Multisync+Blowup I would never go back.
>I have also filled the 65 megs (mostly with demos) so I am in the process
>of putting together a external 330meg SCSI drive. (second hand from
>various different places).
>When I get this up and running I will be a happy and satisfied person.
>(At least for now... :))

I got my Falcon about a year ago also, but got one of the 84mb drives.
Its been at 14/16mb for a long time, and longer than that I had
the ScreenBlaster and a Multisync, and just recently put in a 68882.
All I wanna do now is get a larger hard drive, I seem to be filling
up this measly 84mb on a weekly basis :((actually, I really really
want to find some cheap SCSI devices: 8mm or 4mm tapes, but these still
hover about $1000, and a CD-ROM)

Sooner or later, when I get an opinion, I want to put a 32MHz accelerator
in mine, and will just be happy as a clam. (oh yea, and NVDI :-)

--
Billy D'Augustine azog@world.std.com

179. Re: Can I get an IBM PC to read ATARI ST format disks?

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 21:43:55 UTC
From: gregor@eskimo.com
Message-ID: <Cx64A7.25n@eskimo.com>
Source record: 179711

In article <289_9410011427@yssabme.embassy.co.uk>,
Karl Foley <Karl.Foley@f101.n2501.z1.fidonet.org> wrote:
> s> I have several hundered of these! Anyone any ideas?
> s> It's all ASCII data.
>
>DOS 6.2 reads my ST disks (DS, 10 sectors/track) quite happily with no problems. If you're running an earlier version of DOS then try using Norton Tools or similar to repair the disk.
>
>Failing that why not connect your ST to PC via a serial lead and transfer stuff that way.
>
>There's even a shareware prog out there called Ghostlink which lets you network your PC and ST together.
>
There is a much easier way - get ahold of DC Software's DC-Format. I think it's at version 3.0 or something. It will write an IBM bootsector to your disk, thereby making it readable by a PC. The two disk formats are identical except for some bootsector differences. Once you do this to a disk, it will be readable by both computer types. Any decent virus detector will recognize an IBM disk and will not set off an alarm.

180. HELP! Where do I get these programs?

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 21:57:48 UTC
From: hallvart@ifi.uio.no
Message-ID: <36sj4s$dev@holmenkollen.ifi.uio.no>
Source record: 179849

I'm looking for some programs, but I can't find them anywhere.
Please, if you know- can you tell me where they're located?
(ftp site/directory)

RECV_CAN.LZH (recoverable trash can for desktop)
ALIBI17 (creates an alias of a program)
SILKBOOT (eliminates 90 sec. delay for HD)
FORTUNE (sample player program- assigns samples for bootup etc.)
DA_SOUND (plays samples at bootup)
GEMSOUND (assign different sounds for different tasks etc.)

thanks!

Hallvard, Oslo, Norway (hallvart@ifi.uio.no)

181. Re: Multi-player games before 1983?

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 23:34:57 UTC
From: daveh@netcom.com
Message-ID: <davehCx69IA.CCC@netcom.com>
Source record: 179723

SamShirley (samshirley@aol.com) wrote:
: In article <36h636$cn7@news1.digex.net>, kowalski@access.digex.net writes:

: As far as I can remember, modems, as far as the home user was concerned,
: didn't really exist. So, I don't think that modem playing was viable. I'm
: not sure of the state of networking at that time, but I'm willing to bet
: that the only places were networked was to be found was in the hands of
: very rich people and the government. So, really, I don't think that
: multi-player games existed before 1983. I could be wrong. Anybody else
: know?
Well I wrote a very simple multi player thing for sinclaire ZX spectrums
equiped with interface 1 in 82 or 83 basically a wumpus adventure of
ZX81 fame expanded a little. This never realy got past the prototype
stage but the idea was there.

Dave.

182. Re: NeoDesk4, problem with groups

Newsgroup: comp.sys.atari.st
Date: 1994-10-04 23:44:12 UTC
From: tdcflcn@infinet.com
Message-ID: <36spcc$fpr@rigel.infinet.com>
Source record: 179717

David R Burns (dburns@world.std.com) wrote:
: I've solved this by going into the Icon Editor and copying/creating a
: new icon with the new name assigned to it.

: Dave Burns
: Lowell, MA

I also tried this, but I did not type the "Name in window:' in all CAP's,
and I can not use lowercase in the Icon Editor. This is not the kind of
fix I was looking for. But I'll try it again.

Thanks,

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

183. Re: HELP! Where do I get these programs?

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 00:11:47 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <36sr03$fr4@msuinfo.cl.msu.edu>
Source record: 179719

In article <36sj4s$dev@holmenkollen.ifi.uio.no>, hallvart@ifi.uio.no
(Hallvard Tanger&#65533;s) writes:
>
>I'm looking for some programs, but I can't find them anywhere.
>Please, if you know- can you tell me where they're located?
>(ftp site/directory)
>
>RECV_CAN.LZH (recoverable trash can for desktop)
>ALIBI17 (creates an alias of a program)
>SILKBOOT (eliminates 90 sec. delay for HD)

I mentioned these, I'm afraid, without realizing that they aren't generally
available on the net. I will d-l them from GEnie and upload them to Hensa
within the week.

>GEMSOUND (assign different sounds for different tasks etc.)

There is a program like this on GEnie called CLICK. I will upload this to
Hensa, also, unless somebody can tell me it's there already.

BTW, Hallvard, how about I email you my shareware catalog (I'll be
uploading it to Hensa soon)?

Tom
hopper_t@msupa.pa.msu.edu

184. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 00:16:11 UTC
From: tdcflcn@infinet.com
Message-ID: <36sr8b$fpr@rigel.infinet.com>
Source record: 179718

Annius Groenink (avg@cwi.nl) wrote:

: >eg you can display 640x400x16 on a TV, but you can't read it....

: You *can* if you have a SONY TV. Even one of the older ones will
: do just fine.

And on a cheap but still fine MiTac 15" with Blow-Up software only I'm
getting 898x800x16.... And don't forget the Blow-Up vertual displays.

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

185. FS: STacy 4/0 $400 OBO

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 01:03:01 UTC
From: mbates@netcom.com
Message-ID: <mbatesCx6DL2.48J@netcom.com>
Source record: 179730

I have a STacy 4 for sale. The Hard Drive Interface is installed. an embedded SCSI 3.5" drive can be installed easily. It runs great but I need to sell this ASAP. Send all offers PLUS SHIPPING to mbates@netcom.com
-Marlin

186. TeddyTerm 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 02:02:03 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <36t1er$e2n@golem.wcc.govt.nz>
Source record: 179714
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well as a few people here raved about TeddyTerm 2.1, and being
a avid Flash 1.6 user i thought I would give it a look...

Well has far better support for Zmodem and let you have Auto Zmode...

Had a bit more glitter than Flash 1.6, but as they say all that glitters
is not gold...

Has a lot of features that Flash 1.6 does not have, but I could not find
any use for all these features, they were no usefull..

One BIG BIG minus is that it does not support a capture buffer, its a external
thing, and no Editor, how a Flash 1.6 user here could rate this program
as better than Flash 1.6, I would like to know, the capture feature and editor
are one of Flashes 1.6 big points, I have read that its the envy of PC Clone
users....

I am still trying to find a Replacement to FLASH 1.6 that is as fast, uses
standard fonts, I think I have tried them all, THE STORM was my hope but is
still very buggy....

Here is a list of Terminal Programs that I have tried..

MasterLink,Interlink,St-Talk Pro,Connect,Rufus,FDT,Teddyterm,Taz,Trapido,
Flash 2.2,STalker3/STeno,ANSITerm and Uniterm, plus a few otheres that I
can't think of now and a few demo ones...

Trapido looked a possibility but its no longer supported, some are far to slow
and only work best on a TT/Falcon, but those machines are far to dear here,
at least 3 times a good 486 Pc Clone and NO SUPPORT AT ALL...

So when are we going to get a Good Terminal program that works on
a ST/STE/MEGA, that is at least as good or better than Flash 1.6...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

187. Re: This is an Atari FTP Listing

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 02:07:16 UTC
From: bjr2@Isis.MsState.Edu
Message-ID: <36t1ok$52d@Tut.MsState.Edu>
Source record: 179707

Hallavard,
Please accept my apology...
I was careless in uploading this list as I thought all data was intact
when I sent it. Not trying to evade responsibility here...I deserve the
pounding for being careless. I can only ask that you and other supporters
of this thread and the Atari community will understand the posting was made
out of eagerness to return the same services I enjoy on a daily basis through
Use Net. I honestly thought all information was intact in the posting...
including Author, and address for sending updates. My mistake...and I agree
that it was a big and tacky mistake. Please believe it was out of carelessness
and not bad character.

Sincerely,
Brian

188. Re: ST printing enhancement

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 02:13:15 UTC
From: sammcgee@crl.com
Message-ID: <36t23r$e3e@crl4.crl.com>
Source record: 179709

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: Where can I get Ffprnt from and do you know if it works with a Falcon?
: (same for Magic spooler)

I tried Ffprnt on a full page with SpeedoGDOS and AtariWorks on my
Citizen Projet II and it took about five seconds longer. (out of a total
of 60 seconds)

Sam

ps on a Falcon.

189. Re: Multivolume Archivers

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 02:19:40 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <36t2fs$els@golem.wcc.govt.nz>
Source record: 179715

In article <36eot5$1o3@proffa.cc.tut.fi>, t150315@proffa.cc.tut.fi (Tamminen Eero) writes:
>
> Multivolume Archivers (on ST)
> ----------------------------
>
> (maybe this should be added to the FAQ?)
>
>
>As you probably know, DOS has an ARJ archive program that can split the
>compressed file on the several disks. Sadly, ST has only ARJ
>de-archivers. But despare not, there's a solution!
>
>
>To be exact, two solutions:
>
>Anybody have any comments or additions?

Yes stick to well know standards, Ataries are not Unix machines, if you need a
real Unix machine go by a Sun or Acorn..

Those Archivers don't support Directories/Folders, so for real Atari users are
usless....

>
> - Eero -

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

190. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 02:19:43 UTC
From: sammcgee@crl.com
Message-ID: <36t2fv$ecm@crl4.crl.com>
Source record: 179710

Requiem (cm3hirjd@soc.staffs.ac.uk) wrote:
: : Does anyone know what will be in MagiC 3 (apart from Falcon
: : compatibility), will the AES be improved to be more Atari-compatible?

: Having seen and used NeoDesk 4.0 running with Geneva installed on a
: Falcon you can kiss MagiC good-bye...!

Hmm, ST Review (November) gave Ease a 85% while NeoDesk 4 received a 83%.
I don't know about MagiC (updated version) vs. Geneva.

Sam

191. Re: Apex Media where are you?

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 02:26:08 UTC
From: sammcgee@crl.com
Message-ID: <36t2s0$ehr@crl4.crl.com>
Source record: 179713

R.Davey (cm3hirjd@soc.staffs.ac.uk) wrote:
: The Titan Designs press release states that the Falcon Apex Media suite
: of programs would be out sometime in October...

: It's Oct the 4th, early perhaps, but..... where is it? I see no mention
: of the programs in the Atari press.

: Not another Chroma 24 _please_ I beg of you!

What's the official story behind Chroma 24? From what I understand it
should be finished but there were some legal problems. Was it scrapped?

It probably doesn't matter, I couldn't afford the outrageous price anyway.

Sam

192. 1-meg SIMMS for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 02:28:21 UTC
From: dud@u.washington.edu
Message-ID: <36t305$nu6@nntp1.u.washington.edu>
Source record: 179712

I have 16 1mb x 9 30 pin SIMMs for sale; 4 are 80ns and the rest are 100ns.

I'm asking $22 for the 100ns and $26 for the 80ns.

Since I'm an Atarian, I'm giving you guys first stab at them! :)

E-mail me...

Dan Aylward
dud@u.washington.edu

193. Re: ST printing enhancement

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 02:39:56 UTC
From: frank@theshack.demon.co.uk
Message-ID: <941005Z023956.285frank@theshack.demon.co.uk>
Source record: 179706

In article <36muob$1u6@mailer.fsu.edu> boyd@math.fsu.edu "Mickey Boyd" writes:

> There is a commercial product called OutBurst that proports to do the same
> thing as Ffprnt. Anyone played with it?

I haven't seen it, but apparently it's written by the same author as
FFprnt, so I would imagine it got to be at least as good :-)

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

194. Re: Cool cheap printer

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 03:01:06 UTC
From: bseburn@alpha.vaxxine.com
Message-ID: <36t4ti$p09@alpha.vaxxine.com>
Source record: 179716

Mickey Boyd (boyd@hardy.math.fsu.edu) wrote:
: water-soluble), but this unit really impresses me. Printout speeds using
: Magic Spooler and Fast-Print combined were about as good as using the MS

Are these programs you mention above Commercial?? Seeing as I have the
same printer to speak of, and use PageSCREAM I"m most interested in
speeding up the pathetically slow printing process of PageStream.

Thanks Brian...

195. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 04:46:12 UTC
From: bjr2@Isis.MsState.Edu
Message-ID: <36tb2k$lt1@Tut.MsState.Edu>
Source record: 179729

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: cm3hirjd@soc.staffs.ac.uk (R.Davey) writes:
: >I noticed an advertisement
: >from Silica Shops selling 1 meg Falcon's with no HD for 399 UK pounds a
: >piece. This is a substantial price drop and now puts the Falcon base
: >machine in the reach of a much larger proportion of the ST owning
: >community who'd like to upgarde.

: >Now for the bad news. 1 meg Falcon's are like birds with no wings, they
: >just don't function the way they should. You are severly limited in
: >everything you do.
:
: >Richard Davey
: >Falcon Owners Group (UK)

All of this is true indeed..but I do have a question for those of you who
have Falcon knowledge...

Would this be a good deal for someone who already owns an STe? Is there
any reason the SIMMS can't be swaped out? When I purchased SIMMS for my
STe I went ahead and got the fastest 1X3 boards I could find in hopes they
could be salvaged should I ever change machines. Adding a Falcon to my
set up and swapping the memory between it and my STe would be a worth while
deal...if it would work of course (I.E. exchange my 4 1X3 SIMMS for the smaller
ones in the Falcon). The same question stands in terms of Hard Drives. Is
there any reason that would prevent me from using my currnet SCSI drive with
the falcon? A switch to bypass my AdSCSI+ host shouldn't be very hard to make,
and disableing the ICDBOOT.SYS file should pose no grave difficulty either.
Would this work? Also...since my main interest in a FAlcon lies in its ability
to record Digitaly direct to HD..wouldn't I be better off directing money
towards a VERY LARGE SCSI II based drive rather than the internal 40 or 80meg
IDE unit? As for the monitor...I'd eventualy have to buy one anyway should I
ever demand anything beyond the performance of my present SC1224 or SM124. At
least they will work on a Falcon...they're useless should I move to a PC or Mac
for HD recording.

I may be clueless...but I'm trying,
Brian

196. Re: Apex Media where are you?

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 07:21:28 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941005Z072128.081dbrewood@nest.demon.co.uk>
Source record: 179771

In article <36rf67$3bv@bs33n.staffs.ac.uk>
cm3hirjd@soc.staffs.ac.uk "R.Davey" writes:

> It's Oct the 4th, early perhaps, but..... where is it? I see no mention
> of the programs in the Atari press.

Put back to the end of November due to the manual being delayed.
--


```
=============================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
=============================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Screen Eye and Audio/PhotoCD =
= Apex Media / Super SAM / JetMail / Semper / F-Search - beta tester. =
=============================================================================
```

197. Falcon Memory...

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 07:40:35 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <36tl9j$hpl@golem.wcc.govt.nz>
Source record: 179720
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I thought that the base memory for the Falcon was 4 Simm slots, these can take
256k or one meg simms..

So it would be easy to upgrade a 1 meg Falcon to a 4 meg one,
just like a STE....

Can any one confirm this....??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

198. PDP Magazine

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 07:58:55 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Oct5.075855.8472@unix.brighton.ac.uk>
Source record: 179768

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PDP MAGAZINE ONLINE - ***INFO***
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Written for Users by Users

September 1994

//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\
Online Team
=-=-=-=-=-=

Magazine Editor........Stephen Ticehurst.......s.ticehurst@bton.ac.uk
Co-Editor........John Briggs.............u9323597@sys.uea.ac.uk

//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\/

Issue 19 is out now - includes:
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=

Marcel Review
StormTracker Review
POWER PC - Info about the POWER PC (What's it all about?)
MultiTOS - User's Views
Jaguar - User's Views
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PE30 0JG
```

Note - For non UK people who have access to Internet, PDP Online will
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To subscribe, send mail to s.ticehurst@bton.ac.uk with the
subject line "MMsubscribe". For more info, send mail with
the subject line "MMpdpinfo".
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-

199. PDP Magazine

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 07:59:52 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Oct5.075952.8599@unix.brighton.ac.uk>
Source record: 179769

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PDP MAGAZINE ONLINE - ***INFO***
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Written for Users by Users

September 1994

//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\//\\
Online Team
=-=-=-=-=-=

Magazine Editor........Stephen Ticehurst.......s.ticehurst@bton.ac.uk
Co-Editor........John Briggs.............u9323597@sys.uea.ac.uk

We are always looking for users to write reviews, articles about
computing in general, the computer industry, or just
some light humor and chit chat.

Since 1991 we have been a non-profitmaking magazine for Atari users,
one of our aims is to produce a magazine that is written by the people
it is aimed for - and do this as cheaply as possible.

You don't need to have a degree in writing, if you have a view on something
or you want to write a review on a peice of software etc.. then
you can write something for us!

For more info then send mail to s.ticehurst@bton.ac.uk with the subject
line "MMcontrib"

STeve.
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
```

200. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 08:18:06 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <36tnfu$s0s@percy.cs.bham.ac.uk>
Source record: 179721

hutch@ilmen.lanl.gov (Hutch) writes:
>In article AA07248@ilmen.lanl.gov, hutch@ilmen.lanl.gov (Hutch) writes:
>>
>>PLEASE... when you post a message to ANY newsgroup on the Usenet, keep
>>your messages to a width of 80 columns or less and use a hard carriage
>>return at the end of each line. [...]
>
>In regards to my earlier post, above, I got a really nasty (and very
>childish) email flame from James Baumgardner <jbaumgar@bronze.coil.com>
>which suggested I get a 'real term program' or 'feign computer literacy'
>and not to 'whine' about my 'inadequacies.'

I think this jbaumgar fellow was the one who couldn't see why ftp
sites should be mirrored, which "wasted gigabyes of space". Hmm, no
comment.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

201. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 08:23:08 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <36tnpc$s4l@percy.cs.bham.ac.uk>
Source record: 179722

cm3hirjd@soc.staffs.ac.uk (Requiem) writes:
>: Does anyone know what will be in MagiC 3 (apart from Falcon
>: compatibility), will the AES be improved to be more Atari-compatible?
>
>Having seen and used NeoDesk 4.0 running with Geneva installed on a
>Falcon you can kiss MagiC good-bye...!

No pre-emptive multitasking in Geneva, so there's no contest as far as
I'm concerned.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

202. Re: ST printing enhancement

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 09:06:47 UTC
From: dburns@world.std.com
Message-ID: <Cx6zzC.Et4@world.std.com>
Source record: 179724

Hi Mickey. I always enjoy your informative posts here.
Re Outburst, I haven't done any speed checks, but it has worked fine on my ST and STe, under Geneva. SpeedoGDOS 4 & 5, and NeoDesk 3 & 4. Very compatible.

It speeds up Pagstream tremendously--you'll notice the difference without your stopwatch!

Dave Burns
Lowell, MA

203. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 09:14:24 UTC
From: dburns@world.std.com
Message-ID: <Cx70C0.FC7@world.std.com>
Source record: 179726

Hutch--re your "80 column" post and the childish email: it didn't sound like whining to me. I thought it was nice of you to offer some help to anyone who didn't realize the problems caused by 80+ column formatting.

Nice saying 'Hi' to you!

Dave Burns
Lowell, MA

204. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 09:21:17 UTC
From: dburns@world.std.com
Message-ID: <Cx70nH.G14@world.std.com>
Source record: 179727

Dear Jim B.:

I read your post to Hutch in response to his informative and helpful note on 80+ column formatting in messages.

You are a jerk.

Dave Burns
Lowell, MA

205. Re: Big News - Atari/Sega

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 09:58:26 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <36ttc2$is5@golem.wcc.govt.nz>
Source record: 179742

In article <9409301401.AA07243@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>In article L676791@LMSC5.IS.LMSC.LOCKHEED.COM, L676791@LMSC5.IS.LMSC.LOCKHEED.COM () writes:
>>The following article appeared on the front page of the Business Section of
>>the September 29 issue of the San Jose Mercury News:
>>Atari drops suit against Sega
>
>[blah, blah, blah ...]
>
>>(GEnie sucks) --Mark van Wyk
> ^^^^^^^^^^^
>
>A seemingly very intelligent comment there, Mark. ;-) Care to elaborate (using
>adult terminology, please) on why you feel this way about the only commercial
>comms network that still cares a twit about Atari users??? It may not have the
>fancy graphics and push buttons that one is forced to slog their way through
>on AOL, but with ST Aladdin software, who cares? (all IMHO, of course)
>
>-Hutch- @ Fair Dinkum Tech

At least GEnie offers a good cheap service here in New Zealand, no other
USA BBS system provider does..

There is Compuserve here, but then you are into big bucks, some thing
like $50nz per hour, I only pay about $13nz for 4 hours.....

A guess what GEnie was here before all the others by a number of years...!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

206. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 10:55:54 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <36u0nq$6sc@bs33n.staffs.ac.uk>
Source record: 179731

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: cm3hirjd@soc.staffs.ac.uk (R.Davey) writes:
: >I noticed an advertisement
: >from Silica Shops selling 1 meg Falcon's with no HD for 399 UK pounds a
: >piece. This is a substantial price drop and now puts the Falcon base

OK News Update... Gasteiner are selling Falcons (1 meg, no HD) for 300 QUID.
And you can upgrade this to 4 meg for 150 pounds.

This makes the whole bundle a LOT better. You save a hundred quid, or
put it another way get a 4 meg for only 50 quid more than Silica charge
for their 1meg machines.

Hey people... BUY BUY BUY!!!

RiCHARD DAVEY
Falcon Owners Group (UK)

207. sprites and sozobon

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 11:08:04 UTC
From: mdekker@fwi.uva.nl
Message-ID: <36u1ek$2aj@matrix.fwi.uva.nl>
Source record: 179733

Hello,

Can I program sprites with Sozobon C? or are there libs around to do this?

thanks,

--
Martijn Dekker +-------------= PFF - Software =---------------+
University of Amsterdam |coding for:c64/appleMac/AtariST/PC/Unix/X |
department of Mathematics +---+
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

208. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 11:34:56 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <36u310INN13td@sat.ipp-garching.mpg.de>
Source record: 179725

James E. Baumgardner II (jbaumgar@bronze.coil.com) wrote:
: In article <9410031452.AA07562@ilmen.lanl.gov>,
: Hutch <hutch@ilmen.lanl.gov> wrote:
: >In article AA07248@ilmen.lanl.gov, hutch@ilmen.lanl.gov (Hutch) writes:
: >>
: >>PLEASE... when you post a message to ANY newsgroup on the Usenet, keep
: >>your messages to a width of 80 columns or less and use a hard carriage
: >>return at the end of each line. [...]
: >
: >In regards to my earlier post, above, I got a really nasty (and very
: >childish) email flame from James Baumgardner <jbaumgar@bronze.coil.com>
: >which suggested I get a 'real term program' or 'feign computer literacy'
: >and not to 'whine' about my 'inadequacies.'

: Hi there. Since you are obviously not civilized enough to restrict
: E-mail conversations to E-mail, I have no qualms about raking you over
: the coals in public. I must apologize to the denizens of the net who are
: reading this, but Hutch (that's right, Hutch <hutch@ilmen.lanl.gov>)
: decided that he prefers whining in a public forum rather than dealing with
: criticism in a constructive manner.

#flame on
You should better apologize for posting this bullshit and refrain from
further postings. Persons who are intelligent enough to use Usenet should
be also intelligent enough to restrict themselves to < 80 chars/line.
This is just Netiquette, nothing else.
#flame off

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

209. Re: Falcon Memory...

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 11:47:01 UTC
From: djs@jet.uk
Message-ID: <1994Oct5.114701.21745@jet.uk>
Source record: 179734
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <36tl9j$hpl@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>I thought that the base memory for the Falcon was 4 Simm slots, these can take
>256k or one meg simms..
My Falcon certainly did not have SIMMs. It had an Atari memory board, which
had surface mount memory chips up to 4MB. (ie eight chips, 4MBx1bit).
According to the silk screen on the board, it's used for 1MB too (presumably
with 1MBx1bit chips). But upgrading yourself would be difficult.

I bought a FalconWING board, which adds SIMM capability; then put
on 4 4MBx8 SIMMs for 14MB total.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

210. Re: Atari TV add last night.

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 11:49:14 UTC
From: Rod@ivecoft.demon.co.uk
Message-ID: <781357754snz@ivecoft.demon.co.uk>
Source record: 179745

In article <36rj75$6rd@insosf1.infonet.net> lannie@ins.infonet.net writes:

> Hey,
> Has anyone seen the new Alien game advertisement on fox for the
> Jaguar? I was watching TV and it came out and bit me. The kid
> was playing the Alien game when the alien jumped up and stuck
> itself to the screen! The mother's hand touches the kid on the
> shoulder and scares the daylights out of him. He says..."Ahhhhh
> mom!!" Then he looks again and sees the mother's hand is dead
> looking and when he looks back, the Alien is holding the mother's
> arm and making it move!
>
> The add then fades away, and says JAGUAR - Do the MATH.....
>
> Pretty cool. It was nice to here the word Atari on TV again.
>
> Later,
>
> Lannie Schafroth
> Lannie@ins.infonet.net
>

I can't wait until we see it on this side of the pond! The Jag is getting some
pretty good reviews on the TV lately (Gamesmaster) I just hope that more games
come out soon to keep the momentum going.
Viva Atari.

--
Rod Keen
rod@ivecoft.demon.co.uk

211. Re: Atari and Sega bury the hatchet

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 11:52:01 UTC
From: avg@cwi.nl
Message-ID: <Cx77Mp.FEt@cwi.nl>
Source record: 179736

gd63@vision.hrz.uni-giessen.de (Martin Schmidt) writes:

>very interesting. But keep in mind: But you have to distinguish between
>Atari (which builds the big game consoles and belongs 100% Time-Warner)
> and
>Atari (which builds these amazing ST/TT computers and belonged to Jack Tramiel).

Does anyone know enough details about this to make it really interesting?
For example, how about rights to the Atari logos? So which of the
two Ataris make the Jaguar? I suppose that's Jack T's lot. Is there no
connection whatsoever between the two companies?

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

212. Re: Help with Frontier (Elite II) Needed. (Again) (Need To Save Game!)

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 12:05:41 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <Cx789H.n2F@exeter.ac.uk>
Source record: 179735

In article <36p4p0$1t7@aggedor.rmit.EDU.AU> s9205525@otto (Glenda MOON) writes:

: the falcon i think. The problem with Frontier is that it
: will aways look for the floppy drive to save to 8-(

If anyone is interested I can give precise instructions for how to alter the
program file with a sector editor to make it look on any drive you wish.
My adjusted version looks on drive D as default now and so no longer hangs
if there is no disk in drive a.

--
```
+-------------+-------------------------------------------------+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+-------------------------------------------------+
| D2D version of SuperSam due to be released real soon now! |
+-----------------------------------------------------------+
```

213. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 12:06:14 UTC
From: avg@cwi.nl
Message-ID: <Cx78AE.Fn3@cwi.nl>
Source record: 179739

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>cm3hirjd@soc.staffs.ac.uk (Requiem) writes:
>>: Does anyone know what will be in MagiC 3 (apart from Falcon
>>: compatibility), will the AES be improved to be more Atari-compatible?
>>
>>Having seen and used NeoDesk 4.0 running with Geneva installed on a
>>Falcon you can kiss MagiC good-bye...!

>No pre-emptive multitasking in Geneva, so there's no contest as far as
>I'm concerned.

I don't wish to be accused of some form of discrimination or racism or similar :-) but what I think is the case is that in the United States there has grown to be a giant bias towards Geneva, and the same has happened in Europe for the German stuff. An honest comparison is impossible. It is basically the same sort of thing that made WordPerfect popular. Not quality, but marketing and fate. The US ``like'' Gribnif, the UK ``like'' HiSoft, and the rest of the world likes the German products mainly (and that is because they're generally actually good).

I use neither of Geneva, Magix or MultiTOS except when feel like getting a firm headache porting my software to those systems. One very important reason is I don't want to lose my WINX compatibility, and most multitasking systems have some nasty effect on my graphics board/NVDI ET4000 setup. Geneva is the worst. It is incompatible with standard GEM in almost every aspect I can think of. (OK, this is a slight exaggeration...)

I find opaque window moving, colours and speed more important than real multitasking. For me it is sufficient to have my text editor run in parallel with the rest.

So my conclusion is: NeoDesk, MagiCdesk and Teradesk are all NOTHING compared to Gemini with a neat plain single-tasking TT Tos and WINX.

Atari and MultiTasking are a hype. When it comes to doing serious work most people reboot and run plain TOS anyway. So why not admit this and save loadsa bucks, quid or whatever you use to pay for your software?

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam

The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

214. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 12:08:38 UTC
From: avg@cwi.nl
Message-ID: <Cx78EE.Fo1@cwi.nl>
Source record: 179738

cm3hirjd@soc.staffs.ac.uk (Requiem) writes:

>Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
>: cm3hirjd@soc.staffs.ac.uk (R.Davey) writes:
>: >I noticed an advertisement
>: >from Silica Shops selling 1 meg Falcon's with no HD for 399 UK pounds a
>: >piece. This is a substantial price drop and now puts the Falcon base

>OK News Update... Gasteiner are selling Falcons (1 meg, no HD) for 300 QUID.
>And you can upgrade this to 4 meg for 150 pounds.

>This makes the whole bundle a LOT better. You save a hundred quid, or
>put it another way get a 4 meg for only 50 quid more than Silica charge
>for their 1meg machines.

>Hey people... BUY BUY BUY!!!

Let's be realistic about this and add the price for a CPU board for
32MHz. Nobody buys a 16MHz system today. As far as I know, only
Atari still has the courage to do this today.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

215. Re: Falcon Memory...

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 12:13:23 UTC
From: trek@intgp4.ih.att.com
Message-ID: <Cx78MB.G8n@nntpa.cb.att.com>
Source record: 179740
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <36tl9j$hpl@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>I thought that the base memory for the Falcon was 4 Simm slots, these
>can take 256k or one meg simms..
>
>So it would be easy to upgrade a 1 meg Falcon to a 4 meg one,
>just like a STE....
>
>Can any one confirm this....??

The 4M Falcon did not have simms - at least mine didn't - but it was one of the early ones. I don't know about the 1M Falcons but I would expect them to be along the same design as the 4M with a memory board with 1M worth of chips on it. My understanding is that you have to "waste" the 1M since there is not much you can do with it. This, I believe, has kept a lot of people from buying the 1M Falcon and choosing instead to go with the 4M off the bat (plus you get internal HD and software that way.)

BTW - I still have a 4Meg board for the Falcon if anybody needs one. Contact me and we can wheel and deal. Wayne Booth

216. Re: Falcon Memory...

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 12:13:59 UTC
From: azog@world.std.com
Message-ID: <Cx78nB.124@world.std.com>
Source record: 179737
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>I thought that the base memory for the Falcon was 4 Simm slots, these can take
>256k or one meg simms..

>So it would be easy to upgrade a 1 meg Falcon to a 4 meg one,
>just like a STE....

>Can any one confirm this....??

The Falcon doesnt use normal SIMMs slots, rather a daughterboard that
sits in the machine. On this daughterboard is memory, and could differ
in implimentations.

The 4mb board that comes from atari is useless as is, since its got
memory chips soldered on, and is only useful for another falcon that
might have 0 memory.

Third party boards offer the capability to remove the atari daughterboard,
and replace it with a daughterboard that HAS SIMMs slots, and gives you
the ability to go to 14/16 megs. I got one such from Toad, for $65, and
populated with 4 4mb SIMMs I had laying about.

To move STe SIMMs into a Falcon would require such a board. If one
can purcahse a 0 memory Falcon, this would be a good idea. Youve
already got 4mb of memory from your STe, so that cost is transparent.
You would need one of these memory boards, but even unpopulated memory
boards go for under $100. The in the future, when you run into the
walls of 4mb, you can simply pull the 1mb SIMMs and replace them with
4mb SIMMs and go to the top with 14/16mb.

There are also apperently third party products which will take you
above 16mb, but the cost here grows.
--

217. Re: UUCP-FAQ? (was: Re: Atari ST Offline-reade

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 12:35:00 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Oct5.123500.7125@news.unige.ch>
Source record: 179741

Great idea to produce a FAQ! Why not send a copy to Denesh Babuta
(sp? sorry!) to include in his Atari FAQ?

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

218. Fixing damaged Atari floppy disks

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 12:53:00 UTC
From: michael.brunnstrom@toxic.ct.se
Message-ID: <fnt_2.204.428.11_2c534ccb_Michael.Brunnstrom@ct.se>
Source record: 179728

Hi Dwight A. Schwartz, how are you

03-Oct-94 17:27, Dwight A. Schwartz wrote to All
Subject: Fixing damaged Atari floppy disks

DAS> I have some Atari floppy disks which contain files which are not
DAS> showing up when I look at the folder/directory they should be in. Are
DAS> there
DAS> any tools out there to examine Atari disks and possibly restore files?
I suggest that you try Knife ST by Hisoft.

Greetings from Michael Brunnstrom

___ Terminate 1.50
* Origin: Nobody Reads my Origin... :-((2:204/428.11)

219. Ditek email?

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 12:54:30 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Oct5.125430.7520@news.unige.ch>
Source record: 179743

Has anybody recently contacted Ditek (Dynacadd) by email? I get no
response...

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

220. Re: UUCP-FAQ? (was: Re: Atari ST Offline-reader for

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 13:41:00 UTC
From: frauke@quark.hn.bawue.de
Message-ID: <H.ekBL.wT30dwfDkEA@quark.hn.bawue.de>
Source record: 179780

Hello!

>>News-Systems / Mail & News-reader FAQ! Shall I make a try? I've tried
>>all three systems I know about: Hermes, UPoint and Taylor. Maybe with

Sorry, I'm new here in this newsgroup and I just entered the discussion.
I'm using Hermes 1.14 on an Atari TT, I know UPoint, but I never heard of a
Taylor UUCP for the Atari ST. I'm interested in any UUCP-system, maybe
somebody can tell me something about this Taylor UUCP?

Please - don't laugh at my ignorance and please _don't_ send me files!

Thanx very much...

Meinereiner...

221. MiNT & MinixFS

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 14:07:15 UTC
From: psherwoo@jpmorgan.com
Message-ID: <36ubuj$360@archive.ny.jpmorgan.com>
Source record: 179760
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here's one for all you MiNT experts:

Having downloaded and compiled MiNT 1.10 (pl8) I find that MinixFS no longer starts up when I boot. I thought that the patches to 1.10 were supposed to make it work but this doesn't seem to be the case. I also tried applying the patches to take MiNT to 1.11 (pl2) but this didn't work either.

One thing that occurred to me was that in my gcc setup I have replaced the include files with the MiNT ones (pl44) and compile MiNT with the '-mint' flag. If I don't do this then MiNT doesn't compile at all.

Any help with this would be greatly appreciated...

My system: Falcon 4/127, TOS 4.02, Gcc 2.5.8, MinixFS 6.10

Thanks in advance,
Piers

+-----------------------+
| psherwoo@jpmorgan.com |
| |
| JP Morgan |
| London, UK |
+-----------------------+

222. Re: Falcon Memory...

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 14:10:23 UTC
From: davecook@cougar.multiline.com.au
Message-ID: <36uc4f$8rp@cougar.multiline.com.au>
Source record: 179767
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: I thought that the base memory for the Falcon was 4 Simm slots, these can
: take 256k or one meg simms..

Roger, Nope you are incorrect.. the Falcon uses a board that slots onto
two rows of pin connectors. You can buy a third party board that will
accept SIMMs tho. I personally have one of a very few official 14Mb
boards that atari produced :)

: So it would be easy to upgrade a 1 meg Falcon to a 4 meg one,
: just like a STE....

Nope :(

: Can any one confirm this....??

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

--
+---+
| Dave Cook Perth, Western Australia |
| Internet: davecook@cougar.multiline.com.au |
| Fidonet: 3:690/254.0 |
+---+

223. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 14:33:44 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410051342.AA07804@ilmen.lanl.gov>
Source record: 179732

In article 1ah@bronze.coil.com, jbaumgar@bronze.coil.com (James E. Baumgardner II) writes:
>
>At this point, I must turn the soapbox off. I suggest you do the same,
>and in future, I certainly hope that you are mature enough to keep E-mail
>discussions where they belong.

Hahahaha... the 16 year old (or 15?) whiz kid is lecturing me on maturity. :)

James, if and when YOU grow up a bit more, you may come to realize that flames and nastygrams such as those you emailed me are uncalled for. I did not post your email message on the net (no need to sicken everyone). If you don't want your rantings made public, don't make them in the first place!

To Scott Bigham, Tom Hopper, David Burns, Gergory Bernath and others who privately or publicly supported my original '80 column' request... thanks!

Now then, may we adults get back to more constructive topics?

-Hutch- @ Fair Dinkum Tech

224. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 15:00:47 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <36uf2v$mtq@msuinfo.cl.msu.edu>
Source record: 179785

In article <36t2fv$ecm@crl4.crl.com>, sammcgee@crl.com (Sam McGee) writes:
>Requiem (cm3hirjd@soc.staffs.ac.uk) wrote:
>: : Does anyone know what will be in MagiC 3 (apart from Falcon
>: : compatibility), will the AES be improved to be more Atari-compatible?
>
>: Having seen and used NeoDesk 4.0 running with Geneva installed on a
>: Falcon you can kiss MagiC good-bye...!
>
>Hmm, ST Review (November) gave Ease a 85% while NeoDesk 4 received a 83%.
>I don't know about MagiC (updated version) vs. Geneva.

Not to ruffle any feathers, but it seems to me that the British mags have a tendency to downplay American software. I've noticed it especially with ST Format (since no one around here carries ST Review). I would suggest that the -2% difference should be 0% to +2%.

Mind you, I don't own NeoDesk, and I haven't seen Ease, but I've noticed these differences with other programs where I thought the ratings should have been at least equal. And just for the record, this isn't a "Buy American" commercial, either; just my honest opinion.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

225. Re: Off on a tangenet... (was Re: ACSI trouble)

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 15:16:58 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <36ug1a$9do@percy.cs.bham.ac.uk>
Source record: 179744

cherborth@semprini.waterloo-rdp.on.ca writes:
>it, only evil DOS FAT), a hassle under most UNIX (they seem to require
>the super-user, root, to mount and unmount the removable), etc.

Have you seen Solaris 2.3? Its automounter does The Right Thing with
removable disks like CD ROMs. New CDs get mounted automatically
(surprise!), you can eject 'em without root privileges, etc.

Very bizarre the first time it happened, but you kind of get used to
it :-)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

226. Re: MPEG movie player for 1040 STe?

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 15:21:31 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <36ug9r$9hs@percy.cs.bham.ac.uk>
Source record: 179746

cherborth@semprini.waterloo-rdp.on.ca writes:
>In <199409302227.a3386@gi.maus.de>, Martin Reitzlein writes:
>>>>btw: I think that ST-guide plays mpeg files, although slow. I think
>>>>it will run in any resolution...
>>
>>1stguide (new version 27.07.94) does it - but even on a 48mhz-tt it's not too
>>fast (<5 frames/s; 160x120, tt-high, nvdi + magix).... but it works while i'm
>>writing this.

It still sounds slow - is it colour-dithering? Playing QT movies on a
Quadra with 24-bit display is much faster than at 8-bits, just because
it doesn't have to dither. It looked better too :-)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

227. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 16:03:01 UTC
From: s9205525@otto
Message-ID: <36uinm$bc1@aggedor.rmit.EDU.AU>
Source record: 179748
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well Roger, from what I have gathered you are not a FzDt fan, but
I cannot go along with the fact that Flash 1.6 is a better program.
It is soooooo slooooooowwwwww.

I like nice quick screen updates, and after having used Flash 1 & 2
and Stalker, and Connect etc. etc. etc. I really believe that
the registered version of FzDt. kills em all. It may not have VT100
but so what, I use ansi emulation and there is no problem at all.
When you add all the other little bells and whistles in the program
it is ALMOST the perfect program. Perhaps when stuff like mosaic
etc is developed (or am i dreaming) for Atari, then i might change
my mind. Unfortunately Fzdt's problems really are with the authors
total lack of support.

****
* *
* John Moon *
* (My Amp only goes to 19) *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* AUSTRALIA THE LUCKY COUNTRY????? *
* *
****

228. Protar and STOS

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 16:05:28 UTC
From: tcoe@hfnet.bt.co.uk
Message-ID: <tcoe-0510941605280001@132.146.65.67>
Source record: 179751

I recently bought a second hand hard drive for my 4meg STe. It is a Protar Progate 50DCII. It seems to be a good drive except fo one problem, I can't use STOS wih it. It won't laod any programs from it if STOS is loaded. Is this a known problem with the drive or the drver S/W (I have version 3.0)

Any help would be greatly appreciated

Thanks in advance of any assistance

Toby Coe
email tcoe@hfnet.bt.co.uk

229. Re: Expanding Ram in Mega-4?

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 16:13:57 UTC
From: blade01@pplnet.com
Message-ID: <015691ECCWQMLDSATSCY@pplnet.com>
Source record: 179749

```
IB>You might want to call some folks (Toad @ 1-800-448-TOAD and D&P
IB>@ 1-800-535-4290) and ask about the Xtra-RAM upgrade. I believe they have a
IB>board that can add 4mb to a 4mb ST (8mb total). I think they are also
IB>going to come out with a MegaSTE version that plugs into the VME slot
IB>and does the same thing.

I'd very much like ot hear about it if the MSTE/VME card comes
available. The BBS here could use more RAM space for sorting names
while processing the nodelist, if nothing else.

```


```
□
```


```
--
```


```
_________ 30 lines of pleasure and friendship _________
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE
```

230. Vidi ST/RGB/Chrome - B.O.

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 16:34:21 UTC
From: blade01@pplnet.com
Message-ID: <014467XEBRRYJVKNTDDB@pplnet.com>
Source record: 179750

IK>For sale:

IK> Vidi ST
IK> Vidi RGB
IK> Vidi Chrome
IK> Omni Switch
IK> XBoot (Software)
IK> Prism Paint (Software)

Hmmm, what sort of offer whould you consider for the lot, Kevin? I
got a Hippo video digitizer for $10, but I doubt you'd want to let the
VIDI ST and so forth go that cheaply.

--
_____ 30 lines of pleasure and friendship _____
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

231. Re: ST printing enhancement

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 16:57:37 UTC
From: ron@cruzio.com
Message-ID: <Cx7Ls7.7ux@cruzio.com>
Source record: 179793

In article <36t23r$e3e@crl4.crl.com>, sammcgee@crl.com (Sam McGee) writes:
> Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
> : Where can I get Ffprnt from and do you know if it works with a Falcon?
> : (same for Magic spooler)
>
> I tried Ffprnt on a full page with SpeedoGDOS and AtariWorks on my
> Citizen Projet II and it took about five seconds longer. (out of a total
> of 60 seconds)
>
> Sam
>
> ps on a Falcon.

Ffprnt only works on ST's. The same guy now sell's Out BurST
witch works on ST and Falcon, about $30.00.
It made Page Stream go from about 7 min a page to about 30 sec.
--
Ron and Sally Field With 2 Atari Falcons
And a 486 Game Machine
Email ron@cruzio.com

232. HSC Falcon compatibility

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 17:25:46 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Oct5.172546.7905@vax.sbu.ac.uk>
Source record: 179797

Does anyone know if Heat 'n' Serve C is Falcon compatible?

Del

233. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 17:56:55 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Oct5.175655.7906@vax.sbu.ac.uk>
Source record: 179798

In article <36re03$3bv@bs33n.staffs.ac.uk>, cm3hirjd@soc.staffs.ac.uk (R.Davey) writes:
> In my local newsagents I was flicking through a copy of ST Format (well
> you don't expect me to buy it do you?) and I noticed an advertisement
> from Silica Shops selling 1 meg Falcon's with no HD for 399 UK pounds a
> piece. This is a substantial price drop and now puts the Falcon base
> machine in the reach of a much larger proportion of the ST owning
> community who'd like to upgarde.
>
> Now for the bad news. 1 meg Falcon's are like birds with no wings,

Shame your text cancels out your subject! What you are basically saying is
that Silica will sell you half a machine at the cheap price or a whole machine
at the usual expensive price.

As you say, a Falcon needs at least 4MB, a 100MB hard disk as basic spec. Add
the cost of a monitor. Then buy the bits which Atari left off to make it a
usable modern machine, like Screenblaster, NVDI, Speedo, and multitasking OS.
Add non essential essentials like Neodesk, and you end up with a dent in your
wallet to the tune of 1200 pounds. That doesn't include things like a 32mhz
CPU upgrade, a tower case and decent keyboard, a multisync, etc.

The thing is still insanely overpriced for what is, lets face it, a hobbists
machine. I still use my ST and am frustrated by its lack of power, and cannot
justify investing money in it - it's obsolete. I wont consider a PC
until the PowerPC thing settles down and we have another crappy but fairly (?)
futureproof standard. The Falcon option is my favoured one, but until I can
get one for half the current price I'm not interested.

234. HSC status and author id

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 18:24:15 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Oct5.182415.7910@vax.sbu.ac.uk>
Source record: 179799

Does anyone know what the status of Heat n Serve C is? I have v1.40 with Gemfast v1.8. Is there a later version? Is Ian Lepore or anyone still working on it? Did the commercial Gemfast ever materialise?

Also, does Ian Lepore have an Internet account? The one in the HSC 1.40 docs (ilepore@nyx.cs.du.edu) is dead.

Derek

235. Re: ST BOOK

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 18:38:28 UTC
From: roys@nbnet.nb.ca
Message-ID: <roys-051094143828@romainla.nbnet.nb.ca>
Source record: 179773

In article <Cx4MyE.D0A@cuug.ab.ca>, levaillm@cuug.ab.ca (Mark Levaillant 250-2590) wrote:

>
> I have a friend who has an ST BOOK. 1meg RAM 40meg Hard drive. If
> interested please leave a message.
>
> --
> Mark Levaillant
> levaillm@cuug.ab.ca

What is an ST BOOK? I assume is is a portable. If it is, I might be interested but I have no idea what it is worth.

-Sebastien

236. Re: Atari and Sega bury the hatchet

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 18:49:23 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <36usfjINN1et3@sat.ipp-garching.mpg.de>
Source record: 179747

Annius Groenink (avg@cwi.nl) wrote:
: gd63@vision.hrz.uni-giessen.de (Martin Schmidt) writes:

: >very interesting. But keep in mind: But you have to distinguish between
: >Atari (which builds the big game consoles and belongs 100% Time-Warner)
: > and
: >Atari (which builds these amazing ST/TT computers and belonged to Jack Tramiel).

: Does anyone know enough details about this to make it really interesting?
: For example, how about rights to the Atari logos?

AFAIK it is one and the same company.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

237. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 20:00:53 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <36v0ll$p1e@golem.wcc.govt.nz>
Source record: 179754

```
] customers, you should be inconvenienced. A `real term program' or `one
] than can handle >80 columns/line and/or LFs rather than CR/LFs,' to quote
] my own message, would easily fix your problem. When you replied and
] stated that you had a SUN w/ a 21" monitor, I seriously could find no
] reason for your concern. Even a modest programmer such as myself could

Considering that other than unix boxes, 80-columns is the international
standard, I'd think it'd be what people in the know would attempt to use.

Especially for those using their Atari's or such machines as the terminal.
```

238. Which Host Adaptor ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 20:16:28 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10051994.201628@empyr.dircon.co.uk>
Source record: 179756

Hi All,

Thanks for all your advice about my HD. I've done a bit more research and would appreciate your opinions....

I have contacted several stores in the UK and have been given the following prices for SCSI host adaptors:

Gasteiner GE Soft - 60 UK Pounds / $93 US / 143 DM
Gasteiner Top Link - 70 UK Pounds / $108 US / 168 DM
ICD Link 2 - 90 UK Pounds / $139 US / 215 DM

What are the relative good and bad points of each ?

A friend recommended the AdSCSI + to me, but I have been told that these are no longer being produced.

These appear to be the only host adaptors available in the UK. Could I have opinions from you on which you think I should go for please. I don't really have a lot of cash to spend, so if anyone knows of a cheaper alternative, I'd be very glad to hear from you !

Thanks.

E-Mail replies preferred, to: Kevan@empyr.dircon.co.uk

___ Blue Wave/QWK v2.12

VQWK 6.20I

239. Computer Fair on Oct. 15 (Vancouver, B.C., Canada)

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 20:25:03 UTC
From: bsmith@mpr.ca
Message-ID: <1994Oct5.202503.12765@mprgate.mpr.ca>
Source record: 179755
Cross-posted to: bc.general,comp.sys.amiga.misc,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.misc,comp.sys.atari.st

**** IMPORTANT ****
If you are outside southwestern British Columbia, Canada, please ignore this
message. (Some distant sites display messages even when the distribution is
set to BC-only.)
**** End of disclaimer ****

For those of you still reading:

B.C.'s original and best (*see below) computer event,
the PACIFIC COAST COMPUTER FAIR AND SWAP MEET
is back for its 15th year!

Time and date: Saturday, 15 Oct, 10am to 4pm
Location: McPherson Centre, 7325 MacPherson, Burnaby
(near Metrotown, south of Kingsway and east of Royal Oak)
Admission: Only $3.00 ($2.00 for children and seniors)
(Compare that to other computer shows!)

The swap meet portion of the Fair will consist of 40 to 50 vendors with a total
of 70 to 80 tables. Vendors will be selling new and used computer equipment,
ranging from the latest technology to "I remember when..." technology. On the
software side, there will be shareware, CD-ROMs, and assorted applications
and games for various makes of computers. With about ten days to go, it looks
like we have a shot at beating our previous record for the number of vendors.

Several local computer user groups will also be putting on displays. These
can be a great source of (mostly) unbiased information. (Of course, if no
salescritter has ever lied to you, you probably won't need this :-))
We also hope that the local SIGGRAPH chapter will be there with videos of
the latest in computer graphics.

The Fair is run by the Pacific Coast Computer Fair Association, a non-profit
society of volunteers drawn from the local personal computing community.
It is in no way associated with the commercially-run computer swap meets being
operated in British Columbia. In particular, we have no connection to
Computer Fest, the organizers of which chose to schedule their event on the
same weekend we've been using for years.

Remember, we only run a single Fair each year, so if you miss this one you'll
have to wait a whole twelve months!

If you are looking to sell some computer-related items, there MAY still be a
couple of vendor tables left. The rental charge is $50 per table. You can
reserve a vendor table by calling (604) 420-3286.

* You may not believe me, but this is what I have been told by a number of people I met outside somebody else's computer swap meet last month.

240. Re: ScreenBlaster2 v BlowUP

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 20:30:15 UTC
From: fvdakker@sterbbs.nl
Message-ID: <029929UTBMNWIBQEVFNL@sterbbs.nl>
Source record: 179753

pmd@dcs.warwick.ac.uk wrote:

cs>In article <Cx5JEC.7us@westminster.ac.uk>,
cs> avsec@westminster.ac.uk (Philip Shore) writes:
cs>>
cs>>I know that BlowUP was meant to be the best - However,
cs>>Compo are offering Screen Blaster with NVDI for 80 quid - cheaper
cs>>than buying BlowUP Hard 2 and then NVDI after.
cs>>
cs>>Are there any hardware differences between B'Up and Screen
cs>>or is it all software difference.
cs>>
cs>>Whats that S'Blaster 2 software like and is it worth paying less
cs>?
cs>I will also be making this decision in the coming weeks, so I'd
cs>also appreciate some opinions on the two products.

I'm using Screenblaster (and when I 've upgraded my NVDI to 3.0, with
NVDI) on a falcon and it works fine.
I only have one strange thing: when I use NVDI (2.42) the systemfont
is smaller, but most programs don't recognise this and think it is
bigger. This is giving serious problems once in a while; even GEM
doen't recognises it!
I don't know wether NVDI 3.0 is solving this problem (or I'm doing
something wrong), but the speed in incresing a lot and that's
important to me :-)

About screenblaster: I only have German DOC's and I don't understand a
word of it (though I can understand Das Profibuch) Fortunately it's
working :=) _very_ good; I would recommend it to every Falcon user.

Frits.

___ Don't blame me; I can't help it he wrote this
___ Sorry for the English; DO e-mail me for the good spelling/grammar
Frits van den Akker = fvdakker@sterbbs.nl <<--- NOTE: my e-mail
JFA Software = Internet adress has changed
again! It was: program@sterbbs.nl
Frits.
* TailMail 2.1 #031 *

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

241. Re: Falcon Memory...

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 20:32:34 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <36v2h2$cia@nyheter.chalmers.se>
Source record: 179778
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <36tl9j$hpl@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>I thought that the base memory for the Falcon was 4 Simm slots, these can take
>256k or one meg simms

To use simms you need an additional board, because the Falcon has an own memory board. With the simm board you can use 256k, 1M or 4M simms. You must have four of a kind => 1M, 4M and 16M(14M) is possible.

I hope I got this correct...

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

242. Re: ScreenBlaster2 v BlowUP

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 20:57:56 UTC
From: azog@world.std.com
Message-ID: <Cx7wwL.DoH@world.std.com>
Source record: 179781

fvdakker@sterbbs.nl writes:

>About screenblaster: I only have German DOC's and I don't understand a
>word of it (though I can understand Das Profibuch) Fortunately it's
>working :=) _very_ good; I would recommend it to every Falcon user.

Are you using a software-only version of the ScreenBlaster? I got
mine from a place in USA, Compo software or something, and got a
VERY small package of documentation. But I must say, its really
plug-and-play, and works wonderfully. I run my Falcon at
800*600 all the time now, and when I really need it, I can go
to 1024*768

--

243. Re: Multi-player games before 1983?

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 21:45:00 UTC
From: samuel.arvidsson@p13.secom.ct.se
Message-ID: <fnt_2.200.612.13_2e931eec_Samuel.Arvidsson@ct.se>
Source record: 179791

30 Sep 94, SamShirley wrote something like this to All :

S> From: samshirley@aol.com (SamShirley)
S>
S> In article <36h636$cn7@news1.digex.net>, kowalski@access.digex.net
S> writes:
S> As far as I can remember, modems, as far as the home user was
S> concerned, didn't really exist. So, I don't think that modem playing
S> was viable. I'm not sure of the state of networking at that time, but
S> I'm willing to bet that the only places were networked was to be found
S> was in the hands of very rich people and the government. So, really, I
S> don't think that multi-player games existed before 1983. I could be
S> wrong. Anybody else know?
S>

I have an old 1200 bps modem with ROMs from 1982. But I don't think it was meant to be used for multi-player games :-).

244. -SC1224 monitor making

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 21:58:32 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <781497122.0@mettav.exnet>
Source record: 179752

Nesral bibbled on 01 Oct 94 to All...

> From: Nesral@closer.brisnet.org.au (Nesral)
> Sorry Lance it sounds like the video transformer has had it. If you
> lived down here I would have to tell you that your monitor would now

Hmm. My mono moniter makes a slight high-pitched noise if there's no ST signal going through it... I wasn't worried until now! (gulp)

Col

Gabber system: Col@Bibble.Mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

245. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 22:10:00 UTC
From: samuel.arvidsson@p13.secom.ct.se
Message-ID: <fnt_2.200.612.13_2e932899_Samuel.Arvidsson@ct.se>
Source record: 179792

04 Oct 94, Phillip Davey wrote something like this to All :

PD> From: pd@mole.bio.cam.ac.uk (Phillip Davey (Path))
PD>
PD> cm3hirjd@soc.staffs.ac.uk (R.Davey) writes:
>> I noticed an advertisement
>> from Silica Shops selling 1 meg Falcon's with no HD for 399 UK pounds
>> a piece. This is a substantial price drop and now puts the Falcon
>> base machine in the reach of a much larger proportion of the ST
>> owning community who'd like to upgarde.
PD>
>> Now for the bad news. 1 meg Falcon's are like birds with no wings,
>> they just don't function the way they should. You are severly limited
>> in everything you do.
PD>
>> Richard Davey
>> Falcon Owners Group (UK)
PD>
PD> I totally agree.
PD> (that makes a change in these newsgroups doesn't it :))
PD>

:)

PD>
PD> If you are going to get a Falcon, you absolutely *MUST* get
PD> 4megs of memory
PD> a hard drive (even a small one will do)
PD> SVGA monitor at least although a multisync is the best
PD> either blowup or screenblaster (I have only used blowup)
PD>

Agreed, even if a VGA will do the job!

I use both. I have the software version of BlowUP and the demo version of SB. I
use SB for TV/RGB and BlowUP for high-rez interlaced on TV and for VGA.

PD>
PD> Without these the machine is a waste as it can't do any of the things
PD> it is best at.
PD> eg you can display 640x400x16 on a TV, but you can't read it....
PD> on a multisync you can get at least 800x600x16 easily readable.
PD> probably closer to 1024x768.

Hey, with BlowUP and a standard VGA you can get 912x608x256 easily. Using
BlowUP or screen-blaster you can use 800x576xTC on TV/RGB (interlace shit).

Then there is this cool but totally unusable program SWABS (Shit What A Big
Screen :)) which gives 1600x598x16 on TV, using interlace (such shit) and not
working with NVDI.

PD>
PD> If you can't possibly afford the above then by all means get a 1meg
PD> Falcon. But you may be disappointed with what you can, or more
PD> importantly can't, do.
PD>
PD> BTW I bought a 4meg Falcon with 65meg hard drive about a year ago. Up
PD> until a
PD> week ago I was using a Philips low res colour monitor. Now I have a
PD> Multisync+Blowup I would never go back.

I sold my Philips CM8833-II yesterday. Now I'm using an twenty year old TV
which kills my eyes.
My VGA was killed in a thunderstorm recently. :(
I'm going for a multisync soon.

PD> I have also filled the 65 megs (mostly with demos) so I am in the
PD> process of putting together a external 330meg SCSI drive. (second
PD> hand from various different places).

I have an internal 428 MB 3.5" IDE and two external SCSIs, one 85 MB and one 48
MB. All three Seagate.

PD> When I get this up and running I will be a happy and satisfied
PD> person. (At least for now... :))
PD>
PD> Just my opinion,
PD> Phil
PD> [E-mail pd@mole.bio.cam.ac.uk]

Also just my opinion,

Samuel Arvidsson - @p13.secom.ct.se

PD> --
PD> It's 106 miles to Chicago, we've got a full tank of gas, a half a
PD> pack of cigarettes, it's dark, and we're wearing sunglasses.
PD>
PD> Hit it.

... "Heeheeheeheeh.. 2400 bps sucks... Heehee" V.bis and Baudhead

246. MSTE for sale in the UK

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 22:26:34 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cx810B.ACE@cix.compulink.co.uk>
Source record: 179762

```
Mega STE
4MB RAM
internal 105MB Quantum HD with ICD MicroSCSI host adaptor
TOS 2.06
1.44MB floppy
+ all the usual MSTE features

350ukp

SC1435 colour monitor (hardly used at all): 75ukp

monitor switchbox (suitable for above equipment, 5ukp or free if anybody
wants the lot)

All items are in perfect condition and complete with all leads, manuals
and original packaging. Can be seen working.

Note this sale is in England, and don't really want to start shipping stuff
abroad (its all 220/240v 50Hz power anyway ;-)

Replies by email please.

Thanks

:-)

Roland.

@CiX
```

247. Warp 9 and other Screen Accelerators...

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 22:37:17 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <36v9qt$q27@msuinfo.cl.msu.edu>
Source record: 179782

Hello, fellow Atarians!

After the little discussion on-line about Warp 9, QuickST 3, and NVDI, I thought I'd ask one of the Codeheads about the issue of relative speeds, telling them Lars-Erik's assertion that QuickST3 was actually faster than Warp9. Since I imagine others around here would be interested in the response, here is John Eidsvoog's response (plus a couple more ;-).

I also asked about the "VDI Enquire" that shows up in tests done with GEM Bench, since this is one area that NVDI is much faster. The reply doesn't appear below, but VDI Enquire only happens when an application initializes the VDI (when you first run a GEM app), so speed-up there will be negligable in the over-all scheme of things.

I asked simply because I'm considering buying NVDI, and already use Warp9, so naturally I was curious about relative speeds. I present the responses here on the assumption that others will be similarly interested.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

Begin Quote: **

Atari-ST RoundTable
Category 32, Topic 31
Message 121 Fri Sep 30, 1994
J.EIDSVOOG1 [CodeHead] at 18:18 PDT

Tom,

Warp 9 is _negligibly slower_ than Quick ST in some areas, not "much slower". Warp 9 is _much faster_ than Quick ST in programs that use raster copy for text scrolling because Quick ST did not handle raster copies. You won't see this in any benchmark tests, but it's _visually_ perceptible while scrolling in a Steno window -- doubters should do a stopwatch comparison.

In the areas that Quick ST handled, it was imperceptibly faster than Warp 9 because we had to add a few instructions here and there to fix bugs caused by Quick ST's shortcuts. But the only way to notice this is to run a benchmark test. This would show Warp 9 to be less than 1% slower (Quick Index users who would challenge this do not understand the difference between "percentage" and "percentage points", but I'd prefer not to leave another long message explaining this -- it's simply not important).

As for NVDI, it is slightly faster than Warp 9 in many unimportant areas. But Warp 9 is slightly faster at text displays and the most frequently used GEM routines. Unfortunately, NVDI comes with a benchmark program which is totally slanted. It contains numerous tests which measure lots of system calls which rarely occur in daily use of the Atari (such as circle drawing) and which Warp 9 does not waste memory to handle. This leads many people to believe that NVDI is "much faster" than Warp 9, because only a couple of the tests in its benchmark program measure routines which are frequently used (and Warp 9 beats NVDI in these tests).

One area where NVDI is faster than Warp 9 even at text and frequently used routines is in resolutions with more than 16 colors, like 256-color and "true color" modes on the Falcon. Warp 9 was never optimized for these resolutions because we find them to be unacceptably slow, even with optimization (such as that done by NVDI). You'll find few people (if any) who use these resolutions for much other than occasional picture viewing.

Doubters may take my comments with a grain of salt, but I don't care. If I were trying to mislead people, I certainly wouldn't have mentioned Warp 9's downfalls. Those who don't believe me are free to purchase NVDI and make their own assessments.

John

J.EIDSVOOG1 [CodeHead] at 18:35 PDT

gnox,

Thanks for reminding me. I forgot about the "regrab" technique used by the Warp 9 ACC. My previous message documented the behaviors of Quick ST and Warp 9 with nothing else installed. The more resident software you have, the more Quick ST will slow down because it doesn't regrab the vectors at the end of the bootup process.

Since very few people run with a screen accelerator as their only resident software, it's not even pertinent to mention that Quick ST is negligibly faster on an otherwise bare system.

And of course, Warp 9 has numerous other features not found in NVDI or Quick
ST.

John

M.MOTOGAWA [MEL] at 17:33 PDT

Rich,

I like putting Warp 9's auto folder prg as close to the beginning of the auto folder as possible so that the auto folder msgs flit by super fast. You system will boot slightly faster. Then try to have the Warp 9 Control Panel accessory load last of all your desk accessories (Multidesk Deluxe can do this for you easily) since this will allow W9 to see screen output calls first. You can also use the WARP9CNF.PRG to do this, running

it after bootup, with the caveats mentioned at the bottom of p. 45 of the manual.

- Mel
---

248. Anyone ported perl5 to atari running MiNT?????

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 22:55:28 UTC
From: cavanaug@harrell.ecn.purdue.edu
Message-ID: <36vat0$4qk@mozo.cc.purdue.edu>
Source record: 179783
Cross-posted to: comp.lang.perl,comp.sys.atari.st.tech,comp.sys.atari.st

```
I was just wondering if anyone has ported perl5 to the atari
running Mint 1.08+. Perl5 looks awesome( on the hp in the lab)
but I would like to run it at home.

------------------------------------------------------------------------
John Cavanaugh
cavanaug@ecn.purdue.edu Purdue University
------------------------------------------------------------------------
School would be trivially simple
if only I possesed a photographic memory.
-- John Cavanaugh
------------------------------------------------------------------------
```

249. MiNTNet SLIP and TIA anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-10-05 23:29:17 UTC
From: woodford@esca.com
Message-ID: <1994Oct5.232917.18930@esca.com>
Source record: 179652

Hi all,

Sorry if this has already been covered in previous posts...
My other internet service provider (not my employer!) has recently
installed 'TIA' on their system. For those who haven't heard of it,
it allows SLIP connections over your standard dial-up interactive shell
account. Apparently, it works with Mac and PC native SLIP implementations
without any problems. There are no static or variable IP addresses
to mess with, since TIA makes all external connections look like
they are coming from the service provider's host. Never-the-less,
all the usual internet services are available over the link; eg.
DNS, telnet, ftp, www and gopher etc.

In the next day or so, I'm going to attempt the same thing with
MiNTNet SLIP on my Atari. Are there any other Atari users who have
done this already? If so, any pitfalls I need to lookout for?

I'm going to be running Mgr on top of all this so I can have
multiple windows open over the link, plus a couple of local windows.
Should be interesting to see how the old ST copes with this!
(I don't expect there to be much memory left out of 4Mb with all
this going on!)

Cheers, Steve

PS. More info on TIA can be found at http://marketplace.com/tia/tiahome.html

250. Test, please ignore

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 00:00:06 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <f7b_9410070325@softtech.brisnet.org.au>
Source record: 179775

```
Gooday Mate, she works.

Seeyoulatermate.
..

_-_|\
/ *<-- Geoff of OZ.
\_.-._/
v
Geoffrey W. Larsen., Brisbane, Queensland, Australia.
```

251. autoboot on mega STE

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 00:00:08 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <f7c_9410070325@softtech.brisnet.org.au>
Source record: 179776

Sorry, I picked up this subject second hand so I don't know your name. But

I may be of some help. You will find in your MSTe manual on page 2-5
information under "Starting your system from a floppy Start up disk" sixth

paragraph down, section No 2.
I presume that you are trying to get floppy based games to auto boot from
drive A with out using the internal HD. Obviously if it is possible to run

these games from the internal HD then I would have to recommend that you
do that as you will find that the games will load and run faster. If this
is not possible and you have to run them from floppy then I recommend the
following procedure.

1. Switch off the machine.
2. Put the boot disk in drive A.
3. Turn on the machine.
4. Wach the floppy drive light and after it flashes the first time depress
the key on the keyboard (lower left hand corner) marked "Alternate".
5. Continue to press the Alternate key until it becomes obvious that the
boot has worked. ie. the program is running.
6. If the desktop depicting drive A & B and the trash can appears (and or
plus hard disk devices.) the auto boot has failed.
If the auto boot has failed proceed as follows:-
a. Perform a Warm boot. (press the reset switch[left hand side of the
machine]) or (hold down together the Control & Alternate keys together
and press the Delete key).
b.As in step 4.
C.As in step 5.

If the boot fails again then start again from step 1.
The MSTe can be very hard to get on with during this procedure so a bit of

experimentation is necessary.

The object of holding down the Alternate key during the boot is to disable

the internal HD and to let the system boot from the floppy. However I have

found some software that will not boot because the HD is still seen as
present by the system, to avoide this I have had a switch installed in the

front pannel of my MSTe that shuts down the HD.

I am sorry about the fine detail in the setting out of the procedure for
booting from floppy, but if I do it that way there is less chance of you
making a mistake. Let's face it we don't exactly live around the corner
from each other.

I hope this has been of some help and that your problem is as simple as
not holding down the Alternate key on boot up.

Seeyoulatermate.
..

_-_|\
/ *<-- Geoff of OZ.
_.-._/
v
Geoffrey W. Larsen., Brisbane, Queensland, Australia.

252. SM124 and/or 9600 baud modem needed.

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 00:02:54 UTC
From: hicksm@panda.lpl.arizona.edu
Message-ID: <36vere$62o@news.CCIT.Arizona.EDU>
Source record: 179761

Hi Gang! My SM124 fried itself the other day and now
I am no longer able to enjoy UNITERM like I used to (smile).

So I am in the market for a replacement. Please, give a
poor student a break and sell him a nice inexpensive
BW monitor!

And on a related note I am getting impatient with 2400
baud modem. If you have something faster for sale please
drop me a note as well.
Thanks!

-Michael

253. *NVDI PROBLEMS!*

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 00:36:43 UTC
From: amez1@pfs01.cc.monash.edu.au
Message-ID: <amez1.35.2E93469B@pfs01.cc.monash.edu.au>
Source record: 179765

I have been given a copy of NVDI V2.50. Unfortunately the entire program is in German!! Can someone please tell me how to install NVDI.

I read a review of NVDI in an older issue of ST Review which said that installing the program was easy. All that is required is to use the installation program on the disk, enter your name, address and serial number and the drive you want to boot NVDI from. What does it mean by "DISK SERIAL NUMBER" and "ADDRESS"????

If you know how to install NVDI V2.50 please P-mail me on;

****
Anthony
amez1@pfs01.cc.monash.edu.au
****

254. WP with Continuous Spellcheck

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 00:39:45 UTC
From: amez1@pfs01.cc.monash.edu.au
Message-ID: <amez1.36.2E934751@pfs01.cc.monash.edu.au>
Source record: 179766

Does anyone know of a good word processor with a CONTINUOUS SPELLCHECK
option, similar to the one featured on Word Writer II?

If you do, please P-Mail me on;

****
Anthony
amez1@pfs01.cc.monash.edu.au
****

255. Re: Atari ST Offline-reader for usenet?

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 01:19:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ZIL&cC1a59Y@semprini.waterloo-rdp.on.ca>
Source record: 179757

In <H.elB.4Ajmp4mmQLnB_@murphy.sh.sub.de>, Ole Marienhagen writes:
> In <H.eg.HYmK7kPIE9E@semprini.waterloo-rdp.on.ca>, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
> >Hermes is probably your best choice, although it has some nasty (IMHO)
> >problems, like a uucico (the main transfer engine for UUCP) written in
> >GFA-BASIC, which makes it a challenge to run it under MiNT. It's a
> >pity, since UUCP traffic really demands a minix filesystem under MiNT;
> >it'd be so much faster and easier on the drive.

> The next version of the UUCICO will be faster and bug reduced. I' hope that the
> new version will be ready to the 5. Elmshorner computer day's.

Ah, but will it be written in C, or HiSoft BASIC or something else that
doesn't cause havoc in the system?

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

256. ST store?

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 01:33:48 UTC
From: jchung@umich.edu
Message-ID: <36vk5s$n51@lastactionhero.rs.itd.umich.edu>
Source record: 179770

Hey fellas, I live in Ann Arbor, MI and was wondering
if there was an Atari ST computer store in the area...
I was looking to get sone upgrades for my oid 1040 system.

-John Chung
jchung@umich.edu

257. Mac hd on atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 01:53:30 UTC
From: Matt.McAlister@dataport.com
Message-ID: <42c_9410051756@dataport.com>
Source record: 179790

What would I need to do to a External Mac drive (Scsi) to run it on my Atari?
Is it possible, or am I dreanming?
any help here would be great.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106
---

258. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 01:55:09 UTC
From: millert@grad.csee.usf.edu
Message-ID: <36vldt$hda@mother.usf.edu>
Source record: 179772
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello!

I would seriously like to register your program, but sending you 5 pounds
would probably cost me quite a bit more than the equivalent in dollars.

I wrote ANSITerm. The registered version is $15. How about a trade?
Considering that you have a Falcon, I don't know how useful that would be
to you, but if you can think of anything else, I'm willing to talk.

Thanks.

P.S. I have version 0.6, and I was able to play two of the 8 MPEG's I have.

259. Re: Hi

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 01:59:34 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <781462246.1@mettav.exnet>
Source record: 179758

On 3 Oct 94 at 13:23:26 (Mark King) wrote the following:

> From: k945278@kingston.ac.uk (Mark King)
> Organization: Kingston University, Kingston-upon-Thames.
>
> Hi I own an ST and my mate is called P Civati

You're an idiot Mark. ;-)

comp.sys.atari.st is for more than just chit chat and isn't like a BBS echo,
also I don't really post much in here, mostly just read.. so no-one but you
will know who I am really..

I've just read Danny's message, I told you he was a helpful chap..

Reply by email. ;-)

-Paul-

--
~=~=~=

260. Re: Hi

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 02:00:44 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <781462246.2@mettav.exnet>
Source record: 179759

On 3 Oct 94 at 15:33:48 (Denesh Bhabuta) wrote the following:

> : Hi I own an ST and my mate is called P Civati
>
> Hi, I am Denesh Bhabuta....you may also call me Danny.
>
> Welcome aboard..I am sure you will enjoy your time here...

What!? You havn't even mentioned Hensa to him yet, not to fear though as I already have. :-)

> This your first day at college?

How did you guess. ;-) Hopefully I have put him right. :-)

> How is Paul, BTW?

Fine thank you. :-)

-Paul-

--
~=~=~=

261. Re: ScreenBlaster2 v BlowUP

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 02:05:15 UTC
From: sammcgee@crl.com
Message-ID: <36vm0r$71s@crl4.crl.com>
Source record: 179774

fvdakker@sterbbs.nl wrote:

: I'm using Screenblaster (and when I 've upgraded my NVDI to 3.0, with
: NVDI) on a falcon and it works fine.
: I only have one strange thing: when I use NVDI (2.42) the systemfont
: is smaller, but most programs don't recognise this and think it is
: bigger. This is giving serious problems once in a while; even GEM
: doen't recognises it!
: I don't know wether NVDI 3.0 is solving this problem (or I'm doing
: something wrong), but the speed in incresing a lot and that's
: important to me :-)

Is NVDI 3.0 currently available?

Sam

262. ST stuff in Japan

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 02:48:11 UTC
From: whitema@rtsg.mot.com
Message-ID: <36vohb$7rk@delphinium.cig.mot.com>
Source record: 179763

Facing the possibility of going to Japan for a while next year, I
thought I'd see if the ol' 1040 STe could survive over there.
The monitor and laser printer can take the voltage/frequency, but the
Atari says 117V@60 Hz, while Japan is 100V@50Hz. Is this a problem?
Does any part of a 1040 STe need 60 Hz from the power line?
Also, what about my hard drive? It's an ICD FaST case and ICD SCSI+
host adapter, but ICD did not include electrical specifications in
their manual. My Hayes modem's adapter also say 60 Hz. If I recall
my transformer stuff, frequency doesn't pay that big a part, especially
10 Hz at these piddly low frequecies anyway.

Thanks,
Mike
whitema@cig.mot.com

263. Framemaker clone?

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 02:50:28 UTC
From: whitema@rtsg.mot.com
Message-ID: <36volk$7s6@delphinium.cig.mot.com>
Source record: 179764

I admit it - I've gotten spoiled using Framemaker at work. Is there any comparable package out there for us ST'ers? Or will I have to fudge around with a Spectre cartridge and the Mac version?

Mike
whitema@cig.mot.com

264. Are there any DSP Modems?

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 04:37:00 UTC
From: Stuart.Lyster@f7091.n153.z1.ship.net
Message-ID: <781412003.AA00469@ship.net>
Source record: 179651

```
AG> A friend of mine is wondering whatever happened to the DSP
AG> based modem that was talked about around the time of the
AG> Falcon's release. He would like to know because he is getting a

I think the "price" of modems put the ki-bosh on the idea of a
software modem. With 14.4k modems now below $200 Cdn, it is getting
perilously close to what a developer would have to charge for a bit
of software that would not enjoy wide release.
```

265. Help wanted!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 04:38:00 UTC
From: Stuart.Lyster@f7091.n153.z1.ship.net
Message-ID: <781412003.AA00470@ship.net>
Source record: 179800

Mark - for your requested undelete and defrag utility for the Falcon
- even though you say you don't have a lot of money, I recommend
Diamon Edge from Oregon Research - it costs about $60 Cdn but is
well worth it - all your HD needs will be taken car eof.

266. Re: Know a good comms pro

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 04:53:16 UTC
From: frank@theshack.demon.co.uk
Message-ID: <941006Z045316.185frank@theshack.demon.co.uk>
Source record: 179668

In article <10041994.184012@empyr.dircon.co.uk>
kevan@empyr.dircon.co.uk "Kevan Winch" writes:

> Incidentally, someone else e-mailed me to say that my version of TOS, i.e. 1.2
> (1.02) is the *only* version that has RTS/CTS working properly, and therefore
> it needs no fix. Is this right ?

TOS 1.2 has the CTS bug AFAIK - at least mine in my old FM did...

> Also, I tried running DTERM at 19,200 port speed, and whilst the screen gets
> garbled and loses characters, it seems to be fine for z-modem downloads. I
> had a small glitch with an upload, which was fine when I went back to 9600.

Hmmm... never having used DTERM I can't comment, but you shouldn't be
losing characters like that even with an unfixed serial port. Here's a
thought - you don't have the Harlekin DA installed by any chance do you?

> Anyway, the only reason I'm using D-Term is because it is quick to load from
> floppy. NOW, I've just bought a 120Mb HD, [haven't got the host adapter yet],
> I will (tempting fate a bit here Kev !) be able to run mega super comms progs
> with all the trimmings, and have them load in the blink of an eye !

Good luck with the host adaptor, having a HD will change your life :-)

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

267. Atari MGR and MultiTOS v1.08

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 05:33:10 UTC
From: mabdul@viking.dvc.edu
Message-ID: <37026m$5hp@viking.dvc.edu>
Source record: 179656

MultiTOS and Atari MGR: can they co-exist?

I have AtariMGR: mgr.zoo, atarimgr.zoo from micros.hensa.ac.uk and every time I try to run it (under MultiTOS v1.08) I get the error message: "..mouse not found/already in use.." and it quits.

Any suggestions?

--
Signed,
Abdulkareem

268. Using Syquest 88MB cartridges in Atari TT and IBM PC

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 07:50:32 UTC
From: maeser@inf.ethz.ch
Message-ID: <370a88$a29@brain.inf.ethz.ch>
Source record: 179787

I am trying to move lots of data from an ATARI TT (with TOS 3.01 I think)
to an IBM PC.

Both have a Syquest SQ5110 drive that reads and writes 88MB removable
cartridges.

The Atari has its drive connected through SCSI using TTs direct SCSI interface.
The IBM uses also SCSI and a on board NCR adapter to read the Syquest drive.

I tried to format/parition it under DOS but the ATARI could not recognize
the cartridge. The other way around is even worse.

What do I have to do? Are there drivers for the ATARI to read/write DOS
formated Syquest 88MB cartridges? Where can I get them on the net.

Thanks, Stefan

Please post, because I am posting this from a friends account and I don't
want his mailbox filled up. Thanks

269. Syquest 88MB cartriges format for Atari TT and IBM PC

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 07:57:26 UTC
From: maeser@inf.ethz.ch
Message-ID: <370al6$a4u@brain.inf.ethz.ch>
Source record: 179788

I am trying to move lots of data from an ATARI TT (with TOS 3.01 I think)
to an IBM PC.

Both have a Syquest SQ5110 drive that reads and writes 88MB removable
cartridges.

The Atari has its drive connected through SCSI using TTs direct SCSI interface.
The IBM uses also SCSI and a on board NCR adapter to read the Syquest drive.

I tried to format/parition it under DOS but the ATARI could not recognize
the cartridge. The other way around is even worse.

What do I have to do? Are there drivers for the ATARI to read/write DOS
formated Syquest 88MB cartridges? Where can I get them on the net.

Thanks, Stefan

Please post, because I am posting this from a friends account and I don't
want his mailbox filled up. Thanks

270. comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 09:10:20 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <370ets$9vp@bs33n.staffs.ac.uk>
Source record: 179777

I assume there is no dedicated falcon newsgroup. I'd like to change
that, does anyone have the details for creating a comp.sys.atari.falcon,
I know it has to be voted in but I feel it is a worthy addition to the
very limited atari newsgroups available (great though they are).

Richard Davey
Falcon Owners Group (UK)

271. Re: Mac hd on atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 09:37:14 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <370gga$gtv@nyheter.chalmers.se>
Source record: 179786

```
In article <42c_9410051756@dataport.com>,
Matt McAlister <Matt.McAlister@dataport.com> wrote:
>What would I need to do to a External Mac drive (Scsi) to run it on my Atari?
>Is it possible, or am I dreanming?
>any help here would be great.
>
It's possible... If you have a Falcon or a TT all you need is a cable. For
for the other machines you need a SCSI-hostadaptor too.

Christer.

--
| Chalmers | USENET: d2cg@dtek.chalmers.se | "Today I've started |
| University | SNAIL: Christer Gustavsson | earning my second |
| of | Hasselvagen 6 | million. The first |
| Technology | S-430 91 H�N� | one failed." |
```

272. Re: ST store?

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 10:13:24 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <370ik4$1212@msuinfo.cl.msu.edu>
Source record: 179789

In article <36vk5s$n51@lastactionhero.rs.itd.umich.edu>, jchung@umich.edu (John T. Chung) writes:
>Hey fellas, I live in Ann Arbor, MI and was wondering
>if there was an Atari ST computer store in the area...
>I was looking to get sone upgrades for my oid 1040 system.

John,

I'm from the Detroit area, and the the only computer store that I know of that deals in Atari is Power Computers, over in Clinton Township on Garfeild Rd. I think it's between 16 and 17 mile roads, which puts it at least an hour's drive from you. If you find any more, please let me know.

Thanks,
Tom
hopper_t@msupa.pa.msu.edu

273. Re: Atari and Sega bury the hatchet

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 10:15:13 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <370inh$ov6@percy.cs.bham.ac.uk>
Source record: 179794

In article <Cx77Mp.FEt@cwi.nl>, Annius Groenink <avg@cwi.nl> wrote:
>
>Does anyone know enough details about this to make it really interesting?
>For example, how about rights to the Atari logos? So which of the
>two Ataris make the Jaguar? I suppose that's Jack T's lot. Is there no
>connection whatsoever between the two companies?
>

Atari Corp make the computers and the Jaguar, and Atari Games Corp make
the arcade machines. When you see the Atari Logo, that's why you will
always see either ATARI or ATARI GAMES below the fuji.

Seeya

David

--
/\ -----------+--------------+-------------------+
/\ \ ASTRAsoft \ David Oakley \ dxo@cs.bham.ac.uk \
/--\ \ -----------+--------------+-------------------+

274. Re: PowerDOS configuration problem

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 10:49:14 UTC
From: frauke@quark.hn.bawue.de
Message-ID: <H.ekBL.X2L7pII_GB_@quark.hn.bawue.de>
Source record: 179779

Hi!

>b) failing that, has anyone got it running that could mail me their config for
>me to examine?

I've been using PowerDos for more than one year until I got MagiX, which
doesn't work together with PowerDos.

Powerdos must be in the AUTO-folder as the first program, the configfile
has to be placed in a subdirectory named POWERDOS.

\AUTO\POWERDOS.PRG
\POWERDOS\CONFIGUR

This is, where PowerDos and PDEXPERT will search for the configfile. You
can safely use the default configfile, all you have to take care of is the
cache-statement because if PowerDos can't get enough memory it will refuse
to start at all and probably throw a few bombs :-(.

I have a completely documented version of PowerDos with a sample
configuration file on my BBS, it's about 95 Kb, perhaps I can mail it to
you (hope my uplink won't kill me)..

In case you have too much money, here's my BBS-Number: 0049-7131-507329

Tschuellewuess, Meinereiner!

275. Re: Warp 9 and other Screen Accelerators...

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 11:29:34 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <370n2u$269o@info2.rus.uni-stuttgart.de>
Source record: 179795

In <36v9qt$q27@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:

>
>
> Hello, fellow Atarians!
[...]
> As for NVDI, it is slightly faster than Warp 9 in many unimportant areas.
> But Warp 9 is slightly faster at text displays and the most frequently
> used GEM routines. Unfortunately, NVDI comes with a benchmark program
Text is the most important feature. But each application that uses only text
is fast enough for me, regardless if you take Warp 9, NVDI or whatelse.

Applications where _I_ have to wait for seconds for a redraw are graphic
applications.

Let's define important/unimportant:

- Important(1) = what is used most frequently
Then text is the most important feature

- Important(2) = what I wait for most frequently (what steals my time!)
Then graphics is the most important feature.

2) is my choice.

> which is totally slanted. It contains numerous tests which measure lots
> of system calls which rarely occur in daily use of the Atari (such as
> circle drawing) and which Warp 9 does not waste memory to handle. This
The most time consuming part of the circle drawing is to fill an area.
This is important(1) and important(2)

> leads many people to believe that NVDI is "much faster" than Warp 9,
> because only a couple of the tests in its benchmark program measure
> routines which are frequently used (and Warp 9 beats NVDI in these tests).
>
> One area where NVDI is faster than Warp 9 even at text and frequently used
> routines is in resolutions with more than 16 colors, like 256-color and
> "true color" modes on the Falcon. Warp 9 was never optimized for these
> resolutions because we find them to be unacceptably slow, even with
> optimization (such as that done by NVDI). You'll find few people (if any)
> who use these resolutions for much other than occasional picture viewing.
>
> Doubters may take my comments with a grain of salt, but I don't care. If I
> were trying to mislead people, I certainly wouldn't have mentioned Warp 9's
> downfalls. Those who don't believe me are free to purchase NVDI and make
> their own assessments.
See the diffencence between important(1) and important(2)

Those who have both programs (Warp 9 and NVDI) say that there are a lot of
bugs in Warp 9 but not in NVDI.
Usually you think these are bugs in the application until you have Warp9
AND NVDI.

And:
Since NVDI 3.0 you have to compare NVDI 3.0 with Warp9+SpeedoGDOS 5.0

> ----------
> J.EIDSVOOG1 [CodeHead] at 18:35 PDT
>
[...]
> And of course, Warp 9 has numerous other features not found in NVDI or
> Quick
> ST.

Speedo fonts? Type 1 fonts? VERY fast printer drivers (10 kB long)?
That's important for _me_.
Could you enumerate the "numerous other features not found in NVDI"?
I want to put them into the GDOS FAQ.

>
> John
Gerd

276. Re: *NVDI PROBLEMS!*

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 11:33:32 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <370nac$269o@info2.rus.uni-stuttgart.de>
Source record: 179796

In <amez1.35.2E93469B@pfs01.cc.monash.edu.au> amez1@pfs01.cc.monash.edu.au writes:

> I have been given a copy of NVDI V2.50. Unfortunately the entire program is
> in German!! Can someone please tell me how to install NVDI.
>
> I read a review of NVDI in an older issue of ST Review which said that
> installing the program was easy. All that is required is to use the
> installation program on the disk, enter your name, address and serial number
> and the drive you want to boot NVDI from. What does it mean by "DISK SERIAL
> NUMBER" and "ADDRESS"????
Where's the problem? What you quoted is English!

The disk serial number is the serial number on your disk.
If you don't have the disk it's piracy.

The address is your address.

Gerd

277. TOS in RAM

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 11:36:47 UTC
From: anijs@sci.kun.nl
Message-ID: <Cx91LC.G69@sci.kun.nl>
Source record: 179682

The 520ST has TOS in RAM and it uses a system-disk for booting.
My problem is, that that disk is missing.

How or where can i get the contents of that disk?

Thanks,

--
Albert Anijs <anijs@sci.kun.nl>

278. Re: sh204 = scsi or what?

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 12:09:14 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Cx933F.M1n@hpbbrd.bbn.hp.com>
Source record: 179784

> What would a 20 meg atari sh204 be? RLL like a megafile30?
> Shouldn't this be in the faq? (not when I looked at my old
> hard copy)

The SH204 consists of the following:

- ACSI to SCSI host adapter card
- SCSI to ST506 controller (Adaptec 4000A)
- 20 MB MFM drive (ST506 bus)

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

279. Re: Mac hd on atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 12:24:37 UTC
From: s9205525@otto
Message-ID: <370qa5$rg4@aggedor.rmit.EDU.AU>
Source record: 179653

```
: What would I need to do to a External Mac drive (Scsi) to run it on my Atari?
: Is it possible, or am I dreanming?
: any help here would be great.

: Ok first of all you need a scsi host adaptor, like the "LINK".
: But even so, not all scsi's are scsi's, you must be able to
: disable "parity". Ibm and Mac type technicians may not know what
: that is, because they dont need to know about it. You would have
: to take the drive to an "ATARI" type tech, and he will tell you
: whether it is possible. If parity cannot be disabled, then you've
: wasted your money!!!!!!
: Hope this helps 8-)

*****************************************************************************
* *
* John Moon *
* (My Amp only goes to 19) *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* AUSTRALIA THE LUCKY COUNTRY????? *
* *
*****************************************************************************
```

280. Re: ScreenBlaster2 v BlowUP

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 12:30:08 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <370qkg$il3@cri.ens-lyon.fr>
Source record: 179654

In article 029929UTBMNWIBQEVFNL@sterbbs.nl, fvdakker@sterbbs.nl writes:
>I only have one strange thing: when I use NVDI (2.42) the systemfont
>is smaller, but most programs don't recognise this and think it is
>bigger. This is giving serious problems once in a while; even GEM
>doen't recognises it!

I have no problem with SB 1/SB 2 and NVDI 2.5.
Are you sure that your ASSIGN.SYS is correct?

In article DoH@world.std.com, azog@world.std.com (azog) writes:
>plug-and-play, and works wonderfully. I run my Falcon at
>800*600 all the time now, and when I really need it, I can go
>to 1024*768

With SB2, I run mine at 1152*832*16.

Vincent Lefevre

281. Re: MiNT & MinixFS

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 12:30:26 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <370ql2$sn8@percy.cs.bham.ac.uk>
Source record: 179655
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

psherwoo@jpmorgan.com writes:
>
>Here's one for all you MiNT experts:
>
>Having downloaded and compiled MiNT 1.10 (pl8) I find that MinixFS no
>longer starts up when I boot. I thought that the patches to 1.10 were
>supposed to make it work but this doesn't seem to be the case. I also
>tried applying the patches to take MiNT to 1.11 (pl2) but this didn't
>work either.

Works fine here! If you don't see the Minixfs startup messages, check
to see where Mint is loading the XFS files from.

Did you compile with -DMULTITOS ? That may make a difference.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

282. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 12:59:19 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <370sb7$ka@percy.cs.bham.ac.uk>
Source record: 179674

avg@cwi.nl (Annius Groenink) writes:
>C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>>cm3hirjd@soc.staffs.ac.uk (Requiem) writes:
>>>: Does anyone know what will be in MagiC 3 (apart from Falcon
>>>: compatibility), will the AES be improved to be more Atari-compatible?
>>>
>>>Having seen and used NeoDesk 4.0 running with Geneva installed on a
>>>Falcon you can kiss MagiC good-bye...!
>
>>No pre-emptive multitasking in Geneva, so there's no contest as far as
>>I'm concerned.
>
>I don't wish to be accused of some form of discrimination or racism or
>similar :-) but what I think is the case is that in the United States

Um, Annius, the text you quoted was all written by Britons!

>there has grown to be a giant bias towards Geneva, and the same has
>happened in Europe for the German stuff. An honest comparison is
>impossible. It is basically the same sort of thing that made
>WordPerfect popular. Not quality, but marketing and fate. The US
>``like'' Gribnif, the UK ``like'' HiSoft, and the rest of the
>world likes the German products mainly (and that is because they're
>generally actually good).

Agreed. There are also good Dutch products (well, at least one :-)

I find that software coming from Europe is also more compatible with
different graphics cards and stuff, which is an extra attraction.

I'm still keen to find out what 2B are adding to MagiC 3, though.
Anyone?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

283. Problem: 1040ST Power Supply

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 13:03:08 UTC
From: tom_smith@ccmgw.bal.mmc.com
Message-ID: <370sic$ima@theopolis.orl.mmc.com>
Source record: 179680
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a 1040ST (1986 vintage) that no longer works. The power light doesn't come on. I don't know a
lot about hardware, but I did pull out the Power Supply board and found that its getting 125 volts, the
switch is OK, and so is the fuse. So much for the things I can fix. I then checked the 6 wires coming off
the board: 2 red 5 Volts, 1 blue 12 Volt, and 3 black (I guess these are the grounds?). I found that there
is no voltage across any of these, e.g., red to black, blue to black. I think this is a bad sign!

Can anyone tell me if I tested this correctly?

Can anyone tell me where I can find a Power Supply?

The Power Supply board is labeled: 5657-B001-1.
The Mother Board is labeled: C070523-001 1986 Rev C

I'll take any help that I can get.

Thanks.

284. ST to PC connection

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 13:11:54 UTC
From: blade01@pplnet.com
Message-ID: <05750HXMUQPUQVCDDLV@pplnet.com>
Source record: 179678

II>I have tried for some weeks to connect my ST with a cable to a PC parallel
II>port. Someone *please* tell me the secret of the cable pins and the port
II>configurations, the number of combinations is at least 25*24!

II>BTW I am posting from MausNet, a European network, which has recently
II>connected to the comp.sys.atari.* newsgroups, so I am not sure if the gate
II>*into* Internet is working. Can someone confirm this is ok. I tried to post
II>a similar question on comp.sys.atari.st.tech without reply :(

Ian, the ST parallel port is output-only. If you want a bidirectional
cionnection, you will have to use the serial port and a null modem. The
good news is that you can go up to 19.2k with that method (I used it in
the past to link my original 520ST and several other types of systems,
including IBM clones and Atari 8-bit, albeit the 8-bit is limited to
9600). The bad news is that it's still too darn slow. You can buy a
null modem connector for between $5 and $20 at most computer specialty
shops.

Another option is a hardweare modification that makes the ST printer
port bidirectional. I don't have the details on that one, but I'd bet
Mickey Boyd does.

--
_____ 30 lines of pleasure and friendship _____
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

285. Re: HSC status and author id

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 13:14:10 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <370t72$128@percy.cs.bham.ac.uk>
Source record: 179676

fountad@vax.sbu.ac.uk writes:
>Does anyone know what the status of Heat n Serve C is? I have v1.40 with
>Gemfast v1.8. Is there a later version? Is Ian Lepore or anyone still working
>on it? Did the commercial Gemfast ever materialise?
>
>Also, does Ian Lepore have an Internet account? The one in the HSC 1.40 docs
>(ilepore@nyx.cs.du.edu) is dead.

AFAIK development on HSC and Gemfast ceased last year when Ian Lepore
sold his Atari stuff and moved to California.

There are better GEM libraries around, including Enhanced-GEM 2.00
which is at Hensa and atari.archive (egem200.lzh). As for C compilers,
there's always gcc if you've got memory to spare, or Pure C/Lattice C
which are both commercial (and very good too).

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

286. Serial ports on TT

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 13:18:41 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <370tfh$16b@percy.cs.bham.ac.uk>
Source record: 179677

Can anyone summarize the differences between the different serial ports on the TT? The owner's manual doesn't say much, and I think that different chips drive different ports (SCC and MFP?) Which ports are fastest? Can any hardware mods be made to improve the speeds?

Thanks!

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

287. Just got HD, how connect

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 13:20:07 UTC
From: blade01@pplnet.com
Message-ID: <05257YXTCNOVBDKYHOP@pplnet.com>
Source record: 179679

IK>Hi Everyone, especially those who pointed me in the right direction about
IK>what to buy / leave at the auction I've just come back from !
IK>
IK>I have bought....a Rodime RO3128T Type 04 SCSI HD, 120Mb
IK>and... a Lion 320VC External SCSI subsystem.
IK>
IK>I paid 25 UK Pounds (about 38 US$) for the drive and 12 UK Pounds (18
IK>US$) for the box with the connectors, PSU & fan.
IK>
IK>Right, here comes the inevitable....<g>...
IK>
IK>The drive spins OK, I can't test it yet as I don't have a host adaptor.
IK>
IK>Anyone know how to plug them all together ?
IK>
IK>The SCSI box has room for 2 HDs (it has 2 SCSI connectors, power plugs
IK>etc) It has 2 numeric displays (mechanical) on the back, with little +
IK>and - buttons on each one. By pressing either the + or - buttons, the
IK>number cycles from 0 to 9 (or reverse, if you press the - button !).
IK>These appear to be multi-way switches. From the back of each switch
IK>comes 4 wires, colored Red, Blue, Yellow, Black. These are grouped into
IK>three pairs with Black common to all. Nothing else is connected to
IK>the switches. Each pair of wires is terminated with a tiny 2 pin
IK>connector. These look as if they could fit onto the group of 6 pins on
IK>the back of the drive, like this..
IK>
IK> 1 2 3 |

Those little switches are for setting the SCSI device ID of your drives.
Very convenient they are. I think you have correctly deduced where they
connect on the drives; now all you need is a host adapter and driver
software (ICD is the best in my experience) and you're ready to roll!

--
_____ 30 lines of pleasure and friendship _____
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

288. Problems, ideas, announcements wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 13:25:35 UTC
From: blade01@pplnet.com
Message-ID: <04929DNINAJBTNCFSNK@pplnet.com>
Source record: 179681

IM>I have created my own Atari Page on the Web and would as part of this servic
IM>to the Atari community like to invite you all to send your ideas for things
IM>include. I would also appreciate any problems you would like solving (not
IM>personal) as I will do
IM> my best to find the answers for you. Have you any Atari related
IM>announcements to make? Then this could be the place to put them, although le
IM>than two weeks old this page has already been accessed by over 600 people an
IM>this is bound to increase soon
IM>with a mention in Future publishings new magazine ".net:The Internet Magazin
IM>and I believe the next issue of ST Format.

IM>Have you written any articles yourself that you would like to submit, or wou
IM>you be available to answer peoples questions? Let me know if you think you
IM>can help me in providing this service to the Atari public. This is not a
IM>commercial enterprise but
IM> is done in my freetime and there will be no money involved.

IM>If you have written any softwares reviews for submission, have an area of
IM>expertise or just want the new piece of software you've written to reach the
IM>public quickly then let me know. I promise to try and answer all letters an
IM>to evaluate all submissio
IM>ns for inclusion. Hope to hear from you all soon.

Here's one for you: CDACCESS is a shareware program intended for use
with BBSes to simplify use of CD-ROM on-line. It is available from GRUNT
Software directly at STarship BBS, +1-713-550-2620, by Fidonet or
Atarinet file request as CDACCESS at 1:106/6969 or 51:2/10, and
hopefully soon by ftp if someone will submit it (I don't have ftp
access yet).

--
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Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

289. terminal program

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 13:39:02 UTC
From: blade01@pplnet.com
Message-ID: <04122FBECPERDUQAHUJ@pplnet.com>
Source record: 179685

IW>I am looking for a terminal program in order to connect my Atari to
IW>a Linux-PC, using the serial line.

IW>Does anyone know a suitable program? Thank you,

IW>Matthias

If you want monochrome VT-100 emulation, then I'd recommend STalker 3.0
or above (commercial). If you want full-color ANSI, then ANSIterm 1.90
is the answer (shareware).

--
_____ 30 lines of pleasure and friendship _____
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Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

290. Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 13:44:29 UTC
From: blade01@pplnet.com
Message-ID: <03795CAMAVFRPLDUQLH@pplnet.com>
Source record: 179686

IC>Now for the bad news. 1 meg Falcon's are like birds with no wings,
they
IC>just don't function the way they should. You are severly limited in
IC>everything you do, 1 meg on an ST may be fine for most applications, but
IC>on a Falcon it just doesn't do the machine justice. Want to view some of
IC>those amazing True Colour graphics? Forget it. Heck even in 256 colour
IC>mode the 1 meg machines are pushing it a bit. The majority of Falcon Pd
IC>and Shareware will not operate on 1 meg machines, lots of the utils will
IC>but 99% of the demos will die, most the games will have problems and the
IC>other misc software will be a really hit and miss affair.

IC>The solution? Spend 599 on the 4 meg machine. Or hope and pray the
IC>Atari giants like Gasteiner and Compo start to kick out 4 meg upgrades at
IC>nice cheap prices.

Chris Richards in the USA has already produced a Falcon SIMM card that
replaces the Atari RAM card - there's room for 4 SIMMs, which allows for
either 4 Mb or 16(14) Mb of RAM in the beast and it's a beautiful fit.
I saw it installed at the Atari Safari here in Houston last year.

--
_____ 30 lines of pleasure and friendship _____
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

291. autoboot on mega STE

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 13:49:28 UTC
From: blade01@pplnet.com
Message-ID: <03496NBDULDKFMBBPYX@pplnet.com>
Source record: 179687

IR>I have a mega STE (as well as an older ST) and have inly recently tried
IR>running autobooting games on the STE. They don't seem to autoboot!!! The
IR>two I tried will run if I open the a-drive and double click the program in
IR>the 'auto' folder, but I cant get them to start by themselves. Am I missing
IR>something VERY simple in the MSTE manual? Any help appreciated,

I assume you have an interal hard drive. Try holding down the ALT key
when booting - or possibly CTL-SHIFT-ALT or some other combination.

Good luck, mate!

--
_____ 30 lines of pleasure and friendship _____
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

292. sh204 = scsi or what?

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 13:53:55 UTC
From: blade01@pplnet.com
Message-ID: <03229HFSTQGHICKVTNC@pplnet.com>
Source record: 179693

IN>What would a 20 meg atari sh204 be? RLL like a megafile30?
IN>Shouldn't this be in the faq? (not when I looked at my old
IN>hard copy)

The drive mechanism is MFM - the computer sees the host adapter as
ACSI/SCSI. It uses a Seagate ST225 - very old, very slow.

--
_____ 30 lines of pleasure and friendship _____
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(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

293. Falcon Memory...

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 13:53:56 UTC
From: blade01@pplnet.com
Message-ID: <03228BWFUMPSXJLGQYP@pplnet.com>
Source record: 179694

IS>I thought that the base memory for the Falcon was 4 Simm slots, these can ta
IS>256k or one meg simms..

IS>just like a STE....

IS>Can any one confirm this....??

The Falcon uses an Atari propietary RAM card, not SIMMs. Sorry. Gizmo
has produced a SIMM card for the Falcon, however. A bargain, IMHO.

--
_____ 30 lines of pleasure and friendship _____
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(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

294. Off on a tangenet... (was Re: ACSI trouble)

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 13:58:10 UTC
From: blade01@pplnet.com
Message-ID: <02974BJAQEBEXGNXGWR@pplnet.com>
Source record: 179695

```
IC>Is it just me, or is the Mac the only system that handles removable
IC>media (like Bournelli, Syquest, Floptical, etc) reasonably well? I
IC>guess the Atari does, too, but I keep hearing all kinds of stories from
IC>PC-land about systems that crash hard when booting without a CD-ROM in
IC>the CD drive, about ones that dies horribly when changing Syquests, etc.

I have a Syquest running on an old ICD HA abnd a NEC CD-ROM on The Link.
There are no problems with media changes or any other noticeable system
glitches. I use ExtenDOS for CD-ROM access, BTW.

--
________ 30 lines of pleasure and friendship ________
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE
```

295. Mac hd on atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 14:05:25 UTC
From: blade01@pplnet.com
Message-ID: <02539BHWWFTHJHQKWFO@pplnet.com>
Source record: 179696

IM>What would I need to do to a External Mac drive (Scsi) to run it on my Atari
IM>Is it possible, or am I dreanming?
IM>any help here would be great.

You'll need ICD's The Link and 5 minutes of your time to install it.

--
_____ 30 lines of pleasure and friendship _____
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

296. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 14:09:44 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3710f8$1t2@lyra.csx.cam.ac.uk>
Source record: 179692

fountad@vax.sbu.ac.uk writes:
>As you say, a Falcon needs at least 4MB, a 100MB hard disk as basic spec. Add
>the cost of a monitor. Then buy the bits which Atari left off to make it a
>usable modern machine, like Screenblaster, NVDI, Speedo, and multitasking OS.
>Add non essential essentials like Neodesk, and you end up with a dent in your
>wallet to the tune of 1200 pounds. That doesn't include things like a 32mhz
>CPU upgrade, a tower case and decent keyboard, a multisync, etc.

It isn't *that* bad. If you do decide to change computers in the future
you can still use lots of bits from a Falcon (or ST). For instance,
external SCSI drives should be no problem, as well as memory (SIMMS) and
the monitor. Whatever machine you have you still need a decent monitor.
How many PC's do you see using a low-res colour monitor (320x200)?

>The thing is still insanely overpriced for what is, lets face it, a hobbists
>machine.

It is overpriced agreed.
This can be minimized though if you are careful....

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

297. Atari TT -> IBM PC with Syquest 88 MB drive?

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 14:13:31 UTC
From: kimmel@curuws
Message-ID: <Cx98uK.KJx@euu.siemens-albis.ch>
Source record: 179627

I am trying to move lots of data from an ATARI TT (with TOS 3.01
I think) to an IBM PC.

Both have a Syquest SQ5110 drive that reads and writes 88MB removable
cartridges.

The Atari has its drive connected through SCSI using TTs direct
SCSI interface.
The IBM uses also SCSI and an on board NCR adapter to read the
Syquest drive.

I tried to format/parition it under DOS but the ATARI could not recognize
the cartridge. The other way around is even worse.

What do I have to do? Are there drivers for the ATARI to read/write DOS
formated Syquest 88MB cartridges? Where can I get them on the net.

Thanks, Stefan

Please post, because my reply mail address is not correct. Or mail to
the following X.400 Adress. Thanks

X400: C=ch;A=arcom;P=scn;O=siemens-albis;OU1=zrh1;S=kimmel;G=stefan

---
Nothing travels faster than the speed of light with the possible exception of
bad news, which obeys its own special laws. The Hingefreel people of
Arkintoofle Minor did try to build spaceships that were powered by bad
news but they didn't work particularly well and were so extremely unwelcome
whenever they arrived anywhere that there wasn't really any point in
being there.

Stefan Kimmel
EAT2/I49 Tel: +411 495 49 35
Albisriederstr. 245 Fax: +411 495 45 72
CH-8047 Zuerich Switzerland

298. Re: HSC status and author id

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 14:23:27 UTC
From: dsb@amazon.cs.duke.edu
Message-ID: <37118v$mu9@amazon.cs.duke.edu>
Source record: 179603

From the Holy Book of <1994Oct5.182415.7910@vax.sbu.ac.uk>
as spake by fountad@vax.sbu.ac.uk :
>Does anyone know what the status of Heat n Serve C is? I have v1.40 with
>Gemfast v1.8. Is there a later version? Is Ian Lepore or anyone still working
>on it? Did the commercial Gemfast ever materialise?
>
>Also, does Ian Lepore have an Internet account? The one in the HSC 1.40 docs
>(ilepore@nyx.cs.du.edu) is dead.

As Chris Ridd has already noted, Ian has ceased development on HSC and
AFAIK left the net. There is a beta version of HSC 2.01, but it's not
really stable enough to release.

However, there is an upgrade path -- Sozobon C eXtended version, by
Jerry Geiger (jerry@zelator.de). As I understand, it's a port back to
the Atari of the DOS port of the original Sozobon C. You can get it
from ftp.cs.tu-berlin.de[*] in /pub/atari/Programming/Sozobon.c. It
includes (I believe) an improved Gemfast library, and the MiNTlibs are
also available for it.

-sbigham

[*] And if anyone knows of another site that carries this, please let me
know; tu-berlin can be deathly slow from overseas.

--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1994 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
| Darn Good Reason(tm).

299. ***** What capacity drives are these? ****

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 14:30:11 UTC
From: gathings@duncan.cs.utk.edu
Message-ID: <3711lj$an6@martha.utk.edu>
Source record: 179658

I need to know that these drive are
sf354,sf314

I know one is ssdd, the other dsdd, but don't know which.

Thanks

Golando

300. For Sale: 520ST and HD stuff

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 14:34:46 UTC
From: vicb@clark.edu
Message-ID: <3711u6$5l1@clark.edu>
Source record: 179657

```
FOR SALE:
---------

Atari 520ST - no floppy, no mouse, TOS 1.0 (in ROM), everything works.

SupraDrive Hard Disk System: 20 meg Miniscribe unit, case, power supply.
There is a host adapter board in it, but it
does not work; everything else has been tested
and works fine. If you've got a host adapter,
add this and you've got a working setup, or
perhaps this host can be easily fixed.

Best offers before 10/13 get them.

Victor Bruhn
vicb@clark.edu
```

301. Where is CLA v2 ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 14:56:58 UTC
From: students@cicg-communication.grenet.fr
Message-ID: <37137qINN3jd@cicg-communication.grenet.fr>
Source record: 179659

I'm desperately trying to find the integrated circuits simulation program
CLA v2. So far, I could only find version 1 that was posted in
comp.sys.atari.binaries. This new version was developped on Falcon and
is far much better.
Has anyone seen it somewhere on the Internet ?

Thanks in advance.

302. Re: ***** What capacity drives are these? ****

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 15:01:37 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Oct6.150137.2948@bradford.ac.uk>
Source record: 179616

Golando Gathings (gathings@duncan.cs.utk.edu) wrote:

: I need to know that these drive are
: sf354,sf314
^^^^^ ^^^^^
SD DD

--
\|/ ____ \|/ Paul Anthony Booth \|/ ____ \|/
@~/ ,. \~@ Internationally Renowned Dickhead @~/ ,. \~@
/_(__/)_\ Email: P.A.Booth@Bradford.ac.uk /_(__/)_\
__U_/ Mr.Benn Rides Again!!! __U_/

303. Re: ***** What capacity drives are these? ****

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 15:03:13 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Oct6.150313.3259@bradford.ac.uk>
Source record: 179617

Golando Gathings (gathings@duncan.cs.utk.edu) wrote:

: I need to know that these drive are
: sf354,sf314

Sorry, did I say sd dd? I meant ss ds :)

--
\|/ ____ \|/ Paul Anthony Booth \|/ ____ \|/
@~/ ,. \~@ Internationally Renowned Dickhead @~/ ,. \~@
/_(__/)_\ Email: P.A.Booth@Bradford.ac.uk /_(__/)_\
__U_/ Mr.Benn Rides Again!!! __U_/

304. Re: HSC status and author id

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 15:06:54 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3713qe$j56@msuinfo.cl.msu.edu>
Source record: 179660

In article <1994Oct5.182415.7910@vax.sbu.ac.uk>, fountad@vax.sbu.ac.uk writes:
>Does anyone know what the status of Heat n Serve C is? I have v1.40 with
>Gemfast v1.8. Is there a later version? Is Ian Lepore or anyone still working
>on it? Did the commercial Gemfast ever materialise?

AFAIK, H&S C v1.40 and Gemfast v2.0 are the most recent. From what I remember seeing in the Gemfast 2.0 release (very recently), Ian Lepore was "leaving" and would probably not be making any more Atari software. The release of Gemfast 2.0 mentioned that it hadn't been extensively tested and was probably buggy, but since he wouldn't be able to support it anymore...

>Also, does Ian Lepore have an Internet account? The one in the HSC 1.40 docs
>(ilepore@nyx.cs.du.edu) is dead.

Given the above, I doubt that he does.

Of course, my information may be faulty. Someone correct me if they know more.

Thanks,
Tom
hopper_t@msupa.pa.msu.edu

305. PEARL for Ataris ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 15:07:33 UTC
From: krienke@informatik.uni-koblenz.de
Message-ID: <3713rl$2uh@newshost.uni-koblenz.de>
Source record: 179662

The Subject says it all. Is there an implentation of the textprocessing
language PEARL for Atari ST ??

--

Rainer Krienke krienke@informatik.uni-koblenz.de
Universitaet Koblenz,
Rechenzentrum, Voice: +49 261 9119-641
Rheinau 3-4, D-56075 Koblenz, Germany Fax: +49 261 9119-499
---

306. Re: HSC status and author id

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 15:11:26 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cx9BJ2.LsJ@westminster.ac.uk>
Source record: 179661

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: fountad@vax.sbu.ac.uk writes:
: >Does anyone know what the status of Heat n Serve C is? I have v1.40 with
: >Gemfast v1.8. Is there a later version? Is Ian Lepore or anyone still working
: >
: >Also, does Ian Lepore have an Internet account? The one in the HSC 1.40 docs
: >(ilepore@nyx.cs.du.edu) is dead.

: There are better GEM libraries around, including Enhanced-GEM 2.00
: which is at Hensa and atari.archive (egem200.lzh). As for C compilers,
: there's always gcc if you've got memory to spare, or Pure C/Lattice C
: which are both commercial (and very good too).

There was supposed to be a v2 of HSC going around....in it's beta
stages...then Ian just disappeared....si I think that tere is no more
HSC...or maybe Scott Bigham, or Erland Nagel can expand on this...they
were also a part of the HSC mailing list...

If you want to stay with the HSC type of thing, then you could always
get Extended Sozobon....which will be making an appearance at a HENSA
near you soon... ;->

I'll post later, when it is on-line...

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

307. UK- Save money on upgrades

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 15:37:53 UTC
From: marshall@bioch.ox.ac.uk
Message-ID: <1994Oct6.153753.6061@inca.comlab.ox.ac.uk>
Source record: 179613

[No readable article body recovered]

308. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 15:48:55 UTC
From: ab164@yfn.ysu.edu
Message-ID: <371697$9gp@news.ysu.edu>
Source record: 179671

>One BIG BIG minus is that it does not support a capture buffer, its a external
>thing, and no Editor, how a Flash 1.6 user here could rate this program
>as better than Flash 1.6, I would like to know, the capture feature and editor
>are one of Flashes 1.6 big points, I have read that its the envy of PC Clone
>users....

I have to agree with you on the clumsy way the capture buffer
works, or doesn't! It does let you use whatever editor you want, or
even more than one. I use Everest and Ed_Hak both! To bad Mark ahd to
drop support, or he may have got around to this sooner or later!

Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

309. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 16:37:19 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <371940$f1c@vishnu.jussieu.fr>
Source record: 179624

Prefer 3"5 hard-drives : cheaper, better, bigger, surer... but you need to remove the internal speaker (which is a real satisfaction, in fact !).

MB.

310. Re: Are there any DSP Modems?

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 16:37:45 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <37194p$qvb@charm.magnus.acs.ohio-state.edu>
Source record: 179623

In article <781412003.AA00469@ship.net>,
Stuart Lyster <Stuart.Lyster@f7091.n153.z1.ship.net> wrote:
> AG> A friend of mine is wondering whatever happened to the DSP
> AG> based modem that was talked about around the time of the
> AG> Falcon's release. He would like to know because he is getting a
>
>I think the "price" of modems put the ki-bosh on the idea of a
>software modem. With 14.4k modems now below $200 Cdn, it is getting
>perilously close to what a developer would have to charge for a bit
>of software that would not enjoy wide release.

The only modem I know that has DSP is the ZyXEL, U1496E Plus,
in fact it has 2 DSP chips and a 68000 chip to run all of the features.

Raymond Collins

311. test message

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 16:59:02 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <f79_9410070325@softtech.brisnet.org.au>
Source record: 179614

```
It worked.

Gooday.

..

_-_|\
/ *<-- Geoff of OZ.
\_.-._/
v
```

312. Problem: Apple 300 CD-RO

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 17:16:04 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <f7a_9410070325@softtech.brisnet.org.au>
Source record: 179615

Tom, tThere is a good artical reviewing CD Rom drives and software in the British magazine ATARI ST USER July 1994. Issue 102.

Mentioned in the artical is a Software package called ExtenDOS from System Solutions. This maysolve your problems.The blerb on ExtenDOS does say however that it is not Photh CD compatiable.

System Solutions,
17-19 Blackwater Street,
LONDON SE22 8RS
Phone 081-693 3355.
price L29.95.

If you wish to read the artical on ExtenDOS and can not get hold of a copy of the above magazine let me know and I will get my whife to type it up and I will email it to you.

Seeyoulatermate.
..

_-_|\
/ *<-- Geoff of OZ.
_.-._/
v
Geoffrey W. Larsen., Brisbane, Queensland, Australia.

313. WOI & Frontier help needed

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 17:22:09 UTC
From: "J.D.Coleman" <J.D.Coleman@ncl.ac.uk>
Message-ID: <371bo1$nup@whitbeck.ncl.ac.uk>
Source record: 179663

I was a little bored last night, so I thought I'd try a few games. I'd just go the registered english version of Walls of Illusion, so I thought I'd try that. However, all that happens is that it says :

TOSVERSION 3.6
LOADING ARCAN TT

and then nothing else. I even tried leaving it for 10 minutes or so. has anyone managed to get it to run on a TT?

Having failed at that, I thought I'd try Frontier on the hard drive. All that does is give my 4 bombs. With MiNT installed, it doesn't bomb, but it locks up later. I can only get it to run when it boots from the auto folder on the floppy. Can anyone tell me how to get it to run on the hard drive of a TT?

J

PS. I gave up after that and built some Lego.

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Tel +44-191-222-8068 Fax +44-191-222-8765 | Be wery, wery careful Wabbit

314. WINX 2.3g

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 17:24:01 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cx9Ho2.5Cz@westminster.ac.uk>
Source record: 179665

Hello

Does anyone know if WINX 2.3 is allowed to be available on-line? I thought that it was only to be made available from a mailbox in Germany, but I came across it at an ftp site, the other day. Now, as all the docs are in German...I do not know what the restriction on distributing are...

Someone please help...as i would like it to go on HENSA...as it is a brilliant program, and much improved over v2.2

Thanx
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

315. UK- Save money on upgrades

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 17:29:43 UTC
From: marshall@bioch.ox.ac.uk
Message-ID: <1994Oct6.172943.10858@inca.comlab.ox.ac.uk>
Source record: 179630

Hi

Look at these savings!

1) That's Write 3 40 pounds off
2) Imagecopy 3 5 pounds off
3) Fontkit Plus 4 11 pounds off

How do you get these savings?

Easy.

1) That's Write 3 costs #140 new, but you can upgrade from Write On! for only #90. If you buy my copy of Write On! for #10, you save #40.

2) Similarly, upgrade my copy of Imagecopy 1, for sale at #5, and save #20.

3) And buy my Fontkit plus 3.4 for #5 and save #11 on the #25 retail price by upgrading for #8.95.

Other bargains (all including postage) include:

Timeworks 2 DTP + font disks #20)
User's Guide to Timeworks DTP #6) #22.50 for the pair
Naksha Mouse (incl. Op Stealth) #7
Quick ST 3 #4
Molgraph 2 #4
Quartet & Playback (stereo) #10
Multiface ST #5
Atari ST Tricks & Tips book #3
Word-ex 2.02 (anagrams etc) #4
Lemmings #4
Lemmings Tribes #8
Sim City/Populous #4
Balance of Power 1990 #4
Nam 1965-75 #4
Pro Punter horse tips program #4
Old 520STFM SS internal drive #5
Games: The black cauldron, carrier command,
deflektor, backlash, skyrider, andes attack #1.50 each

Old ST Applications mags #1 each

316. Re: Help with Frontier (Elite II) Needed. (Again) (Need To Save Game!)

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 18:30:45 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <371fol$3ja@mailer.fsu.edu>
Source record: 179683

D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
> If anyone is interested I can give precise instructions for how to alter the
> program file with a sector editor to make it look on any drive you wish.
> My adjusted version looks on drive D as default now and so no longer hangs
> if there is no disk in drive a.

Please do post these instructions. I don't yet have the game, but I'll
probably break down and get it soon (I know me :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

317. Re: Off on a tangenet... (was Re: ACSI trouble)

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 19:08:12 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <371hus$3ja@mailer.fsu.edu>
Source record: 179684

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> In <Cx0nBI.A2y@cix.compulink.co.uk>, "Roland Givan" writes:
> > Another point worth noting is that the ICD Pro utilities (the ones you have
> > to paye extra for) have software for doing CD-ROMs (but not very well) and
> > Flopticals. They probably have support for removable media in general (like
> > Sequest drives). I'm not sure 'ordinary' HD software can cope with these.
>
> Is it just me, or is the Mac the only system that handles removable
> media (like Bournelli, Syquest, Floptical, etc) reasonably well? I
> guess the Atari does, too, but I keep hearing all kinds of stories from
> PC-land about systems that crash hard when booting without a CD-ROM in
> the CD drive, about ones that dies horribly when changing Syquests, etc.

The ICD software can deal with removable media devices (primarily Syquest
removable platter hard drives, but can also include Floptical disks with the
right host adaptor) just fine, no problems, a joy to use, super cool, etc.
You can also share data with Macs (no problem, under Spectre) and PCs
(more of a problem, unless you restrict partition size to 32mb or 16mb,
depending on TOS version, in which case it is trivial) using removable
platter drives. Syquest drives are great! The 3.5" 105mb units are dirt
cheap nowadays, BTW.

> I think this is just another case of the hardware being ahead of the
> operating systems, but the operating systems don't seem to be getting
> any better in this regard... They're inconvenient under OS/2 (it's
> treated as a huge floppy, so you can't put the good HPFS filesystem on
> it, only evil DOS FAT), a hassle under most UNIX (they seem to require
> the super-user, root, to mount and unmount the removable), etc.

This is probably true, though the huge explosion of CDROM stuff has certainly
helped (as adding read/write capability to a read-only removable paradigm is
relatively easy). UNIX boxes have been able to handle Syquest drives for
years, but the drivers to do so are commercial and expensive, and Syquest
units don't really have enough size to interest more UNIX folks. As far as
root permissions go, that is easy to safely get around this for particular
devices with just a bit of C code. Floppies on Suns and other UNIX boxes
have been user mount/unmountable for years. Newer versions of UNIX come
with special daemons just for such user-removable media (Volume Manager in
Solaris 2.x, for example, though it is in some ways awful as well :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *

* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

318. Re: Cool cheap printer

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 19:10:38 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <371i3e$3ja@mailer.fsu.edu>
Source record: 179688

Brian Seburn (bseburn@alpha.vaxxine.com) wrote:
> Mickey Boyd (boyd@hardy.math.fsu.edu) wrote:
> : water-soluble), but this unit really impresses me. Printout speeds using
> : Magic Spooler and Fast-Print combined were about as good as using the MS
>
> Are these programs you mention above Commercial?? Seeing as I have the
> same printer to speak of, and use PageSCREAM I"m most interested in
> speeding up the pathetically slow printing process of PageStream.

Anything that is available on atari.archive.umich.edu is either PD,
Shareware, or a commercial demo. Both Magic Spooler and Fast Print are
either PD or Shareware.

Incidentally, Fast Print alone produces the best acceleration. Magic
Spooler is still useful for printing to a file, or for straight spooling.

There is a commercial program called Outburst that is similar to Fast Print,
but I have not tested it.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

319. Re: Serial ports on TT

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 19:38:47 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <371jo7$p01@news.CCIT.Arizona.EDU>
Source record: 179667

In article 16b@percy.cs.bham.ac.uk, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
> Can anyone summarize the differences between the different serial
> ports on the TT? The owner's manual doesn't say much, and I think that
> different chips drive different ports (SCC and MFP?) Which ports are
> fastest? Can any hardware mods be made to improve the speeds?
>
> Thanks!
>
> --
> --Chris
>

Modem ports 1 & 2 each are run by an MFP chip. Serial ports 1 & 2 (or
Serial 1 & the LAN port) are run by an SCC chip.

The max bps rates are:
Modem 1 - 19,200
Modem 2 - 153,600
Serial 1 - 19,200
Serial 2 -125,000

But TOS can't set the rate higher than 19,200. But at least in Connect,
these higher speeds are available.

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

320. Re: ST store?

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 20:09:36 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <371li0$egg@mailer.fsu.edu>
Source record: 179689

John T. Chung (jchung@umich.edu) wrote:
> Hey fellas, I live in Ann Arbor, MI and was wondering
> if there was an Atari ST computer store in the area...
> I was looking to get sone upgrades for my oid 1040 system.

I'm not sure, but I suggest you call 1-800-448-TOAD and get yourself one
of their catalogs. They are superb, lots of good info in there. Also,
if you call 800-800-2563, you can get a free 3 issue trial subscription
to ST Informer, which would yield numerous ads for Atari equipment. Not
bad for two free phone calls, eh?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

321. Cannon Fodder.

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 20:10:36 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <371ljs$bin@golem.wcc.govt.nz>
Source record: 179669

Can anyone tell me how I'm supposed to get past Level 2 on Mission 9 of Cannon Fodder. It seems based entirely on having extremely good luck.

It's the level consisting mostly of water in which there are gun-turrets dotted around the land which blow you up as soon as you get into range....

Level 1 is called "Around the Garden". I can't recall what Level 2 is called. (And WHY oh WHY didn't they support more than 512K of RAM!? Or STE palette/sounds/scrolling? It's one of the nastier ports I've seen!

They even left out "Boot-Hill" which only consists of a single picture basically.....

322. Re: Mac hd on atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 20:13:33 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <371lpd$egg@mailer.fsu.edu>
Source record: 179691

Glenda MOON (s9205525@otto) wrote:
> : What would I need to do to a External Mac drive (Scsi) to run it on my Atari?
> : Is it possible, or am I dreanming?
> : any help here would be great.

> : Ok first of all you need a scsi host adaptor, like the "LINK".
> : But even so, not all scsi's are scsi's, you must be able to
> : disable "parity". Ibm and Mac type technicians may not know what
> : that is, because they dont need to know about it. You would have
> : to take the drive to an "ATARI" type tech, and he will tell you
> : whether it is possible. If parity cannot be disabled, then you've
> : wasted your money!!!!!!
> : Hope this helps 8-)

While the above is true, note that the original Link is no longer made.
The Link2 supports parity, and is truly plug-and-play with external Mac
devices. At worst, you might have to move a jumper on the drive to
provide terminator power (from which the Link and Link2 operate). An LED
on the Link2 shows you when this is needed.

The Link2 is about $90US from Toad computers and other places. It comes
with all the software needed to make such a drive work. It looks like
an adaptor plug, and is completely external.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
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****

323. Mosaic?

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 20:56:19 UTC
From: jchung@umich.edu
Message-ID: <371o9j$2s8@lastactionhero.rs.itd.umich.edu>
Source record: 179664

Does anyone out there know if something similar to NCSA Mosaic is available
for the ST/Falcon machines???

I'd to cruise around the world-wide web once in a while...

324. Re: Warp 9 and other Screen Accelerators...

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 21:13:19 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <371p9f$ktj@msuinfo.cl.msu.edu>
Source record: 179670

In message <370n2u$269o@info2.rus.uni-stuttgart.de>,
GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE (Gerd Castan) writes:

>In <36v9qt$q27@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:
[...]

Take note, what follows is a quote I posted from John Eidsvoog, not (as
the attributions might imply) a quote from me.

>> As for NVDI, it is slightly faster than Warp 9 in many unimportant
>> areas. But Warp 9 is slightly faster at text displays and the most
>> frequently used GEM routines. Unfortunately, NVDI comes with a
>> benchmark program
>
>Text is the most important feature. But each application that uses only
>text is fast enough for me, regardless if you take Warp 9, NVDI or
>whatelse.
>
>Applications where _I_ have to wait for seconds for a redraw are graphic
>applications.

What went here (your description of what was important to you for a screen
accelerator), serves to show that each program meets slightly different
needs, and that buyers should therefor purchase whichever program is best
suited to their needs. In your case, it's obvious that the greater
attention the makers of NVDI paid to certain graphics routines (like
circle drawing) has made that program better in your eyes.

>Those who have both programs (Warp 9 and NVDI) say that there are a lot of
>bugs in Warp 9 but not in NVDI.
>Usually you think these are bugs in the application until you have Warp9
>AND NVDI.

I've found that the bugs are usually due one of several things: AUTO
program conflicts which require a slightly different order in the AUTO
folder (a common problem on Atari computers); incompatible hardware
(graphics modes that aren't supported, etc.); and software
incompatibilities, which usually seem to be the fault of the application,
and not of Warp9.

>> ----------
>> J.EIDSVOOG1 [CodeHead] at 18:35 PDT
>>
[...]
>> And of course, Warp 9 has numerous other features not found in NVDI or
>> Quick

>> ST.
>
>Speedo fonts? Type 1 fonts? VERY fast printer drivers (10 kB long)?
>That's important for _me_.

Warp9 doesn't pretend to have GDOS built in; it also doesn't take up the extra memory those features require. For someone like me who uses GDOS only a couple times a month, these things aren't important.

>Could you enumerate the "numerous other features not found in NVDI"?
>I want to put them into the GDOS FAQ.

Sure. Warp9 doesn't have a built-in GDOS replacement (too bad; G+Plus was the best, before it was outdated!). It does have: an excellent mouse accelerater; Pinhead (like having the "fastload" bit set, only faster); the ability to replace the system font (although NVDI may be better at that); and a function to replace the desktop background with either a picture or a fill. Oh, and I almost forgot, what may very well be the best modular screen saver available for Atari computers (certainly some people think so). Combine that with the fact that Warp9 is as fast as or faster than NVDI in most catagories (certainly the ones most used by the OS), and you have an excellent graphics accelerator.

It is true that Warp9 is beginning to show its age, and that NVDI is generally compatible with a broader range of software and hardware configurations. I never intended to give the impression otherwise, only to give fair voice to what is, IMHO, an excellent and still extremely useful product.

>Gerd

Regards,
Tom
hopper_t@msupa.pa.msu.edu

325. US Comp Stores-email?

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 21:29:58 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10061994.212958@empyr.dircon.co.uk>
Source record: 179605

Hi everyone,

Does anyone know of any US computer stores that have e-mail addresses ?

Thanks in advance.

Kev.

___ Blue Wave/QWK v2.12

VQWK 6.20I

326. German ST, convert ???

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 21:29:59 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10061994.212959@empyr.dircon.co.uk>
Source record: 179606

Hi,

My friend has been offered a German ST really cheap. Is it possible to run it in English by running Neodesk, or some other desktop replacement over the German TOS ?

What about the keyboard ? Does it have German-specific keys, and if so, can they be reconfigured ?

Thanks.
Kev.

___ Blue Wave/QWK v2.12

VQWK 6.20I

327. JPEG file viewer?

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 21:37:00 UTC
From: jchung@umich.edu
Message-ID: <371qls$3f5@lastactionhero.rs.itd.umich.edu>
Source record: 179666

Also, does anyone out there know of a good JPEG file viewer for the ST
...? and can they tell where to get it???

-J

328. 8 bit for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 22:11:24 UTC
From: gcc@kookaburra.krldwa.mccaw.com
Message-ID: <371smc$bs4@ftp-p.mccaw.com>
Source record: 179672
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,seattle.forsale

8 bit b revs 1050 disk drive, 850 interface, comstar 160 printer, 300 baud modem
mon montior, software.

Make me a offer any price will be considered.

George Constantine

206-828-2384 work 9-5
206-771-5251 Home After 6

(NO EMAIL)

329. Re: Mem Upgrade help please

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 22:17:49 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cx9v9q.1s4@cix.compulink.co.uk>
Source record: 179697

> anything. That's a point, can anyone give me a good reason to upgrade
> my 1Mb machine ? What bene fits would I get from say, 2.5Mb ?

Extra memory only really comes into its own when you have a specific program to use it. In my case I'm in to C programming and operating system (MTOS/MiNT). Its very handy to have lots of memory as much stuff in these areas is ported from UNIX and requires lots of memory. Other people find it useful for DTP, music, all sorts of sampling and graphics.

Of couse it also helps to have a faster processor ;-)

Even for general use 2.5MB is useful. I have a 2.5MB STM which proved a very adequate workhorse untill I decided I needed more horsepower. Even when doing mundane things, it was nice to have plenty of memory and enough space for decent HD caches.

:-)

Roland.

@CiX

330. Re: Hardware for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 22:17:53 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cx9v9u.1sq@cix.compulink.co.uk>
Source record: 179698

> telephone network in the world. The answer may be to hack some device
> which already has pretty world-wide approval -- but what???

I'm pretty sure that in the UK, as soon as you hack an approved device it ceases to be approved! OTOH in the UK, nothing is approved until the BABT approve it, so you wouldn't be able to skip UK approval anyway.

My own opinion is that the DSP modem is dead in the water. Sure - using a DSP for a modem is a *good* idea, but when dedicated modems with V32bis+v42/v42bis+FAX can be had for a little over 100ukp, the margins for making a Falcon add on don't make sense. There just isn't enough money in it anymore.

:-(

Roland.

@CiX

331. Re: Hardware for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 22:18:50 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <Cx9vBE.1ww@cix.compulink.co.uk>
Source record: 179699

In message <36rl57$1qn@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk said:

>>A DSP modem..... good luck!
>
>Wouldn't this be a software thing? (I thought that was the whole point of
>a DSP modem...)

There would still be additional hardware between the Falcon and the phone
line.

Barry wilsontjb@cix.compulink.co.uk

332. Re: Compo/Twrite Languages

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 22:18:54 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <Cx9vBJ.1xp@cix.compulink.co.uk>
Source record: 179700

In message <Cx3G9q.2Mq@news.Hawaii.Edu>, jperez@uhunix.uhcc.Hawaii.Edu said:

>would appreciate any information available. I had Robert's E-mail
>address (over at Compo software) but I lost it.

rengbers@netcom.com (Robert Engberson) = Robert@COMPO

Barry wilsontjb@cix.compulink.co.uk

333. Re: Help wanted!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 22:41:27 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <371uen$dfj@golem.wcc.govt.nz>
Source record: 179675

In article <36ousa$oal@beta.qmw.ac.uk>, Daniel Cohen <D.E.Cohen@qmw.ac.uk> writes:
>In article <36gok9$q11@mserv1.dl.ac.uk> M.S. Smith, msh@mserv1.dl.ac.uk
>writes:
>>
>>Next I'm looking for an Undelete utility and Defragmentation utility for
>my Falcon. I

>that works on the Falcon. I wouldn't use it much, but useful for
>emergencies
>(for instance, on my ST a friend saved a file with a name that had a
>space in it,
>and I had to edit the disk to get the file back.)

Try Ataries checkdisk 3, (CHKDISK3) found on most Archive sites, I found it
very very usefull.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

334. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 23:12:12 UTC
From: julian@loose.apana.org.au
Message-ID: <37208d$efs@loose.apana.org.au>
Source record: 179558
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Glenda MOON (s9205525@otto) wrote:
: Well Roger, from what I have gathered you are not a FzDt fan, but
: I cannot go along with the fact that Flash 1.6 is a better program.
: It is soooooo slooooooowwwwww.

: I like nice quick screen updates, and after having used Flash 1 & 2
: and Stalker, and Connect etc. etc. etc. I really believe that
: the registered version of FzDt. kills em all. It may not have VT100
: but so what, I use ansi emulation and there is no problem at all.
: When you add all the other little bells and whistles in the program
: it is ALMOST the perfect program. Perhaps when stuff like mosaic
: etc is developed (or am i dreaming) for Atari, then i might change
: my mind. Unfortunately Fzdt's problems really are with the authors
: total lack of support.

: I agree totally. After exhaustive testing of MANY programs, nothing
: touches FreezeDriedTerminal 2.20.
: julian@loose.apana.org.au

335. Re: ScreenBlaster2 v BlowUP

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 23:13:46 UTC
From: fvdakker@sterbbs.nl
Message-ID: <746MELUQGPEDUMRDQ@sterbbs.nl>
Source record: 179556

I forgot who wrote this, but it starts with az:

az>fvdakker@sterbbs.nl writes:
az>
az>Are you using a software-only version of the ScreenBlaster? I got
az>mine from a place in USA, Compo software or something, and got a
az>VERY small package of documentation. But I must say, its really
az>plug-and-play, and works wonderfully. I run my Falcon at
az>800*600 all the time now, and when I really need it, I can go
az>to 1024*768

Nope Hard and software. The trouble was installing it, because I want
to understand everything and try everything.
With screenblaster that isn't a very good idea if you don't know what
you're doing (like me).
Fortunately my Screen survived and now I'm using it on 758*516 or
something like that.
I think Atari should include screenblaster on every Falcon!
It's _very_ good and *much* better.

Greetings,

Frits.

Frits van den Akker = fvdakker@sterbbs.nl
JFA software = Internet

* TailMail 2.1 #031 *

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

336. Of Lasers and Men - Where?

Newsgroup: comp.sys.atari.st
Date: 1994-10-06 23:30:07 UTC
From: sanders@sci.kun.nl
Message-ID: <Cx9yM8.7sn@sci.kun.nl>
Source record: 179601

Hi,

As the subject says, I'm looking for the Falcon-game `Of Lasers and Men', but could'n find it on a.a.u.e. Any clues about its whereabouts?

Thanks,

--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */

337. Re: Mac hd on atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 00:43:43 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <B2xXRWn.mindbomb_bbs@delphi.com>
Source record: 179673

Matt McAlister <Matt.McAlister@dataport.com> writes:

>What would I need to do to a External Mac drive (Scsi) to run it on my Atari?

The Link or Link II adapter would be my reccomendation, (if you have a ST/e type machine anyway) - then ya just need to reformat the drive with the icd hardrive tools included - BINGO! My mac drive works great, and not a single installation problem...

Andy

338. Toad catalog sent?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 01:55:08 UTC
From: SELBYROG@MAX.CC.Uregina.CA
Message-ID: <170471181C.SELBYROG@MAX.CC.Uregina.CA>
Source record: 179561

Did Toad Computers ever actually send out their new catalog? I guess I'm asking if anyone has received one yet?

Is there an email address I could send another request for a catalog?

==========
Roger M. Selby selbyrog@max.cc.uregina.ca
Department of Anthropology ae900@freenet.carleton.ca
University of Regina ca806@cleveland.freenet.edu
Regina, Saskatchewan
Canada S4S 0A2
==========

339. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 02:38:38 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94279.223838STIRRE31@MAINE.MAINE.EDU>
Source record: 179612

Richard,
Personally, as a Falcon owner, I like things the way they
are. The only reason for changing things as I see it is
if Falcon talk is annoying the ST users (is it, guys?)
I mean most messeges that pertain to the ST can be applied
to the Falcon as well. Just my HO :-).
Anyway, would there be enough traffic for a Falcon group?
-scott tirrell

340. Re: Using Syquest 88MB cartridges in Atari TT and IBM PC

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 03:09:36 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <372e5g$pgn@mailer.fsu.edu>
Source record: 179563

Fabian Maeser (maeser@inf.ethz.ch) wrote:
> I am trying to move lots of data from an ATARI TT (with TOS 3.01 I think)
> to an IBM PC.
> [....]
> The Atari has its drive connected through SCSI using TTs direct SCSI interface.
>
> I tried to format/parition it under DOS but the ATARI could not recognize
> the cartridge. The other way around is even worse.

Try formatting the disk on the PC, with several partitions of 32mb or less
each. The "normal" MSDOS partition scheme is recognized by the ICD software
version 6.4.3 and higher (may have even been before that, but I can vouch
for 6.4.3+). Anything over 32mb is a BigDOS partition. I'm not sure about
other software but it is worth a try. If you get the Pro level ICD software,
you should be able to do it.

I bought some used 44mb cartridges from a PC buddy, and could read and
write those types of partitions just fine.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

341. Re: Atari MGR and MultiTOS v1.08

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 03:26:36 UTC
From: howard@lloyd.com
Message-ID: <372f5c$e3f@harry.lloyd.com>
Source record: 179566

In article <37026m$5hp@viking.dvc.edu>, Explorer <mabdul@viking.dvc.edu> wrote:
>MultiTOS and Atari MGR: can they co-exist?

No.
>
>I have AtariMGR: mgr.zoo, atarimgr.zoo from micros.hensa.ac.uk and every time
>I try to run it (under MultiTOS v1.08) I get the error message: "..mouse not
>found/already in use.." and it quits.

So it goes. Both MGR and MultiTOS (actually the MultiAES) try to get exclusive
access to the keyboard and mouse, and both use the VDI. Aside from the fact
that there's no scheme for sharing access to these devices, the VDI is also
non-reentrant. You can run one or the other, but not both at once.

You could perhaps write a GEM/AES emulator under MGR, or an MGR emulator under
GEM AES. Neither one would probably be particularly wonderful.
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

342. Re: Know a good comms prog ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 04:22:38 UTC
From: frank@theshack.demon.co.uk
Message-ID: <941007Z042238.309frank@theshack.demon.co.uk>
Source record: 179690

In article <36mpd4$q1s@news.ysu.edu> ab164@yfn.ysu.edu "tom lamparty" writes:

> I have been using Teddy Term 2.12 and am totally satisfied
> with it! The only thing is that Mark Matts the author has had to quit
> supporting it! He had to sell his system because of money problems!
> At least that is what I heard. TTerm2.12 is available on aaue, and

Yes, that's true :-(I spoke to Mark on the day he sold his system, as a
friend of mine has Mark's HD.

> I am sure that Mark could use the small Shareware fee he is asking
> for it! Might even get hin back into ST, if he get enough of them!

I don't know how Mark feels about this, but I think if anyone wants to
register they shuold be aware that there is no support. Then again, the
fee is so small, it's really only a "thank you" :-)

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

343. Re: Help with Frontier (Elite II) Needed. (Again) (Need To Save Game!)

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 05:31:16 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <781669392.2@mettav.exnet>
Source record: 179602

It was none other than Glenda MOON that wrote on 3 Oct 94 that ,

GM> : Does Anyone Know if it's even possible to Save one's game in
GM> : Frontier? (Falcon version)
GM> : There is an auto folder prg called DIVERT which should work on
GM> : the falcon i think. The problem with Frontier is that it
GM> : will aways look for the floppy drive to save to 8-(
GM> : If DIVERT will run on the FALCON, then you can nominate which
GM> : drive you wish your saved game to go to 8-)

eh ? Firstly there is NO falcon version of Elite 2(Frontier) ,the only version WORKS perfectly on all Machines ...the faster the better. Its great on my 32Mhz FAlcon. :-)

Also there are no saving problems on the Falcon either . It Always looks in Drive A for loads and saves first time (Make sure you have a disk in the drive or it will hang) . Simply click on any Harddisk icon and save to the path you want ...

////
Graham Irvine
grin.mettav.exnet.com

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

344. Re: Atari and Sega bury the hatchet

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 06:20:03 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <5N9sTc4w165w@sys6626.bison.mb.ca>
Source record: 179604

krasel@alf.biochem.mpg.de (Cornelius Krasel) writes:

> Annius Groenink (avg@cwi.nl) wrote:
> : gd63@vision.hrz.uni-giessen.de (Martin Schmidt) writes:
>
> : >very interesting. But keep in mind: But you have to distinguish between
> : >Atari (which builds the big game consoles and belongs 100% Time-Warner)
> : > and
> : >Atari (which builds these amazing ST/TT computers and belonged to Jack Tra
>
> : Does anyone know enough details about this to make it really interesting?
> : For example, how about rights to the Atari logos?
Here is a bit more:

AEO News Bulletin #6
Wednesday, Sept. 28, 1994

According to a press release issued today, Sega Enterprises, Ltd. is
plunging nearly $90 million into Atari Corporation. $50 million to
come from direct payments for worldwide access to Atari Corporation
videogame patents for several years. The remaining $40 million will
come from a purchase of 4.7 million shares of Atari common stock.

To quell all rumors, this is -not- a "buyout" of Atari Corporation.
The size of stock purchased is 7.4 percent of total Atari Corporation
stock.

In the same joint press release, the two videogame giants announced
that they may come to agreement on cross-platform title licensing in
the future.

The press release follows:

Contact: Sega Enterprises. Ltd. Atari Corporation
Richard Brudvik-Lindner Sam Tramiel
(415) 802-3657 (408) 745-8824
August Liguori
(408) 745-2069

Manning, Selvage & Lee (for Sega)
Brenda Lynch
(818) 509-1840

SEGA AND ATARI ANNOUNCE LONG-TERM LICENSING AGREEMENTS, EQUITY
INVESTMENT, AND RESOLUTlON OF DISPUTES

SUNNYVALE, Calif. (September 28, 1994) -- Sega Enterprises, Ltd., and Atari Corporation (AMEX:ATC) announced today an affiliation that includes several agreements designed to serve as the basis of future working arrangements between the two video game manufacturers.

Under the terms of the agreements:

- Sega will receive worldwide, non-exclusive rights with certain exceptions to Atari's extensive library of patents, a number of which extend beyond the turn of the century. The agreement covers Sega, its subsidiaries, its licensees, and its customers for more than 70 U.S. patents and applications, for a fully prepaid royalty to Atari covering the remaining 7 years of certain patents, amortized at approximately $7 million per year. Atari will therefore receive a total of $50 million, les are all trademarks or registered trademarks of Atari
Corporation. All other trademarks mentioned in this edition of AEO News! belong to their respective holders.

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::::::::::::::::::::::::::::: A E O
:::::::::::::::::::::::::::::
:: AEO News! #6 ATARI EXPLORER ONLINE September 28, 1994
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345. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 06:26:27 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <sy9sTc5w165w@sys6626.bison.mb.ca>
Source record: 179607

cm3hirjd@soc.staffs.ac.uk (Requiem) writes:

> I assume there is no dedicated falcon newsgroup. I'd like to change
> that, does anyone have the details for creating a comp.sys.atari.falcon,
> I know it has to be voted in but I feel it is a worthy addition to the
> very limited atari newsgroups available (great though they are).
>
>
> Richard Davey
> Falcon Owners Group (UK)

I second this motion!! It would be great to speak to other Falcon users
out there in a specific area. I know not how though to create a
comp.sys. Who do we ask to bestow this upon us?

Eva Crouse

346. Re: Cannon Fodder.

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 06:31:10 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <N79sTc6w165w@sys6626.bison.mb.ca>
Source record: 179608

wells_s@ix.wcc.govt.nz (Steve Wells) writes:

> Can anyone tell me how I'm supposed to get past Level 2 on Mission 9 of
> Cannon Fodder. It seems based entirely on having extremely good luck.
>
> It's the level consisting mostly of water in which there are gun-turrets
> dotted around the land which blow you up as soon as you get into range....
>
> Level 1 is called "Around the Garden". I can't recall what Level 2 is
> called. (And WHY oh WHY didn't they support more than 512K of RAM!?
> Or STE palette/sounds/scrolling? It's one of the nastier ports I've seen!
>
> They even left out "Boot-Hill" which only consists of a single picture
> basically.....
>

Did you read through the latest UK Magzines, as most of the tips were
revealed there.

Eva

347. Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 06:36:18 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <8e0sTc8w165w@sys6626.bison.mb.ca>
Source record: 179609

Here is some info onWizztronics Board:
********** FALCON 030 MEMORY UPGRADE **********

Now is your chance to upgrade your 1 meg Falcon from 1 to 14 Megs

~~~ simple installation using only 1 simm module ~~~
~~~ use 1X32 72pin Simm module for 4 megabytes ~~~
~~~ or use 4x32 72pin Simm module for 14 megabytes ~~~

The features of the Wizztronics upgrade board are:

No shield cutting, no soldering and easy 10 minute installation,
printed cicuit board measures only 2 inches by 4.7 inches, all
connectors and Simm sockets gold plated for reliability.

>>>>>>> A simple plug-in answer to more memory <<<<<<<

I have one of these available for $125.00 Candian dollars

Call me at 204-339-0191
~~~

348. Re: *NVDI PROBLEMS!*

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 06:42:00 UTC
From: Frank_M�ller@sb.maus.de
Message-ID: <199410070842.a13478@sb.maus.de>
Source record: 179610

a> and the drive you want to boot NVDI from. What does it mean by "DISK SERIAL
a> NUMBER" and "ADDRESS"????

Each copy of NVDI has its own Serial Number.
What is adress in English? ;-))

I think that you are working with a copy
without Serial Number. There are two reasons
why that could happen. Think about it.

See ya, Frank

349. Many thanks to Adrian

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 06:45:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199410070845.a11553@a2w.maus.de>
Source record: 179611

Who confirmed at long last that I can post from MausNet to comp.sys.atari.st

Sehr gut!

Thanks again, A.G.Haigh-Hutchinson@bradford.ac.uk

350. Re: Big News - Atari/Sega

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 07:06:21 UTC
From: markvanwyk@aol.com
Message-ID: <372s1d$l7j@newsbf01.news.aol.com>
Source record: 179622

In article <9409301401.AA07243@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:

OK, I'll bite. The reason I didn't like GEnie is because I found it difficult to find things on it. The categories and libraries, etc. And downloading was difficult, for me at least. Sometimes I could unzip stuff, sometimes I couldn't. And I found their news and stocks (only daily closeing quotes) services irrelevant; AOL has lots of daily newspapers, and major magazines like Time, on line; their stocks are updated every fifteen minutes, and have a nifty portfolio feature that computes your net worth as of that minute . AOL's stuff is easy to download, and most of the stuff unzips itself. I couln't access USENET on GEnie. I can on AOL. etc., etc. The proof for me is that I have racked up a $60 bill on my first month on AOL. I found GEnie so cumbersome to use that I didn't like to log on, and I rarely exceeded the nine bucks a month. I must admit, however, that GEnie does support Atari, but I could't figure out how to get the most out of it. My problem, I know, but I don't like spending hours on line to try to figure stuff out. AOL has a user user friendly graphic interface. -- Mark van Wyk

351. Re: Apex Media where are you?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 07:28:10 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941007Z072810.181dbrewood@nest.demon.co.uk>
Source record: 179618

In article <36t2s0$ehr@crl4.crl.com> sammcgee@crl.com "Sam McGee" writes:

> What's the official story behind Chroma 24? From what I understand it
> should be finished but there were some legal problems. Was it scrapped?

Chroma is indeed no longer being worked on due to the legal difficulties.

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Screen Eye and Audio/PhotoCD =
= Apex Media / Super SAM / JetMail / Semper / F-Search - beta tester. =
================================================================================
```

352. Re: Protar and STOS

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 07:51:31 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CxALtw.616@hpbbrd.bbn.hp.com>
Source record: 179619

Tobias Coe (tcoe@hfnet.bt.co.uk) wrote:
> I recently bought a second hand hard drive for my 4meg STe. It is a
> Protar Progate 50DCII. It seems to be a good drive except fo one problem,
> I can't use STOS wih it. It won't laod any programs from it if STOS is
> loaded. Is this a known problem with the drive or the drver S/W (I have
> version 3.0)

Must be a driver software problem. Try to trace what's happening
with SysMon. From a flaky part of my main memory, I seem to remember
that Protar's driver software hooks into both trap 1 and 2 to
boot from other drives than C and for other purposes. Try to switch
off these special features if the driver configuration software
allows this.
--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

353. Re: Mac hd on atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 07:53:19 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CxALww.62o@hpbbrd.bbn.hp.com>
Source record: 179620

Matt McAlister (Matt.McAlister@dataport.com) wrote:
> What would I need to do to a External Mac drive (Scsi) to run it on my Atari?
> Is it possible, or am I dreanming?
> any help here would be great.

Add a standard host adapter such as the ICD Link and a cable, that's
it.

Do you want to be able to read the Mac partitions on the drive?
Spectre might be able to do this.

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

354. Re: MiNTNet SLIP and TIA anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 08:06:54 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.&3znp1o48fo@pluto.ping.de>
Source record: 179565

In <1994Oct5.232917.18930@esca.com>, woodford@esca.com (Steven Woodford) writes:
> Hi all,
>
> Sorry if this has already been covered in previous posts...
> My other internet service provider (not my employer!) has recently
> installed 'TIA' on their system. For those who haven't heard of it,
> it allows SLIP connections over your standard dial-up interactive shell
> account. Apparently, it works with Mac and PC native SLIP implementations
> without any problems. There are no static or variable IP addresses
> to mess with, since TIA makes all external connections look like
> they are coming from the service provider's host. Never-the-less,
> all the usual internet services are available over the link; eg.
> DNS, telnet, ftp, www and gopher etc.
>
> In the next day or so, I'm going to attempt the same thing with
> MiNTNet SLIP on my Atari. Are there any other Atari users who have
> done this already? If so, any pitfalls I need to lookout for?
>
> I'm going to be running Mgr on top of all this so I can have
> multiple windows open over the link, plus a couple of local windows.
> Should be interesting to see how the old ST copes with this!
> (I don't expect there to be much memory left out of 4Mb with all
> this going on!)

Hi Steve,

I'm using MiNT-NET doing SLIP every day. All important
clients are ported from BSD/Linux/Unix to MiNT as ftp, telnet, lynx,
RPC, nfs, ping, ntalk, udpprobe, irc ...

What do you need?
a MiNT version higher than plain 1.10
Minixfs 0.6pl10
MiNT-OS of S. USHER
and MiNT-NET (0.53 is the current version)

I don't have any expierence with mgr, I'm using PD Korn shell 4.8 r11
and virtuell consoles of J. Lock (simply great)

What are the pitfalls?
I can't see any pitfalls yet.

>
> Cheers, Steve
>

cu, michi

--
* *
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

355. Re: German ST, convert ???

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 09:15:00 UTC
From: jan.sjoberg@f5.n6122.z2.ct.se
Message-ID: <fnt_2.200.612.5_2e9511f2_Jan.Sjoberg@ct.se>
Source record: 179621

In a message of <06 Oct 94 22:29:59>, Kevan Winch (2:200/427.3) writes:

> From: kevan@empyr.dircon.co.uk (Kevan Winch)
>
> Hi,
>
> My friend has been offered a German ST really cheap. Is it possible to
> run it in English by running Neodesk, or some other desktop replacement
> over the German TOS ?

Yes.

> What about the keyboard ? Does it have German-specific keys, and if so,
> can they be reconfigured ?
>

Yes and yes.

Greets from

Jan Sjoberg, Sweden

356. Re: Serial ports on TT

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 09:27:22 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <37349q$ghu@RW320B49.rz.fhtw-berlin.de>
Source record: 179629

In article <371jo7$p01@news.CCIT.Arizona.EDU>, paul@vega.ame.arizona.edu (Paul Harris) writes:
> Modem ports 1 & 2 each are run by an MFP chip. Serial ports 1 & 2 (or
> Serial 1 & the LAN port) are run by an SCC chip.

False!
MFP (so called ST-MFP): MODEM1 (19200)
TT-MFP: SERIAL1 (19200)
MODEM2: SCC-channel B (153600)
SERIAL2: SCC-channel A (115200) = LAN

(If you use the drivers of the HSMODA04.LZH-package (should be available at atari.archive.umich.edu) you do not need to differentiate between different interfaces.)

Greetings, HS

357. Re: HSC status and author id

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 09:32:40 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <CxAqIL.Gnq@cee.hw.ac.uk>
Source record: 179634

Sozobon X C is excellent because it features profiling and extended debugging functions; this means that when a crash occurs, the source code file and line number at which the bomb happened is displayed.

However, some of the Xdlibs functions seem to be a bit dodgy - I've had problems with bzero() and putl(). Also, GemFast 1.5 is given with it, which is not as good as 1.8. But, and this is what I do, I just use 1.8 with it. Apart from these problems (which will hopefully soon disappear) it is a great and very fast system.

Also available are tools such as an include file compiler and a version of Lint. Unfortunately some of the tools are in German, but hopefully they'll be English versions soon.

British ftp-ers can get the stuff from src.doc.ic.ac.uk. Just cd to 'computing/systems/atari/uni-paderborn/lang/c/sozobon-v2x' and the archive files are there.

Stuart.

358. Re: Know a good comms prog ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 10:05:25 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Oct7.100525.23265@bradford.ac.uk>
Source record: 179632

```
On Tue, 27 Sep 1994 19:48:04 +1200, John Collis wrote:
: external protocol though. XYZ just isn't worth the hassle. To get this
: running well, you really need to grab the set of Macros for Uniterm
: that Mickey Boyd has written. They make integrating GSZRZ into the
: setup easy.

Can someone tell me where these are available? Thanks.

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \
```

359. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 10:15:38 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <37374a$lac@percy.cs.bham.ac.uk>
Source record: 179631

In article <370ets$9vp@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@soc.staffs.ac.uksoc.staffs.ac.uk> wrote:
>I assume there is no dedicated falcon newsgroup. I'd like to change
>that, does anyone have the details for creating a comp.sys.atari.falcon,
>I know it has to be voted in but I feel it is a worthy addition to the
>very limited atari newsgroups available (great though they are).
>
>
>Richard Davey
>Falcon Owners Group (UK)

Richard,

Yep, I'd support the creation of such a group, given that enough people
agree (it'd be unfortunate if we created one and the traffic on it was
so slow that it wasn't worth using).

Anyone else support this worthwhile cause?

David

[P.S. Richard, I've been trying to email you for the last few days but
soc.staffs.ac.uk doesn't seem to recognise your email address. Peculiar.
It's re: DeskTracker registration which should have arrived <at last!>
at your home address by now.]
--
/\ -----------+--------------+-------------------+
/\ \ ASTRAsoft \ David Oakley \ dxo@cs.bham.ac.uk \
/--\ \ -----------+--------------+-------------------+

360. Re: useful auto prgs/ACCs?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 10:25:23 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Oct7.102523.18600@bradford.ac.uk>
Source record: 179633

On 30 Sep 1994 18:01:56 GMT, BLAIR DEAN wrote:

: In addition to the rest of the suggestions you have gotten, I would add
: Teradesk, now at version 1.39. Very nice desktop replacement, though you
: may not need it having TOS 2.06.

I was a fervent Teradesk user before I got Magic. Teradesk, in my view, is
the perfect replacement desktop for singletasking Ataris, but once I had
a multitasking OS, it was not really suitable, as all programs started are as
child processes of Teradesk.

Now that I have sussed out MagXdesk, I am very happy with it, but I still
miss several features of Teradesk. I would imagine that Teradesk could easily
be updated to take advantage of Multitasking, as only a simple shel_write
call is needed, instead of I assume the current pexec call.

Is the author of Teradesk on the 'net or just availabe by BBS?

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

361. Re: Can I get an IBM PC to rea

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 10:39:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199410071239.a11554@a2w.maus.de>
Source record: 179625

Recently Gregory Sumner wrote on 04.10.94:

>>Failing that why not connect your ST to PC via a serial lead and
>>transfer stuff that way.
>>There's even a shareware prog out there called Ghostlink which lets
>>you network your PC and ST together.
Anyone know where the ST & PC versions of Ghostlink are available?
an ftp address would be nice.

I still am hoping that someone will tell me the pin connections for
both ends of an ST to PC serial load, *please*

Ian_Taylor@a2w.maus.de Hmmm, maybe time I had a new signature?

362. Re: Blowup + Multisync's

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 10:55:32 UTC
From: knarf@nasim.cube.net
Message-ID: <3739f5$ha4@nasim.cube.net>
Source record: 179626
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Roland Givan (rgivan@cix.compulink.co.uk) wrote:

> I've just bought a 2nd hand TT with TT-Hi monitor. Although very pleased
> with it, there is always the worry that I might have been better off with
> a Falcon, or even a PC with a GEMulator ;-)

Beleive me: You did the right decision.

> Would you care to elaborate on exactly what made you change from the Falcon
> to the TT?

- The FALCON is too slow. With those graphics extension like BlowUP the machine gets even slower. And I prefer 1280x960x2 on a nice 19" monitor and I do not need colours.

- The FALCON does not have much RAM. 4 MB isn't a lot if you want to use MultiTOS, MiNT, MiNT-Net and/or gcc. The only RAM upgrade option is to waste *six* MB: Pin your four MB card on the wall and buy the 16 MB card, from which two MB are always unused. After the waste of six MB, you have 0 (*zero*) MB of FastRAM.

- I've seen enough demos. But the demos are the only thing I miss on my TT. But I've recorded all the FALCON demos on video tape before selling it. ;)

- The FALCON has just one useful serial port. The TT has four of them. With my TT I can do a nullmodem connection to my Sun *and* to my UNIX PC. This was impossible with the FALCON (The FALCONs LAN port did not work for me).

- The TT has a keyboard. The "keyboard" of the FALCON is even worse than those of the old 520 ST. And the keyboard is external.

- The TT has space for an internal 3,5" hard disc any height. With the FALCON I had to have an external case for this.

- The TT has an VME bus. So if I one day have too much money, I'll buy one of those ethernet cards and use this rather than SLIP like at the moment.

Now it's your turn. If you want to tell me something about great accelerator cards for the FALCON, please shut up. If you want an overpowered CPU on a tall and slow bus, you should better get an ISA 468DX-2/66. The PCs have learnt late about the bus, but please do not do the same mistake now on the ATARIs. And remember: All the things I mentioned above are *included* in the TT! And my TT with TTM194, 4+4, 48 was *cheaper* than the FALCON I sold with 4 MB RAM, 42 MB IDE,

BlowUP and Multiscan monitor.

Bye,
Knarf

P.S.: Followup-To: comp.sys.atari.advocacy
--
Frank Bartels | UUCP/ZModem: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

363. Re: 40 folder limit? explanation needed

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 11:01:19 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Oct7.110119.11285@bradford.ac.uk>
Source record: 179635

On 30 Sep 1994 13:40:03 GMT, hopper_t@msupa.pa.msu.edu wrote:
: In article <36h05i$9sm@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk (Phillip
: Davey (Path)) writes:
: >Isn't it possible to make the buffer resize itself depending on how many
: >folders you open? Say set it to 40 to start with, and then when (if) this
: >is reached, allow it to grab more memory. Also to release this memory
: >when it is not needed any more.

: I imagine you could, Phil, though I doubt it could be done without moving
: GEM to RAM and then "patching" the necessary routines (and probably adding
: a few as well). Maybe someone else knows?

I assume this woudl be possible in the way you describe. However, it would
probably be marginally slower in operation. The size of memory wasted, even
if you set FOLDR500.PRG (i.e. 500 additional folders) is very small, and
hence this seems to be the preferred solution.
--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

364. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 11:35:24 UTC
From: avsec@westminster.ac.uk
Message-ID: <CxAw70.EA5@westminster.ac.uk>
Source record: 179636

In article <37374a$lac@percy.cs.bham.ac.uk> D.Oakley-SE1@cs.bham.ac.uk (David Oakley) writes:
>In article <370ets$9vp@bs33n.staffs.ac.uk>,
>Requiem <cm3hirjd@soc.staffs.ac.uksoc.staffs.ac.uk> wrote:

>Yep, I'd support the creation of such a group, given that enough people
>agree (it'd be unfortunate if we created one and the traffic on it was
>so slow that it wasn't worth using).
>
>Anyone else support this worthwhile cause?
>
>David

I think there's certainly enough traffic to make ST owners highly
jealous. Start that newsgroup now.......

Phil.

(ssssssshhhhhh I finished my degree now - the sig is just a cover-up !)

--
/*---*/

Phil Shore - email: avsec@wmin.ac.uk

365. Re: HSC Falcon compatibility

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 11:49:03 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Oct7.115019.11489@inca.comlab.ox.ac.uk>
Source record: 179575

fountad@vax.sbu.ac.uk wrote:
: Does anyone know if Heat 'n' Serve C is Falcon compatible?

: Del

I've only used it a bit on my Falcon, but it seems to be.

Karl Wilkinson.

366. Re: WINX 2.3g

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 11:53:07 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <373cr3$roi@lyra.csx.cam.ac.uk>
Source record: 179637

vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>Does anyone know if WINX 2.3 is allowed to be available on-line? I
>thought that it was only to be made available from a mailbox in
>Germany,

What is the point in doing this?
If I write a shareware program for example, I would want to spread it to
as many places as possible.
I can't think of any reason why a program should have a limited
distribution unless it is commercial, in which case it shouldn't be
anywhere on the net.

>Someone please help...as i would like it to go on HENSA...as it is a
>brilliant program, and much improved over v2.2

What does it do differently?

BTW is there a english version of the latest version of Gemini?
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

367. Re: Atari TT -> IBM PC with Syquest 88 MB drive?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 11:59:09 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.781531149@acp5>
Source record: 179572

kimmel@curuws (kimmel stefan) writes:

>What do I have to do? Are there drivers for the ATARI to read/write DOS
>formated Syquest 88MB cartridges? Where can I get them on the net.

Partitions must be < 32 MByte to be accessible from DOS and TOS. There is no
other solution because TOS and DOS are not compatible with media > 32
MByte.

```
*************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
*************************************************************************
```

368. Timeworks on F030

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 12:31:29 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <373f31$gab@dux.dundee.ac.uk>
Source record: 179640

To put it simply does it work?

rod

--
Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk

University of Dundee

369. Re: Apex Media where are you?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 12:34:24 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <373f8g$2tl@mserv1.dl.ac.uk>
Source record: 179638

Right this is the situation as far as I can make out. After wanting Chroma Studio 24 for a year and hitting brick walls with news of of its release I was just about to give up when I read the preview in Falcon Owners Group Diskmagazine issue 6. This got going again and I was determined to find out what was happening once and for all.

I rang Floppyshop and a nice Scottish lady said that she neither knew when or at what price Chroma Studio would be out (useless). Not to be discouraged I phoned Douglas Little who is partly responsible for the programming of Chroma.

His reply was that there had been legal arguments between Black Scorpion and Floppyshop over ownership rights. Although the program was complete neither could go ahead and release it without the others say so, so it remains in limbo never to be released.

The good news is Apex is bigger and better. It was scheduled for release at the start of October but Douglas said it is more likely to be the end (I'll hold him to this) of October. The reason for the delay is beta testing is being finished and the manual is being written.

Personally I have my cheque book ready and will contact Titan soon to put my order in. Fingers crossed this looks like the best piece of graphics software for the Falcon.
I have some more information from my talk with Douglas in my Atari Web pages:

http://www.dl.ac.uk/MISC/ATARI/atari.html

Contact me with any questions and I'll do my best to sort them out.

Bye,

Mark msh@dl.ac.uk

370. Is there a C package in existance...?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 12:36:22 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Oct7.123622.4662@bay.cc.kcl.ac.uk>
Source record: 179641

Can anyone recommend a complete C-COMPILER (totally ANSI compatible
so one can easily port source over to PC later) and LINKER, GEM-BASED
(editor included) shareware or commercial for an STFM (4 megs) that has all
regular libs stdio, maths, comms etc and with GRAPHICS?
I have looked at SozobonX,inconjunction with C.V.Wuellens ANSI C68
compiler which uses MiNT libs and CPP1.1.2 preprocessor but still I think
has limitations on size of functions and no. of variables owed to SozobonX (see
sozo docs). While this may be good for short programs, I need C package with
for path planning algorithms which tend to be a tad long!
With regard to commercial packages, I am aware of products from Hisoft
but little else; Prospero-C by Hisoft, as I understand, is an intro to C
language. The other package, ?Lattice C? is a bit expensive and I don't really
know of its compatibility with ANSI.
Any help warmly welcomed!

-A.N. MacLeod e-mail: udem148@uk.ac.kcl.cc.bay
Robotics Lab.
Mech Eng.
Kings' College London

371. Re: Big News - Atari/Sega

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 13:04:53 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <373h1l$h9b@msuinfo.cl.msu.edu>
Source record: 179571

In article <372s1d$l7j@newsbf01.news.aol.com>, markvanwyk@aol.com (Markvanwyk) writes:
>
>OK, I'll bite. The reason I didn't like GEnie is because I found it
>difficult to find things on it. The categories and libraries, etc. And
>downloading was difficult, for me at least.

It is different from some other services, but with a little experimentation, it becomes very easy to use. If you use ST Aladdin (the GEnie-specific comms program), everything is automated and you spend very little time on-line. I like their BBS, though the library system leaves a little to be desired. Your downloading problem sounds like line noise, or perhaps your settings weren't quite right (this sometimes happens, if your modem settings aren't supported by GEnie - MNP5 can cause problems).

>Sometimes I could unzip
>stuff, sometimes I couldn't. And I found their news and stocks (only
>daily closeing quotes) services irrelevant; AOL has lots of daily
>newspapers, and major magazines like Time, on line; their stocks are
>updated every fifteen minutes, and have a nifty portfolio feature that
>computes your net worth as of that minute . AOL's stuff is easy to
>download, and most of the stuff unzips itself. I couln't access USENET on
>GEnie. I can on AOL. etc., etc.

I agree that GEnie isn't all that great for most bussiness services, but their Atari section is unrivaled, and they have a few other unique Round Tables.

>[...] GEnie does support Atari, but I
>could't figure out how to get the most out of it. My problem, I know, but
>I don't like spending hours on line to try to figure stuff out. AOL has a
>user user friendly graphic interface. -- Mark van Wyk

This problem is alleviated, as I said, by the use of Aladdin; I can do all sorts of things on-line (actually, I do them off-line, and Aladdin automatically logs on and takes care of things), and still keep my bill down.

For Atari support, GEnie is a hands-down winner, but if you have other, more pressing needs, AOL, CI$, or Prodigy are probably all better (in the USA; don't know about other countries ;-).

Tom
hopper_t@msupa.pa.msu.edu

372. OutburST! info

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 13:11:08 UTC
From: dburns@world.std.com
Message-ID: <CxB0MK.5xA@world.std.com>
Source record: 179573

Dear Mickey Boyd, et al;

I dug out my OutburST! manual. It claims up to 23 times speed increase, printing a Pagestream page in 13 seconds instead of 301 seconds under TOS 1.4 without OutburST! I'd say that's about right--it is an amazing increase in speed. It comes with drivers for Pagestream and Calamus, and works with HP Laserjet, Deskjet, Canon Bubblejet, and Postscript printers.

It comes with an ACC/CPX print spooler (text only) and set-up utility to automatically turn the spooler on/off, depending on the app you're running. The manual is very good, explaining usage and the way the program "fixes" the Atari print routines.

I installed it on my system a couple years ago, and never give it thought--it's proven campatible with everything I run, including Atariworks, Geneva, and NeoDesk4.

I've seen it available at Toad, or from the author, Frank Pawlowski. Costs about $30.00. Kind of high for a utility, but worth it in the time it saves. Published by:

Straight Edge Software
PO Box 6407
Nashua, NH 03061

GEnie: F.PAWLOWSKI

Regards.

Dave Burns
Lowell, MA

373. Re: Is there a C package in existance...?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 13:11:53 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <373hep$h9b@msuinfo.cl.msu.edu>
Source record: 179574

In article <1994Oct7.123622.4662@bay.cc.kcl.ac.uk>, udem148@bay.cc.kcl.ac.
uk writes:
> Can anyone recommend a complete C-COMPILER (totally ANSI compatible
>so one can easily port source over to PC later) and LINKER, GEM-BASED
>(editor included) shareware or commercial for an STFM (4 megs) that has all
>regular libs stdio, maths, comms etc and with GRAPHICS?

I'm using the freeware GNU C package (compiler, preprocessor, libs,
assembler, linker, debugger, etc.), and am very happy with it. You'll find
it almost anywhere on the 'net. The only problem is that you need several
megs of hard drive space to fit it all (the compiler itself takes up more
than a meg!). It needs to be run from a shell (I use Gulam), and there is
a GUI shell available.

> With regard to commercial packages, I am aware of products from Hisoft
>but little else; Prospero-C by Hisoft, as I understand, is an intro to C
>language. The other package, ?Lattice C? is a bit expensive and I don't really
>know of its compatibility with ANSI.

Lattice C is fully ANSI-compliant, and from what I've heard it's the
defacto compiler for serious application programming on the ST. Don't know
about HiSoft C, but I would guess it also is quite good.

Tom
hopper_t@msupa.pa.msu.edu

374. Re: FREE Atari ST Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 13:36:39 UTC
From: crampses@aston.ac.uk
Message-ID: <CxB1t3.GLp@aston.ac.uk>
Source record: 179628

```
FOR SALE
1040 STE IN MINT CONDITION IN BOX
```

375. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 13:41:35 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <373j6f$dt5@bs33n.staffs.ac.uk>
Source record: 179647

```
Philip Shore (avsec@westminster.ac.uk) wrote:
: I think there's certainly enough traffic to make ST owners highly
: jealous. Start that newsgroup now.......

: Phil.

Would anyone like to tell me *how* ???!!!

Richard Davey
Falcon Owners Group (UK)
--
This email address doesn't work - use: requiem@armory.com instead!!!!
```

376. Re: Timeworks on F030

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 13:42:46 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <373j8m$dt5@bs33n.staffs.ac.uk>
Source record: 179648

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: To put it simply does it work?

: rod

To put it simply... version 2 does, yes.
And if you have this ACC installed called EDISON the screen re-draws run
twice as fast as they should do.

Richard Davey
Falcon Owners Group (UK)
--
Email: requiem@armory.com _pleases_ !

377. Re: Timeworks on F030

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 13:47:25 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <373jhd$15v@lyra.csx.cam.ac.uk>
Source record: 179646

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>To put it simply does it work?

no

To put it simply :)
I have version 2.1 (I think) and it doesn't work. I tried contacting the
authors and they said they might make a patch so it would work. This was
a *long* time ago and I have heard nothing since.
So I went out and bought Pagestream instead!
MUCH better than Timeworks (I would even go so far as to say usable!)
but it could still be improved on.

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

378. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 13:49:46 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <373jlq$duo@bs33n.staffs.ac.uk>
Source record: 179649

```
David Oakley (D.Oakley-SE1@cs.bham.ac.uk) wrote:
: [P.S. Richard, I've been trying to email you for the last few days but
: soc.staffs.ac.uk doesn't seem to recognise your email address. Peculiar.
: It's re: DeskTracker registration which should have arrived <at last!>
: at your home address by now.]

At last!!!!!!!!!!!!!!!
re: my email, everyone should use - REQUIEM@ARMORY.COM because the mail
feed here is up the arse at the moment, sorry!

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com
```

379. Re: Is there a C package in existance...?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 13:52:46 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <373jre$duo@bs33n.staffs.ac.uk>
Source record: 179650

udem148@bay.cc.kcl.ac.uk wrote:
: With regard to commercial packages, I am aware of products from Hisoft
: but little else; Prospero-C by Hisoft, as I understand, is an intro to C
: language. The other package, ?Lattice C? is a bit expensive and I don't really
: know of its compatibility with ANSI.
: Any help warmly welcomed!
:

Lattic C 5.5 is fully ANSI compatible (as far as the manuals say anyway)
and HiSoft are selling it for only 40 UK pounds at the moment. A mighty
fine purchase and probably the best supported C language on the Atari.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

PS. I don't work for HiSoft!!!

380. Re: Is there a C package in existance...?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 14:03:03 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <373ken$s8i@percy.cs.bham.ac.uk>
Source record: 179555

In article <1994Oct7.123622.4662@bay.cc.kcl.ac.uk>,
<udem148@bay.cc.kcl.ac.uk> wrote:
> Can anyone recommend a complete C-COMPILER (totally ANSI compatible
>so one can easily port source over to PC later) and LINKER, GEM-BASED
>(editor included) shareware or commercial for an STFM (4 megs) that has all
>regular libs stdio, maths, comms etc and with GRAPHICS?

Lattice C from Hisoft is a very competant version which is, as far as I know,
now fully ANSI complient. The offer to get LC5.52 for 50GBP might have
finished by now, but if now then that's a really good deal.

I've used LC for the last couple of years (StormTracker is written in it -
see this month's STU coverdisk) and have never had any problems.

Seeya

David

--
/\ -----------+--------------+-------------------+
/\ \ ASTRAsoft \ David Oakley \ dxo@cs.bham.ac.uk \
/--\ \ -----------+--------------+-------------------+

381. Re: WINX 2.3g

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 15:11:31 UTC
From: stud29@iris1.csv.ica.uni-stuttgart.de
Message-ID: <373of3$1tts@info2.rus.uni-stuttgart.de>
Source record: 179579

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: What is the point in doing this?
: If I write a shareware program for example, I would want to spread it to
: as many places as possible.

Yep, but you would not want people to distribute beta versions,
dont you?
Winx 2.3 is in an open betatest, you may download it from the
Maus OF2, but you re not allowed to spread it.
When the author thinks, WINX 2.3 is stable enough, it will
be officially released and can be spread.

Ciao
Uwe

382. Re: WINX 2.3g

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 15:19:59 UTC
From: vctec@westminster.ac.uk
Message-ID: <CxB6LC.76H@westminster.ac.uk>
Source record: 179578

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: What is the point in doing this?
: If I write a shareware program for example, I would want to spread it to
: as many places as possible.

Yes, but AFAICR, the author didn't want to release a beta test version
for the general public...and no one really wants to do that...

Just checking on it's status...

: What does it do differently?
One of the best features has got to be when you click on the top bar of
the window with the right button, the window disappears, and only
leaves the bar...another click, and the window returns...a lot less
clutter on the desktop.....sort of an alternative to an icon bar or
something..

: BTW is there a english version of the latest version of Gemini?
It's coming soon....

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

383. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 16:43:43 UTC
From: Lexicor@world.std.com
Message-ID: <CxBAGv.Elr@world.std.com>
Source record: 179559

Richard,

it's a rather arduos procedure, if you are sure that you can get
over 100 Yes votes and no less than 1/3 No Votes that group can be passed.

It also requires you to read a lot of document files on the
ins and outs and why's of the creation of such a newsgroup. It takes about
3-4 months the whole procedure from starting the RFD (request for discussion,
and making the CFV: count for votes).

If you still think you wanna do it, email me and I'll help you

Yat @ Lexicor Software

384. Re: TOS in RAM

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 17:06:35 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410071615.AA08078@ilmen.lanl.gov>
Source record: 179642

In article G69@sci.kun.nl, anijs@sci.kun.nl (A. Anijs) writes:
>
>The 520ST has TOS in RAM and it uses a system-disk for booting.
>My problem is, that that disk is missing.
>
>How or where can i get the contents of that disk?

Well, you could try contacting Atari (good luck) or check with
one of the larger Atari dealers to see if they have TOS 1.0
on disk to sell you (good luck there, too).

Your BEST solution would be to purchase TOS in ROM form and
install those in your machine. AFAIK, the early TOS on disk
520ST's had the empty ROM sockets so it's an easy plug-in
task. You would be MUCH better off to buy a set of TOS 1.4
ROMs but for minimal expense, someone on the net must
surely have an old set of TOS 1.0 ROMs they could give you
or sell very cheaply. Not a huge market there, ya know?

Be aware there are different language versions of TOS so be
sure to get the one that matches your keyboard setup.

And while it wouldn't be strictly legal, someone could just
give you a copy of TOS 1.0 on disk if you can find someone who
still has it. I doubt if even _Atari_ would complain. :)

-Hutch- @ Fair Dinkum Tech

385. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 17:09:32 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CxBBnx.KJK@freenet.carleton.ca>
Source record: 179639

In a previous article, D.Oakley-SE1@cs.bham.ac.uk (David Oakley) says:

>
>Richard,
>
>Yep, I'd support the creation of such a group, given that enough people
>agree (it'd be unfortunate if we created one and the traffic on it was
>so slow that it wasn't worth using).
>
>Anyone else support this worthwhile cause?
>
I definately will. Falcon owners can babble to their heart's
content without having to worry about pissing ST users off.
:-)
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

386. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 17:18:13 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410071627.AA08093@ilmen.lanl.gov>
Source record: 179643

In article 9vp@bs33n.staffs.ac.uk, cm3hirjd@soc.staffs.ac.uk (Requiem) writes:
>I assume there is no dedicated falcon newsgroup. I'd like to change
>that, does anyone have the details for creating a comp.sys.atari.falcon,
>I know it has to be voted in but I feel it is a worthy addition to the
>very limited atari newsgroups available (great though they are).

This was discussed in -depth- a few months ago. I don't believe it was ever formally put up as a CFD or CFV, however. Seems to me that the overriding consensus was that there was just insufficient traffic in c.s.a.s. to justify the formation of yet another Atari newsgroup.

I'd vote against it solely because it would be inconvenient for -me- to peruse so many newsgroups for Atari-related info and it would lead to even more cross-posting than we already endure. But I wouldn't argue the point if the majority of users wanted a .falcon group. It's no big deal to me. I just don't see the need for it. Whatever...

-Hutch- @ Fair Dinkum Tech

387. Re: Are there any DSP Modems?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 17:20:25 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410071629.AA08096@ilmen.lanl.gov>
Source record: 179644

In article qvb@charm.magnus.acs.ohio-state.edu, rcollins@magnus.acs.ohio-state.edu (Raymond Collins) writes:
>
>The only modem I know that has DSP is the ZyXEL, U1496E Plus,
>in fact it has 2 DSP chips and a 68000 chip to run all of the features.

Apple makes a modem (Geoport) that utilizes the DSP chip -inside- its AV machines. The 'guts' is all in the software and the Geoport itself is mostly just a physical connection device. It's been poorly received, however, as the software seems to be glitchy and the unit sells for about what a decent 14.4 fax modem costs. I had one for awhile but dumped it when the Supra 14.4 LC jobs came out which works nicely on both my Mac -and- my Falcon.

-Hutch- @ Fair Dinkum Tech

388. Re: Toad catalog sent?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 17:26:26 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410071635.AA08101@ilmen.lanl.gov>
Source record: 179645

In article SELBYROG@MAX.CC.Uregina.CA, SELBYROG@MAX.CC.Uregina.CA () writes:
>
>Did Toad Computers ever actually send out their new catalog? I guess I'm
>asking if anyone has received one yet?
>
>Is there an email address I could send another request for a catalog?

Yep, Toad's new catalog came out about a month or so ago. It's very nicely done, 50+ pages, and very informative, too. It says $3.00 on the cover but I don't know if they ever actually charge anyone for it.

You can email to toad@genie.geis or phone 800-448-TOAD. You can use US 800 numbers from Canada, right? If not, another number is 410-544-6943.

Then there is always snail mail:

Toad Computers
570 Governor Ritchie Highway
Severna Park, MD 21146-2925
USA

-Hutch- @ Fair Dinkum Tech

389. Re: Framemaker clone?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 17:35:28 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410071644.AA08112@ilmen.lanl.gov>
Source record: 179552

In article 7s6@delphinium.cig.mot.com, whitema@rtsg.mot.com (Michael A. White) writes:
>I admit it - I've gotten spoiled using Framemaker at work. Is there
>any comparable package out there for us ST'ers? Or will I have to
>fudge around with a Spectre cartridge and the Mac version?

I agree that FrameMaker is very nice for long, technical documents (I use
both the Unix and Mac versions... anybody want to buy FrameMaker 3.0 for
the Mac for $100?). On the ST, you could give Calamus or Calamus SL a shot
(latter easily compares with FrameMaker's feature set) or PageStream 2.2.
I understand that Calligrapher is supposed to be good for mathematical
documents, but I don't have any first hand experience with it.

From Toad's latest catalog, the prices are:

Calamus 1.09N $179.00
Calamus SL $599.95
PageStream 2.2 $179.00
Calligrapher 3 $159.95

-Hutch- @ Fair Dinkum Tech

390. Re: Big News - Atari/Sega

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 17:47:16 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410071656.AA08117@ilmen.lanl.gov>
Source record: 179553

In article h9b@msuinfo.cl.msu.edu, hopper_t@msupa.pa.msu.edu () writes:
>In article <372s1d$l7j@newsbf01.news.aol.com>, markvanwyk@aol.com
>(Markvanwyk) writes:
>>
>>OK, I'll bite. The reason I didn't like GEnie is because I found it
>>difficult to find things on it. The categories and libraries, etc. And
>>downloading was difficult, for me at least.
>
>It is different from some other services, but with a little
>experimentation, it becomes very easy to use. [...]

Dang, Tom beat me to it. :)

Tom covered it all very well but to add my $.02 I'll just say that for ATARI users, GEnie is your best bet for commercial online services. If you need business or professional services or if you own a Mac or PC then I would recommend either AOL or Compuserve. But GEnie's Atari forums are the best available, it's the 'official' network of Atari Corp (for whatever that's worth, anymore), it has more Atari files, forums, and product support areas than any other network, and the use of the excellent ST Aladdin software allows one to automate nearly everything you would want to do online, saving you big $$$ AND time. Uploads to GEnie are always free as is the ST Aladdin software.

I agree that AOL's graphic interface is snazzy and easy to use, but all those spiffy graphics takes a toll in throughput and online time and can be agonizingly slow at 2400 baud (which is all my local access number allows, darn it!). The biggest problem, of course, is that there is no Atari-based AOL access software, AFAIK.

Bottom line? .. "You pays yer money and you takes yer choice." ;-)

-Hutch- @ Fair Dinkum Tech

391. New files on HENSA (7 Oct, 94)

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 18:06:35 UTC
From: vctec@westminster.ac.uk
Message-ID: <CxBEB0.FsF@westminster.ac.uk>
Source record: 179551

```
Well, here is the latest installment of new files on HENSA.

Remember:
ftp/telnet/PAD/gopher: micros.hensa.ac.uk
WWW: http://micros.hensa.ac.uk/

Download and enjoy....
Danny

ATARI NEWS OF THE DAY Updated 07/10/94 @ 1835

Newsletters
-----------
Latest releases:-

atari-tos Volume 07 Issue 006 05/10/94

Back copies can be found in the directory "tos/news","mint/news","falcon/news"
Please refer to the file "00readme" in the directory for details of how to
subscribe.

Digests
-------
tos/o/o107 Info-Atari8 digest e-mail newsletters
Updated weekly

tos/o/o116 Silicon Times Report (STR) International Online Magazine
Latest updates on.... 03/10/94

New software for the Atari TOS section
--------------------------------------
New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
n172 07/10/94 S--- ESS-CODE 6.2 Fast and Furious GEM'd (De)Encoding Utility
o146 07/10/94 S--- MASTERBROWSE 4.8 Full GEM, fast text/file viewer
o147 07/10/94 ---- BODY SHOP Educational human anatomy program for kids

o144 06/10/94 ---- FOZCI 1.00 Caps Lock indicator...with the Disk LED
o145 06/10/94 ---- FED 1.0 Folding Text Editor

o140 05/10/94 ---- ZERO-X 0.9x DEMO Digital sound processing software
o141 05/10/94 ---- GRAMMARIAN 1.1.0 Grammar chack your text files
o142 05/10/94 ---- RESIDENT DE/COMPRESSOR DEMO (De)compress files on the fly
o143 05/10/94 ---- JCVIEW 2.4.03 Clipart viewer and manipulator
```

o137 04/10/94 ---- N_MENMIN 1.0 Replace the disabled menu lines with nicer ones
o138 04/10/94 ---- MKS-50 Editor Tone and patch editor for the MKS-50
o139 04/10/94 ---- ST-MIDI-EX 1.03 Utility to load and unload Raw Sysex Data
n150 04/10/94 ---- ATARI CD-ROM FAQ 1 Oct, 94 What else but a faq for CD-ROMs

o132 03/10/94 ---- ELIZA The computer psychiatrist...AI program
o133 03/10/94 S--- ST_BIBLE 3.02d Hebrew Biblical Concordance program Demo
o134 03/10/94 S--- ROLAND JUNO 1 & 2 LIBRARIAN dated 14 October, 1991
o135 03/10/94 ---- GETREZ0M Intercept calls to Getrez() and return a zero
o136 03/10/94 ---- GHOSTLINK 1.02 Beta Connect your Atari to a PC
o116 23/10/94 ---- SILICON TIMES REPORT (STR) Online Magazine V10 Issue 40

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

392. Re: Know a good comms prog ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 18:42:39 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3744qv$5g7@mailer.fsu.edu>
Source record: 179554

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:
> On Tue, 27 Sep 1994 19:48:04 +1200, John Collis wrote:
> : external protocol though. XYZ just isn't worth the hassle. To get this
> : running well, you really need to grab the set of Macros for Uniterm
> : that Mickey Boyd has written. They make integrating GSZRZ into the
> : setup easy.
>
> Can someone tell me where these are available? Thanks.

Ftp to ftp.math.fsu.edu (192.12.122.28) and look in /pub/atari. I don't
claim to be a Uniterm programming wiz, but these macros worked for me.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

393. Re: Is there a C package in existance...?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 18:47:13 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37453h$5g7@mailer.fsu.edu>
Source record: 179589

udem148@bay.cc.kcl.ac.uk wrote:
> With regard to commercial packages, I am aware of products from Hisoft
> but little else; Prospero-C by Hisoft, as I understand, is an intro to C
> language. The other package, ?Lattice C? is a bit expensive and I don't really
> know of its compatibility with ANSI.

Prospero C is a full C package (not actually made by Hisoft, I think the company is not longer active). It was one of, if not the best C developmental packages for the ST for quite some time. I have also read that it has excellent documentation for all the ST specific stuff (AES, VDI, etc.).

I believe ST Review had Prospero C on a coverdisk fairly recently. They probably can sell you the full manual set for the package as well, in addition to the back-issue. This could be a great way for you to get a fine commercial C package for little money. Good luck.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

394. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 18:53:46 UTC
From: peseb@freeport.uwasa.fi
Message-ID: <3745fq$2ma@zippo.uwasa.fi>
Source record: 179562

More Falcon Attention.... More Falcon Attention....
This Is What We Need,
Besides alot of the posts on comp.sys.atari.st are about
the Falcon, thus If we got our Own Newsgroup we'd lessen
the load on this one.

Falcon Owners World Wide Arise! :)
-Von.

FALCON030/4/85/FPU/SVGA+ A Fluffy TeddyBear. :)
--
Here's the Known and Unknown and inbetween are the
Doors....Open the Doors! -Jim Morrison.
##

395. Re: autoboot on mega STE

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 19:20:57 UTC
From: mhsmith@ornews.intel.com
Message-ID: <37472p$bnn@ornews.intel.com>
Source record: 179600

I've actually found a faster way that Atari probably didn't intend
for anyone to find, but:

Hit the reset button and then hit space before the hard drive
re-initializes. The system will then boot from the floppy.

If you wait for the hard drive to initialize.. and it doesn't take
long on mine, then it will boot from the hard drive.

Hitting CTRL-ALT-right shift-DEL will also give a cold boot. A little
easier on the hardware this way.

M

--
=-=-=-

396. Re: Mosaic?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 20:13:40 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.zq1G_hdeyYA@pluto.ping.de>
Source record: 179557

In <371o9j$2s8@lastactionhero.rs.itd.umich.edu>, jchung@umich.edu (John T. Chung) writes:
> Does anyone out there know if something similar to NCSA Mosaic is available
> for the ST/Falcon machines???
>
> I'd to cruise around the world-wide web once in a while...
>
>

Hi John,

keep on cruisin' thru the web with youre Atari and lynx.
It's "only" a text browser but it makes fun anyway.

cu, michi

--
* *
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

397. to whoever offered me Neo4/Geneva used

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 20:28:12 UTC
From: ralunsfo@uncc.edu
Message-ID: <374b0s$irp@news.uncc.edu>
Source record: 179567

I lost your email address and haven't heard from you....Offer still stand?

Russ
ralunsfo@unccsun.uncc.edu

398. What do these two programs do?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 20:46:57 UTC
From: clubok@physics10
Message-ID: <374c41$euc@agate.berkeley.edu>
Source record: 179593

Hi folks,

Having just bought a used hard disk drive, I inherited a good deal of software, some of it of quite mysterious nature. In particular, there are two programs in my AUTO folder whose function completely eludes me. Even the fellow who sold me the drive doesn't seem to know what they do. So if anybody knows what "DC Right" or the "Start Selector" are for, I'll be much obliged.

Thanks in advance,
Ken Clubok
clubok@physics.berkeley.edu

399. Re: Atari Portfolio?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 20:55:35 UTC
From: bdean@hpb.hwc.ca
Message-ID: <374ck7$grs@m.ehd.hwc.ca>
Source record: 179583

Robert Bryan (rbryan@ring13.cs.utsa.edu) wrote:
: Is there an atari portfolio newsgroup somewhere ?
: anyone ?

: Thanks in advance
: Bob

Try comp.sys.palmtops

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

400. Re: PEARL for Ataris ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 21:15:52 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <374dq8$fmb@Tut.MsState.Edu>
Source record: 179596

Rainer Krienke (krienke@informatik.uni-koblenz.de) wrote:

: The Subject says it all. Is there an implentation of the textprocessing
: language PEARL for Atari ST ??

: --
: --
: Rainer Krienke krienke@informatik.uni-koblenz.de
: Universitaet Koblenz,
: Rechenzentrum, Voice: +49 261 9119-641
: Rheinau 3-4, D-56075 Koblenz, Germany Fax: +49 261 9119-499
: --
I'm prettysure there is. I saw something called pearlX.lzh on the ftp site
archive.umich.edu

Brian

401. Re: What do these two programs do?

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 21:23:41 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <374e8t$fmb@Tut.MsState.Edu>
Source record: 179598

Kenneth S. Clubok (clubok@physics10) wrote:

: Hi folks,

: Having just bought a used hard disk drive, I inherited a good deal of
: software, some of it of quite mysterious nature. In particular, there
: are two programs in my AUTO folder whose function completely eludes me.
: Even the fellow who sold me the drive doesn't seem to know what they do.
: So if anybody knows what "DC Right" or the "Start Selector" are for, I'll
: be much obliged.

: Thanks in advance,
: Ken Clubok
: clubok@physics.berkeley.edu

I'm not sure about DC Right...
Start Selector replaces the GEM file selector with a much better selector box.
This ismainly intended for use with TOS 1.00, as it provides little click boxes
for choosing the disk drive/partition. With the old file selector in TOS 1.00
you were required to type in something like A:/*.* in a text box in order to
change the drive. If you are useing a TOS version gerater than 1.00 you don't
really need Start Selector, unless it offeres some extra features besides the
little disk drive icons.

402. Re: Problem: 1040ST Power Supply

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 22:00:00 UTC
From: Gerrit_Meyer@ol2.maus.de
Message-ID: <199410080000.a2558@ol2.maus.de>
Source record: 179560

Tom Smith wrote:
TS>Can anyone tell me if I tested this correctly?

Yes, you did. Your power supply is blown.

TS>Can anyone tell me where I can find a Power Supply?

Bad. Try finding someone blown his motherboard :-)

CU8R, Gerrit

Gerrit_Meyer@ol2.maus.de
Gerrit_Meyer@ol.maus.de
Gonzman@nor.zer.sub.org (do not use!)
Gonz.Meyer@Subetha.north.de

Do _never_ send any files/mails >48KB to maus.de-domains !!!!!

403. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 22:19:12 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Oct7.221912.23732@abo.fi>
Source record: 179569

> Having seen and used NeoDesk 4.0 running with Geneva installed on a
> Falcon you can kiss MagiC good-bye...!

...Hmmmm maybe when they get the Geneva to work with Papyrus Gold ;-) !

Until then: Geneva/NeoDesk are pretty useless for me and many others..

404. Re: HSC Falcon compatibility

Newsgroup: comp.sys.atari.st
Date: 1994-10-07 22:26:00 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <781614602.0@mettav.exnet>
Source record: 179592

On 5 Oct 94 at 17:25:46 (Derek Fountain) wrote the following:

I think it's Derek Fountain ;-), I remember you from fnet, turbonet.. :-)

> Does anyone know if Heat 'n' Serve C is Falcon compatible?

It produces Falcon friendly code AFAIK, except some of the GemFast stuff which craps out under MTOS etc.

The compiler should also run fine on the Falcon AIUI because Ian had two Falcon's at one time and modified the compiler to do so.

-Paul-

--
~=~=~=

405. Spectre GCR for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 00:22:01 UTC
From: av143@FreeNet.Carleton.CA
Message-ID: <CxBvop.GwL@freenet.carleton.ca>
Source record: 179564

Spectre GCR For Sale

Spectre GCR Mac Emulator with Mac ROMS Asking: $130 US

Please respond via email or contact Russell at (613) 831-8475.

R.A. Morris

Kanata, ON, Canada

406. Re: PORTFOLIO CABLE WANTED! And Info on Install

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 01:44:52 UTC
From: bseburn@alpha.vaxxine.com
Message-ID: <374tik$1f6@alpha.vaxxine.com>
Source record: 179576
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Krilovsky Kreutermann (krilov@u.washington.edu) wrote:
: I just recently got a 486-66, and would like to be able to use my
: portfolio to upload files to it. Where would I be able to find a
: cable for doing this, and would I need any special software, or other
: hardware for doing this.

You will need a Parallel Interface and a standard DB25 male to male
cable. The software you need to transfer files this way is supplied with
the Portfolio. There is also a Serial interface available, with this you
need to get a SMALL terminal program for the portfolio and transfer via
null-modem. I use the parallel version, its easier and the software is
built in to the PF, all you need is the software for the PC. You can also
print out whatever you want from the PF with this interface.

: Is Toad Computers still in business, and would this be something that they
: might carry?

Yes TOAD is very much still in business, and they used to carry
Portfolio stuff.. don't know if they still do or not.

If you need anything else (help wise) just ask, I've got one of these
things myself.

Brian...\

407. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 01:51:41 UTC
From: bseburn@alpha.vaxxine.com
Message-ID: <374tvd$1f6@alpha.vaxxine.com>
Source record: 179577

James E. Baumgardner II (jbaumgar@bronze.coil.com) wrote:

: Hi there. Since you are obviously not civilized enough to restrict
: E-mail conversations to E-mail, I have no qualms about raking you over
: the coals in public. I must apologize to the denizens of the net who are
: reading this, but Hutch (that's right, Hutch <hutch@ilmen.lanl.gov>)
: decided that he prefers whining in a public forum rather than dealing with
: criticism in a constructive manner.

I don't normally say anything for or against flames.. because they
waist everyones time. However, this time I must point out, that you sir,
are the whining one. I got Hutch's message about the 80 characters.. it
was a request, if no one wants to do it.. so be it, who cares! I surely
don't think it requires a flame fired off at him, and at the same time
I'm not sure it was right for him to put his reply in public. Maybe next
time if its not something YOU want to do... then don't.. ignore the
message instead of making a big deal out of it! Sheeesh!

408. FizzDizz on a TT!

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 03:35:57 UTC
From: Lawrence Wright <ylwm0118@yvr.cyberstore.ca>
Message-ID: <BK.BW.781587357.1103527590.ylwm0118@yvr.cyberstore.ca>
Source record: 179581

Gotta quick query, has there ever been an update for FizzDizz past
version 2.2??? I'm looking particularly for a version that doesn't
bomb when the editer window is activated, and one which will support
speeds past 19200.

That is a BIG problem, I've got a 28.8 and I hate every term but FizzDizz!
What's a TT owner to do?

Sigh. Any ideas?

L.

409. Nova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 03:37:23 UTC
From: Lawrence Wright <ylwm0118@yvr.cyberstore.ca>
Message-ID: <BK.BW.781587443.377401575.ylwm0118@yvr.cyberstore.ca>
Source record: 179582

I've just ordered a Nova card for my TT... Apparently all the instructions are in German... Any ideas on implementation etc?

And does it run Calamus???

L.

410. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 04:06:34 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3755sa$f48@terminator.rs.itd.umich.edu>
Source record: 179568
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 8662 Oct 1 15:03 ./Applications/0index
-rw-r--r-- baldrick 6528 Oct 1 13:08 ./Applications/AtariWorks/aw_alin2.lzh
-rw-r--r-- baldrick 4352 Oct 1 13:08 ./Applications/AtariWorks/aw_bscrd.lzh
-rw-r--r-- baldrick 2816 Oct 1 13:12 ./Applications/AtariWorks/columns.lzh
-rw-r--r-- baldrick 8192 Oct 1 13:08 ./Applications/AtariWorks/aw_check.lzh
-rw-r--r-- baldrick 56576 Oct 1 13:09 ./Applications/AtariWorks/aw_flora.lzh
-rw-r--r-- baldrick 30080 Oct 1 13:11 ./Applications/AtariWorks/aw_frame.lzh
-rw-r--r-- baldrick 3712 Oct 1 13:11 ./Applications/AtariWorks/aw_inv.lzh
-rw-r--r-- baldrick 5760 Oct 1 13:11 ./Applications/AtariWorks/aw_patch.lzh
-rw-r--r-- baldrick 8448 Oct 1 13:11 ./Applications/AtariWorks/aw_praln.lzh
-rw-r--r-- baldrick 2688 Oct 1 13:11 ./Applications/AtariWorks/aw_rcpbk.lzh
-rw-r--r-- baldrick 4480 Oct 1 13:11 ./Applications/AtariWorks/aw_rlrs1.lzh
-rw-r--r-- baldrick 57984 Oct 1 13:12 ./Applications/AtariWorks/aw_scpbk.lzh
-rw-r--r-- baldrick 10112 Oct 1 13:15 ./Applications/AtariWorks/wks_invc.zip
-rw-r--r-- baldrick 1408 Oct 1 13:08 ./Applications/AtariWorks/aw_book.txt
-rw-rw-r-- entropy 11896 Oct 1 15:28 ./Diskutils/0index
-rw-r--r-- baldrick 11520 Oct 1 13:12 ./Diskutils/cdlistn2.lzh
-rw-r--r-- baldrick 24867 Oct 1 17:50 ./Games/0index
-rw-r--r-- baldrick 84915 Oct 1 13:13 ./Games/Combat/midimaz3b.zip
-rw-r--r-- baldrick 471808 Oct 1 13:13 ./Games/Adventure/lpmud312.lzh
-rw-r--r-- baldrick 144629 Sep 28 13:46 ./Games/Space/trek_st.zoo
-rw-r--r-- baldrick 75008 Oct 1 13:12 ./Games/Space/JITTRBUG.ZIP
-rw-r--r-- baldrick 57115 Oct 1 17:43 ./Games/Cards/sz_poker.zoo
-rw-r--r-- baldrick 132886 Sep 27 10:50 ./Sound/zerox96d.zip
-rw-r--r-- weiner 4176 Oct 1 15:30 ./Sound/0index
lrwxr-xr-x baldrick 25 Oct 1 15:29 ./Sound/cdlistn2.lzh -> ../Diskutils/cdlistn2.lzh
-rw-rw-r-- entropy 28452 Oct 1 15:40 ./Utilities/0index
-rw-r--r-- baldrick 14720 Oct 1 13:12 ./Utilities/gram_110.zip
-rw-r--r-- baldrick 121079 Oct 1 18:32 ./0ls-lR.Z
-rw-r--r-- baldrick 18637 Sep 29 18:05 ./Programming/gbp_ext.zip
-rw-r--r-- baldrick 2816 Sep 29 12:09 ./Programming/getrez0m.zip
-rw-r--r-- baldrick 38181 Sep 29 18:03 ./Programming/specshow.zip
-rw-r--r-- entropy 6314 Oct 1 17:22 ./Programming/0index
-rw-r--r-- baldrick 4608 Oct 1 13:13 ./Programming/mtosname.zip
-rw-r--r-- baldrick 120767 Oct 1 18:33 ./0ls-lRc.Z
-rw-r--r-- baldrick 43136 Oct 1 13:12 ./Falcon/Telecomm/fmterm1h.lzh
-rw-r--r-- baldrick 137320 Oct 1 13:15 ./Network/Uucp/uucpv2.arc
-rw-r--r-- boydm 3590 Oct 1 16:42 ./Network/0index
-rw-r--r-- baldrick 53864 Oct 1 13:12 ./Network/News/bsnews.arc
-rw-r--r-- baldrick 150321 Oct 1 18:30 ./0compind.Z
-rw-r--r-- baldrick 370780 Oct 1 18:30 ./0index
-rw-rw-r-- weiner 8702 Oct 3 19:22 ./Applications/0index
-rw-r--r-- boydm 0 Oct 3 11:41 ./Applications/Dtp/poster.zip.appears.to.be.corrupted
```

```
-rw-r--r-- baldrick 3456 Oct 3 19:16 ./Applications/AtariWorks/aw_hminv.lzh
-rw-r--r-- baldrick 24921 Oct 3 19:28 ./Games/0index
-rw-r--r-- baldrick 33461 Oct 3 19:16 ./Games/Kids-games/bodyshop.lzh
-rw-rw-r-- entropy 28452 Oct 3 19:31 ./Utilities/0index
-rw-r--r-- baldrick 14582 Oct 3 19:18 ./Utilities/Virus/uvd242.lzh
-rw-r--r-- baldrick 121425 Oct 3 19:48 ./0ls-lR.Z
-rw-rw-r-- entropy 1466 Oct 3 19:25 ./Tt/0index
-rw-r--r-- baldrick 43264 Oct 3 19:17 ./Tt/shoot.zip
-rw-r--r-- baldrick 121401 Oct 3 19:51 ./0ls-lRc.Z
-rw-r--r-- baldrick 4420 Oct 3 19:16 ./Network/Midi/mdneteng.zip
-rw-r--r-- boydm 3685 Oct 3 19:35 ./Network/0index
-rw-r--r-- baldrick 149447 Oct 3 19:47 ./0compind.Z
-rw-r--r-- baldrick 371408 Oct 3 19:47 ./0index
-rw-rw-r-- weiner 8747 Oct 5 09:41 ./Applications/0index
-rw-r--r-- baldrick 398913 Oct 1 17:27 ./Applications/Astronomy/vyger31a.zip
-rw-r--r-- baldrick 25180 Oct 5 11:33 ./Games/0index
-rw-r--r-- baldrick 118433 Oct 3 20:00 ./Games/Strategy/conqu07b.zip
-rw-r--r-- baldrick 137305 Feb 19 1994 ./Games/Strategy/conquest.tos
-rw-r--r-- baldrick 312 Oct 5 11:25 ./Games/Adventure/lpmud312.txt
-rw-r--r-- entropy 14143 Oct 5 10:10 ./Graphics/0index
-rw-r--r-- baldrick 102448 Sep 28 12:37 ./Graphics/Fractals/fracplay.zip
-rw-r--r-- baldrick 4273 Oct 2 13:01 ./Utilities/fozci.zip
-rw-r--r-- baldrick 20376 Sep 27 09:29 ./Utilities/unformat.zip
-rw-rw-r-- entropy 28591 Oct 5 10:44 ./Utilities/0index
-rw-r--r-- baldrick 121801 Oct 5 12:12 ./0ls-lR.Z
-rw-rw-r-- entropy 1587 Oct 5 09:53 ./Tt/0index
lrwxr-xr-x baldrick 38 Oct 5 09:38 ./Tt/vyger31a.zip ->
../Applications/Astronomy/vyger31a.zip
lrwxr-xr-x baldrick 30 Oct 5 09:51 ./Tt/conqu07b.zip -> ../Games/Strategy/conqu07b.zip
-rw-r--r-- baldrick 121549 Oct 5 12:14 ./0ls-lRc.Z
-rw-r--r-- baldrick 7696 Oct 5 09:55 ./Falcon/0index
lrwxr-xr-x baldrick 41 Oct 5 09:37 ./Falcon/Applications/vyger31a.zip ->
../../Applications/Astronomy/vyger31a.zip
lrwxr-xr-x baldrick 33 Oct 5 09:54 ./Falcon/Games/conqu07b.zip ->
../../Games/Strategy/conqu07b.zip
-rw-r--r-- baldrick 150251 Oct 5 12:10 ./0compind.Z
-rw-r--r-- baldrick 373059 Oct 5 12:10 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

411. Re: *NVDI PROBLEMS!*

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 04:27:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199410080627.a38115@wi2.maus.de>
Source record: 179570

In article <amez1.35.2E93469B@pfs01.cc.monash.edu.au>, Anthony Mezin (amez1@pfs01.cc.monash.edu.au) wrote:
>I have been given a copy of NVDI V2.50. Unfortunately the entire program is
>in German!! Can someone please tell me how to install NVDI.
>
>I read a review of NVDI in an older issue of ST Review which said that
>installing the program was easy. All that is required is to use the
>installation program on the disk, enter your name, address and serial number
>and the drive you want to boot NVDI from. What does it mean by "DISK SERIAL
>NUMBER" and "ADDRESS"????
>
>If you know how to install NVDI V2.50 please P-mail me on;

Well. Buy a legal copy, and you'll get manuals and serial numbers.

412. Re: Looking for a copy of First Word Plus

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 05:00:00 UTC
From: Scott Evans <evans@cts.com>
Message-ID: <CxC8K0.78t@crash.cts.com>
Source record: 179467

In article <9409301349.AA07238@ilmen.lanl.gov> Hutch,
hutch@ilmen.lanl.gov writes:
>In article L676791@LMSC5.IS.LMSC.LOCKHEED.COM,
>L676791@LMSC5.IS.LMSC.LOCKHEED.COM () writes:
>>
>>Hey Scott - If you bought your copy of First Word Plus legitimately,
why don't
>>you contact the company, and give them your receipt and serial number,
and ask
>>them to send you a backup disk? It probably would't cost more than a
few
>>bucks. Of course, that's if your copy of First Word Plus is legit. If
not, I
>>would advise not using this Usenet category to look for pirate software.
>>---Mark van Wyk

I'm not exactly sure how looking to buy a legitimate copy of First Word Plus qualifies as piracy but I guess there will always be a paranoid member in the crowd. Seems a little strange that I get accused of being a pirate just because I want to buy a piece of software. I had rather assumed it would be easier to buy another copy than to get a replacement for what is now about 6 year old software. I'm quite sure I don't have a receipt any longer as I haven't even used the st in about 3 years. I'm just now getting it out of the closet because my parents are interested in a cheap word processor. As I don't seem to be having much luck locating a replacement copy I'd appreciate it if someone could provide a manufacturer contact number or even let me know if one exists.

Scott Evans
(evans@cts.com)

"The opinions expressed here are not necessarily mine but I can't get anyone else to claim them"

413. MISTAKENLY POSTED

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 05:02:46 UTC
From: joebev@ix.netcom.com
Message-ID: <37595m$qrk@ixnews1.ix.netcom.com>
Source record: 179465
Cross-posted to: bc.general,comp.sys.amiga.misc,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.misc,comp.sys.atari.st

My apologies to all of you out there. I accidentally posted two requests to see if anyone wanted my modem and box of OS/2. I'm new to the Internet and somehow attached my posts to someone elses (in the form of a reply). The person had cross-posted (it seems) to practically every Usenet from Australia to Russia. Mine, unfortunately, went along for the ride. I had not intended those posts to go to most of the forums in which they ended up.

The responses I got from those posts ranged from very earnest parties interested in the items I had... to many who politely alerted me to my cross-posting error... to (quite disturbing to me) angry and insulting people who blindly assumed I had done it deliberately. Some of those posts actually spewed forth obscene language at me (and they had the nerve of accusing "me"of misusing the Internet!

To all of you who stumbled upon my two posts and foundthey they did not belong in your forum, again I am truly sorry for the mistake. It won't happen again.

414. Re: US Comp Stores-email?

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 05:28:36 UTC
From: tdcflcn@infinet.com
Message-ID: <375am4$4u9@rigel.infinet.com>
Source record: 179463

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:

: Does anyone know of any US computer stores that have e-mail addresses ?

Toad Computers can be reached at TOAD@genie.geis.com
570 Governor Ritchie Highway
Severna Park, MD 21146-2925
U.S.A.

This is a very big Atari dealer, I've had no problems getting anything
I order. They also have a 52 page catalog of Atari stuff.

Tom

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

415. Re: Of Lasers and Men - Where?

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 05:32:10 UTC
From: tdcflcn@infinet.com
Message-ID: <375asq$4u9@rigel.infinet.com>
Source record: 179464

Sander Stoks (sanders@sci.kun.nl) wrote:
: Hi,

: As the subject says, I'm looking for the Falcon-game `Of Lasers and
: Men', but could'n find it on a.a.u.e. Any clues about its
: whereabouts?

Try nic.switch.ch or wuarchive.wustl.edu

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

416. Re: Nova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 06:45:26 UTC
From: Lexicor@world.std.com
Message-ID: <CxCDFq.2IM@world.std.com>
Source record: 179468

In article <BK.BW.781587443.377401575.ylwm0118@yvr.cyberstore.ca>,
Lawrence Wright <ylwm0118@yvr.cyberstore.ca> wrote:
>
>I've just ordered a Nova card for my TT... Apparently all the instructions
>are in German... Any ideas on implementation etc?

Lawrence,

that is not correct, Lexicor provides all the english documentation
and all the English Software for it. Please contact us at either
info or support@lexicor.com

36 Queensberry, suite 6
Boston, MA 02215
Tel: (617) 437 0414
Fax: (617) 437 9413

>
>And does it run Calamus???

Yes it does run Calamus SL, and with the special cookie driver
even supports 15/16 and 32bit (as well as 24bit)

Thank you

Yat @ Lexicor

>
>L.
>
>

417. No more confirmations please!

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 07:53:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199410080953.a11586@a2w.maus.de>
Source record: 179580

Many many thanks to the following people who have confirmed that
MausNet is gated *into* comp.sys.atari.st

Blair Dean
Mickey Boyd
Jochen Skupin
blade01@pplnet.com (whoever you are!)

Ian_Taylor@a2w.maus.de Hmmm, maybe time I had a new signature?

418. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 08:25:02 UTC
From: markvanwyk@aol.com
Message-ID: <375l0u$gbn@newsbf01.news.aol.com>
Source record: 179585

In article <374tvd$1f6@alpha.vaxxine.com>, bseburn@alpha.vaxxine.com (Brian Seburn) writes:

Call me dense ("hi, Dense'), but I now have access to USENET from two computers, a Mac at work on a UNIX based communications system; and on an Atari Mega STe emulating a Macintosh using Spectre GCR and logged onto America On-Line - - - and I don't know how to adjust the margin width on either system when posting to USENET! ON AOL I let the text wrap. On the UNIX system at work, I hit returns at the end of each line or tab to the next line. Depending on what kind of computer one is using, it either looks OK or it looks goofy, with big blanks between lines. Asking folks to restrict to 80 character width is not an unreasonable request, it's just that lamers like me don't know how! Hope that's not too uncool to admit on the net! ---Mark van Wyk

419. Stardust demoversion available on FTP

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 09:16:06 UTC
From: kkallio@vipunen.hut.fi
Message-ID: <kkallio.781607766@vipunen.hut.fi>
Source record: 179590
Cross-posted to: comp.sys.atari.st,maus.sys.atari.software,sfnet.atk.atari

I have just uploaded a demo version of a tunnel-section of a game called
"Stardust" to following ftp-sites:

ftp.uni-kl.de
ftp.funet.fi

I will also upload it to atari.archive.umich.edu as soon as I can get a
connection.

Get the files sdtunnel.lha and sdtunnel.readme. They may not be visible
right now, but usually it doesn't take very long from the ftp stuff to
move them to the appropriate directory.

The original Amiga-version as well as this Atari-conversion are published
by Bloodhouse Ltd. The Atari conversion is made by Aggression.

The final game, as well as this demo, works with STe, MegaSTe, ADSpeed 16
and Falcon 030. It requires 1 Mb.

I guarantee that this demo will blow your socks off when you see it!

Kiia Kallio
Lance/Aggression
kkallio@vipunen.hut.fi

420. Re: ScreenBlaster2 v BlowUP

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 10:26:54 UTC
From: fvdakker@sterbbs.nl
Message-ID: <03538VPGBRUVBJEQQII@sterbbs.nl>
Source record: 179586

samcgee@crl.com wrote:

sa>Is NVDI 3.0 currently available?

It is in Holland :=)

Frits.

Frits van den Akker == fvdakker@sterbbs.nl
JFA Software == Internet

* TailMail 2.1 #031 *

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

421. Re: ScreenBlaster2 v BlowUP

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 10:26:54 UTC
From: fvdakker@sterbbs.nl
Message-ID: <03531VPGBRUVBJEQQII@sterbbs.nl>
Source record: 179587

vlefevre@ens-lyon.fr wrote:

vl>In article 029929UTBMNWIBQEVFNL@sterbbs.nl, fvdakker@sterbbs.nl
vl>writes:
vl>> I only have one strange thing: when I use NVDI (2.42) the
vl>> systemfont is smaller, but most programs don't recognise this and
vl>> think it is bigger. This is giving serious problems once in a
vl>> while; even GEM doen't recognises it!
vl>
vl>I have no problem with SB 1/SB 2 and NVDI 2.5.
vl>Are you sure that your ASSIGN.SYS is correct?

I don't have an idea. It was installed when I bought my Falcon.

Frits.

Frits van den Akker == fvdakker@sterbbs.nl
JFA Software == Internet

* TailMail 2.1 #031 *

--
|[From]===|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

422. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 10:49:30 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <375tfq$89l@golem.wcc.govt.nz>
Source record: 179591
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <37208d$efs@loose.apana.org.au>, julian@loose.apana.org.au (Julian Gifford) writes:
>Glenda MOON (s9205525@otto) wrote:
>: Well Roger, from what I have gathered you are not a FzDt fan, but
>: I cannot go along with the fact that Flash 1.6 is a better program.
>: It is soooooo slooooooowwwwww.
>
>: I agree totally. After exhaustive testing of MANY programs, nothing
>: touches FreezeDriedTerminal 2.20.
>: julian@loose.apana.org.au

To me FDT is the bigest piece of crap that I have ever come accross,
its writen in GFA, that can never be faster that assembly..

And mostly used by teenagers....

Try using FDT on a Vax....

Note: all that glitters is no Gold....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

423. ARJ....

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 11:49:42 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <37610m$8us@golem.wcc.govt.nz>
Source record: 179595

Hi does any one know any thing about this file on tu-clausthal.de

arj992.tos sym-link arj.exe (dos) full kompatible

Is this a full ARJ archiver for the Atari....??

Also can some one fix there Gopher server so people can get files,
.TOS files are being listed as TEXT.....???

I find that this is a very BIG problem with Gopher servers
every were, to me a big wast of time, if you are going to have Gopher
support, Please do it correctly... Thanks....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

424. Re: Mac hd on atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 11:54:00 UTC
From: Johann_Horaczek@a2w.maus.sub.org
Message-ID: <199410081354.a11606@a2w.maus.de>
Source record: 179584

```
GM>: Ok first of all you need a scsi host adaptor, like the "LINK".
GM>: But even so, not all scsi's are scsi's, you must be able to
GM>: disable "parity".

The "LINK" can handle both, so there is no need for this.

Bye bye
Horaczek
```

425. Kabold v MAXIfile..

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 12:04:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3761rg$8us@golem.wcc.govt.nz>
Source record: 179597

Kabold Help...

I have found a feature with MAXIfile, but can Kabold do the same thing...??

MAXIfile has a Copy files option, that will Auto select files
that will fit the destination, good for copying files to floppy, it will select
the files that fit...

How does Kabold replace the TOS Copy/Move/Format and delete, is this a TSR
patch, not mentioned in the Demo and addverts...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

426. Re: sh204 = scsi or what?

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 12:30:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199410081430.a31194@m4.maus.de>
Source record: 179495

>What would a 20 meg atari sh204 be? RLL like a megafile30?
>Shouldn't this be in the faq? (not when I looked at my old
>hard copy)

The SH204 is an Atari ACSI-to-SCSI host adaptor (one SCSI device only, no parity bit), an Adaptec 4000A SCSI-to-MFM controller (one or two MFM devices) and either a Seagate ST225 or Tandon 262 drive (20 MB MFM, the Seagate being 5,25" and the Tandon 3,5").

Funny enough, this oldest of all Atari hard drives is the only one that works on the Falcon030: Just remove the host adaptor.
Furthermore, one can remove the Adaptec and the drive and replace with a plain SCSI drive.
And last but not least, one can add a second MFM drive (driver with LUN support needed).

bye, Peter

427. Re: TOS in RAM

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 13:36:39 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <376798$nr6@ugle.unit.no>
Source record: 179599

Hutch@ilmen.Lanl.Gov,
In a message on 7 October, wrote :

hR> And while it wouldn't be strictly legal, someone could just
hR> give you a copy of TOS 1.0 on disk if you can find someone who
hR> still has it. I doubt if even _Atari_ would complain. :)

Heh, I still got my original System disk from my first Atari.
It's got TOS 0.9 something, mushrooms instead of bombs, and nice Norwegian
text. I doubt he is interested in that one - you get to see the bombs a lot :-)
(Not to mention that the Norwegian text could be confusing - although I
remember that some of it wasn't even translated, it appeared in German....)
It won't run on any of my current '030 machines, but I am planning on
getting one of the original (small) 520's if I can locate a cheap one.

hR> -Hutch- @ Fair Dinkum Tech

Erling

 ATP/Unix 1.40 This is my tagline.

428. JPEG file viewer?

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 13:45:27 UTC
From: jchung@umich.edu
Message-ID: <3767pn$j36@lastactionhero.rs.itd.umich.edu>
Source record: 179480

Does anyone out there know of any simple JPEG file viewer available on the internet? I seem bo to be able to find one.

429. Re: What do these two programs do?

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 13:51:39 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37685b$m4c@mailer.fsu.edu>
Source record: 179588

Kenneth S. Clubok (clubok@physics10) wrote:
> Having just bought a used hard disk drive, I inherited a good deal of
> software, some of it of quite mysterious nature. In particular, there
> are two programs in my AUTO folder whose function completely eludes me.
> Even the fellow who sold me the drive doesn't seem to know what they do.
> So if anybody knows what "DC Right" or the "Start Selector" are for, I'll
> be much obliged.

DC Right is probably available on atari.archive.umich.edu with full docs.
My guess is that it affects the right mouse button in some way (perhaps
making it act as a non-instant left button, or perhaps a single click on
right equals a double click on the left).

Start Selector is an alternate file selector (the dialog which pops up
whenever a program wants you to select a file). The one that comes with TOS
on versions earlier than 1.4 pretty much suck, and even the later ones
don't have a lot of bells and whistles. Try Selectric and Universal Item
Selector 3 to see some really good file selectors. UIS3 is an absolutely
must-have for me. The nice thing about having a fancy file selector is that
virtually any program will give you access to it, so you can format disks,
move/copy/rename files, create folders, etc. etc without having to go back
to the desktop.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

430. Re: What do these two programs do?

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 13:55:30 UTC
From: julian@loose.apana.org.au
Message-ID: <3768ci$377@loose.apana.org.au>
Source record: 179451

Kenneth S. Clubok (clubok@physics10) wrote:

: Hi folks,

: Having just bought a used hard disk drive, I inherited a good deal of
: software, some of it of quite mysterious nature. In particular, there
: are two programs in my AUTO folder whose function completely eludes me.
: Even the fellow who sold me the drive doesn't seem to know what they do.
: So if anybody knows what "DC Right" or the "Start Selector" are for, I'll
: be much obliged.

: Thanks in advance,
: Ken Clubok
: clubok@physics.berkeley.edu

: I think that DC Right allows you to do something with the right mouse
: button. Perhaps move files when dragging instead of just copying them.
: Try it and see.
--
julian@loose.apana.org.au

431. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 13:57:42 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CxCxG6.BBH@nntpa.cb.att.com>
Source record: 179453

The biggest problem with starting up yet another Atari newsgroup is the proliferation of cross posts - forced by our shared common peripherals and software. Before trying to start a new newsgroup- think about the extra messages that will innundate both groups because of our very common coupling.

I record many messages - with eitheran .st or a .fal ending. The ones that are truly .fal are pretty darn limited. .st still outruns it by about 11:1 by my count fromast month's collection.n.

When the RFD comes out, you'll get my NO vote. Wayne

432. Re: FizzDizz on a TT!

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 13:58:16 UTC
From: julian@loose.apana.org.au
Message-ID: <3768ho$3ad@loose.apana.org.au>
Source record: 179452

Lawrence Wright (ylwm0118@yvr.cyberstore.ca) wrote:

: Gotta quick query, has there ever been an update for FizzDizz past
: version 2.2??? I'm looking particularly for a version that doesn't
: bomb when the editer window is activated, and one which will support
: speeds past 19200.

: That is a BIG problem, I've got a 28.8 and I hate every term but FizzDizz!
: What's a TT owner to do?

: Sigh. Any ideas?

: L.

: Don't hold your breath waiting for a new version. That's what I read.
: Shame, it's the best around.
--
julian@loose.apana.org.au

433. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 14:05:06 UTC
From: ritz@ritz.mordor.com
Message-ID: <CxCxsI.7Bz@ritz.mordor.com>
Source record: 179456

```
Requiem (cm3hirjd@soc.staffs.ac.uk) wrote:
: I assume there is no dedicated falcon newsgroup. I'd like to change
: that, does anyone have the details for creating a comp.sys.atari.falcon,
: I know it has to be voted in but I feel it is a worthy addition to the
: very limited atari newsgroups available (great though they are).

Why create a newsgroup for an orphaned computer? How many Falcons
are actually out there?

Chris
--
Christopher Mauritz | Ask me about public access unix
ritz@mordor.com | and interactive internet services.
Mordor International BBS | BBS: (201)433-7343,(212)843-3451
Jersey City, NJ | FAX: (201)433-4222
```

434. Figlet

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 14:12:59 UTC
From: julian@loose.apana.org.au
Message-ID: <3769db$3ep@loose.apana.org.au>
Source record: 179454

I got a copy of Figlet and Figfonts but I can't get it to work.
It does crash my STE very well 'though :-{
I've tried lots of commands after double clicking on figlet.ttp.
What am I doing wrong?
Thanks....Julian.
--
julian@loose.apana.org.au

435. Re: Hardware for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 14:16:14 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CxCyB3.Byz@nntpa.cb.att.com>
Source record: 179455

In article <Cx9vBE.1ww@cix.compulink.co.uk>,
BARRY WILSON <wilsontjb@cix.compulink.co.uk> wrote:
>In message <36rl57$1qn@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk said:
>
>>>A DSP modem..... good luck!
>>
>>Wouldn't this be a software thing? (I thought that was the whole point of
>>a DSP modem...)
>
>There would still be additional hardware between the Falcon and the phone
>line.

The real point of a "software" modem isn't to beat the price of current modems but to give you something that has more expandability than current modems - you simply change the software on the next purchase instead of also changing the hardware. SO they up the speed, the software modem can do that in seconds. So they add a new encoding method, again, seconds to change in software with no hardware change. They develop a new "product" which still uses phone line interface (just like Fax was once new). No problem - a small software change and you are there already - again, no new hardware.

This is the essence of the software modem. Where does it fail - when the speeds become so fast that only hardware can do the job. That software is just too slow.

How about adding ISDN access over either a B or D channel to a software modem (although here the phone interface may have changed slightly - seems to me more lines run from the box for our ISDN phones.) - or maybe you provide packet switching over ISDN on the software modem - there all you would need is te software modem with appropriate software (in fact, you don't need the A/D hardware.)

Modems becoming so cheap may be what's holding up the acceptance of ISDN (but guess that is a bit off topic here.) Sorry for the digression. Wayne

436. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 15:01:24 UTC
From: contacts@mits.mdata.fi
Message-ID: <376c84$3un@prime.mdata.fi>
Source record: 179457

```
In article <3745fq$2ma@zippo.uwasa.fi>,
Peter Back <peseb@freeport.uwasa.fi> wrote:
>
>More Falcon Attention.... More Falcon Attention....
>This Is What We Need,
>Besides alot of the posts on comp.sys.atari.st are about
>the Falcon, thus If we got our Own Newsgroup we'd lessen
>the load on this one.
>
> Falcon Owners World Wide Arise! :)
> -Von.
>
>FALCON030/4/85/FPU/SVGA+ A Fluffy TeddyBear. :)

Yes! Falcon is not ST or TT - It's a quite different machine and
it sure deserves it's own Newsgroup.
Please give info when the group is reality :-) I'll join it right away!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)
---------------------------------------------------------------------
Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinberg's
CubaseAudio2.01/CubaseScore2/6Gerbils/LotsOfMidistuff/200YearOldBass/
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki!
---------------------------------------------------------------------
```

437. Re: PEARL for Ataris ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 16:11:44 UTC
From: theo@mailmak.ping.de
Message-ID: <941008676@mailmak.ping.de>
Source record: 179459

Rainer Krienke (krienke@informatik.uni-koblenz.de) wrote:

: The Subject says it all. Is there an implentation of the textprocessing
: language PEARL for Atari ST ??

There is a version for MiNT available at ftp.germany.eu.net (mintperl.zoo).

cheerio Theo

438. Re: Know a good comms prog ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 16:19:21 UTC
From: millert@grad.csee.usf.edu
Message-ID: <376gq9$71f@mother.usf.edu>
Source record: 179458

Ansy Maccallum (mindbomb_bbs@delphi.com) wrote:
: Steve Wells <wells_s@ix.wcc.govt.nz> writes:
:
: >ANSIterm isn't too bad (Only uses XYZ.TTP, but you could just rename
: >RZ.PRG or SZ.PRG to XYZ.TTP to suit your needs). Other than that most
:
: ..yeah, the default font is really ugly, its the first thing I changed when
: I got Ansiterm! :)

What did you change it TO? There are a very limited number of ways you
can make a character look with only 4x8 pixels to work with.

:
: Gotta Applaud Tim Miller for a great job though, pity there seems to be no
: further development on it since 1.91 (that I'm aware of as a reg'd user)

There is no further development on it because I can't get Laser C to run
on the Falcon.

: ..I wouldve like to have seen ANSImate so i could call up accessories etc.,

ANSIMate IS the desk accessory.

ANSI Link is the next terminal program, and I'm currently working on it.
(In those rare instances when I have a little free time)

: Free Disk Space etc, would be nice, theres a lot of times Ive wasted d/ls
: with "FULL" type errors! (Hmmm... reanaming RZSZ - GOOD IDEA!)
:

And as for XYZ, Zmodem isn't an easy protocol to implement. I had a hard
enough time with X, Y, and F modem.

Anyone know where I can get the omen docs on Zmodem?

439. Re: Figlet

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 16:23:32 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <376h24$3h5@mailer.fsu.edu>
Source record: 179594

Julian Gifford (julian@loose.apana.org.au) wrote:
> I got a copy of Figlet and Figfonts but I can't get it to work.
> It does crash my STE very well 'though :-{
> I've tried lots of commands after double clicking on figlet.ttp.
> What am I doing wrong?

Worked fine for me on a MegaSTE. I am using Gulam as a command shell from
which to run it. Perhaps you should try a shell (though I'm not sure why
that would matter)?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

440. Re: Syquest 88MB cartriges format for Atari TT and IBM PC

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 16:28:42 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <781669392.0@mettav.exnet>
Source record: 179485

On 6 Oct 94 at 08:57:26, Fabian did truly state.....

FM> DOS formated Syquest 88MB cartridges? Where can I get them on the
FM> net.
Hmmm, what hard disk software you using? The reason I ask is that I have a Floptical drive and use the ICD Pro 6.55 software. When I format the Floptical disks the software asks me if i want to format them in Atari format or Compatible format, I would assume that it would be something similar for the Syquest drives.

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

441. Re: NVDI 3.0 available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 17:23:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199410081923.a10175@pb2.maus.de>
Source record: 179494

On Thursday October 6th at about five past three
sammcgee@crl.com (*Sam McGee*) happened to write:

SM>Is NVDI 3.0 currently available?

All registered German User received an update-mailing during the last couple of days. I immediately returned mine and now I'm waiting for the disk to arrive. It should happen next week I believe.

/Hendr!k/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

442. Re: WINX 2.3g

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 17:29:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199410081929.a10176@pb2.maus.de>
Source record: 179496

On October 6th at about twenty-five past six
vctec@westminster.ac.uk (*Denesh Bhabuta*) happened to write:

DB>Someone please help...as i would like it to go on HENSA...as it is a
DB>brilliant program, and much improved over v2.2

You'd rather not do that.

All versions of WinX > 2.2 are for personal beta-test only. And should not be
made available on any other mailbox or ftp-server.

That's the way it is, sorry.

/Hendr!k/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

443. comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 17:44:44 UTC
From: gaghon@nevada.edu
Message-ID: <376lqc$kf0@news.nevada.edu>
Source record: 179460

That would be nice! Lets give it a try.

Vince

444. GNU G++ problem

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 18:18:34 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <376npq$97p@nyheter.chalmers.se>
Source record: 179461
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a problem with the GNU G++ compiler. I can compile C++ files without problems, but when it comes to linking it doesn't work. The strange thing is that I can compile the files from GNU-Shell with exactly the same setup!

I have the g++.olb and try to compile with the option -lg++.olb with no success. C-files can be compiled and linked without problems.

Any suggestions of what might be wrong is appriciated...

Christer.
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

445. WANTED:The Game "Shuttle" Space flight Sim

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 18:47:38 UTC
From: havok@eskimo.com
Message-ID: <CxDArs.36w@eskimo.com>
Source record: 179462

I am looking for the Game Shuttle The space Shuttle Simulator! I will pay handsomely to anyone who wants to part with this game and/or Trade but,I will pay $ for it name your price. Reply thru E-mail please thank you

Dan Stanley (havok@eskimo.com)

--

\\\\\\\\\\\\\\\\\\\\ havok@eskimo.com
//////////////////// HAVOK ////////////////////

446. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 21:05:21 UTC
From: sammcgee@crl.com
Message-ID: <3771ih$51p@crl4.crl.com>
Source record: 179469
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:

: To me FDT is the bigest piece of crap that I have ever come accross,
: its writen in GFA, that can never be faster that assembly..

: And mostly used by teenagers....

: Try using FDT on a Vax....

: Note: all that glitters is no Gold....

Whether I like FDT is irrelevant but I noticed you used a very poor
argument.

All that is written in GFA is not crap...

All that is used by teenagers is not bad...

447. Re: MiNTNet SLIP and TIA anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 21:10:55 UTC
From: bug@eskimo.com
Message-ID: <CxDHEo.ACI@eskimo.com>
Source record: 179470

michi@pluto.ping.de (Michael Plonus) writes:

>I'm using MiNT-NET doing SLIP every day. All important
>clients are ported from BSD/Linux/Unix to MiNT as ftp, telnet, lynx,
>RPC, nfs, ping, ntalk, udpprobe, irc ...

>What do you need?
> a MiNT version higher than plain 1.10
> Minixfs 0.6pl10
> MiNT-OS of S. USHER
> and MiNT-NET (0.53 is the current version)
Yup. I'm up to date on all the code versions.

Well, I'm pleased to say that at this very moment I'm connected via
SLIP on my ST to the internet using TIA on the host.

It's taken all night (I was up all night :) to get the thing working
properly, mostly caused by having to hack modm0dev.c and the network
files in /etc. At this time, telnet works perfectly. However, I'm
having some problems with ftp. I've already downloaded the vanilla BSD
source for it and used it instead of the ftp-03 in the net.tools
archive. It's still a bit flaky, but better than the original.
I reckon part of the problem may be data overruns in modm0dev. I
can think of a few optimisations on that code, so there's hope...

>What are the pitfalls?
>I can't see any pitfalls yet.

Well, lack of documentation on the MiNTNET resolver doesn't help...
I've only now got it figured out so I can type "telnet src.doc.ic.ac.uk"
and get MiNTNET to query the ip address from TIA.

I've also had some mysterious crashes of MiNT where the syslogd exits
with signal 15 for no apparent reason. Sometimes it exits when I
do an "ls -l" of /usr/etc, which is where syslogd is located. <boggle>

Cheers, Steve

448. Re: Are there any DSP Modems?

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 21:12:36 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <377204$hrg@golem.wcc.govt.nz>
Source record: 179472

Doesn't DSP modem refer to the thing that plugs into the Falcon and uses
the DSP chip as a modem rather than the normal external hardware modem?

449. St-Guide

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 21:15:30 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <37725i$hrg@golem.wcc.govt.nz>
Source record: 179473

I see virtually every package I download lately has both ST-Guide HYPErtext _and_ normal ASCII text files in them, increasing filesizes by a fair bit, and giving very little extra advantage to those using a decent text-viewer (e.g. Guck/Revenge/Masterbrowse). Since it looks like I'm going to end up having little choice. Where do I get the _latest_ _English_ version of the ST-Guide viewer? (I don't need the utilities for it & the assorted other garbage, just the ACC viewer....)

While I'm at it same thing for 1st-Guide (The text/picture viewer & sample-player). What is the latest english version (if available), and where do I get it....

Down with frilly extras! :)

450. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 21:30:19 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <8g0VTc2w165w@sys6626.bison.mb.ca>
Source record: 179474

ritz@ritz.mordor.com (Chris Mauritz) writes:

> Requiem (cm3hirjd@soc.staffs.ac.uk) wrote:
> : I assume there is no dedicated falcon newsgroup. I'd like to change
> : that, does anyone have the details for creating a comp.sys.atari.falcon,
> : I know it has to be voted in but I feel it is a worthy addition to the
> : very limited atari newsgroups available (great though they are).
>
>
> Why create a newsgroup for an orphaned computer? How many Falcons
> are actually out there?
>
> Chris
> --
> Christopher Mauritz | Ask me about public access unix
> ritz@mordor.com | and interactive internet services.
> Mordor International BBS | BBS: (201)433-7343,(212)843-3451
> Jersey City, NJ | FAX: (201)433-4222

I will have you know they are more than 120,000 Falcons by now world
wide. How do I know???

Because I am a dealer who keeps in touch with these figures.
There are new products continously being offered.

In my opinion, the Falcon is being supported quite nicely and I for one
are pleased with the hardware and software support and hope that all
other users will feel the same!

Eva Crouse

451. ST BOOK for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 21:46:13 UTC
From: levaillm@cuug.ab.ca
Message-ID: <CxDJ52.AM5@cuug.ab.ca>
Source record: 179471

Atari ST BOOK with 1 meg RAM 40meg Hard drive. $1200 CAN (about $770US).
please call Steve at (403) 242-2507 in CANADA.

--
Mark Levaillant
levaillm@cuug.ab.ca

452. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 22:23:53 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxDKvu.4FH@cix.compulink.co.uk>
Source record: 179476

> Considering that other than unix boxes, 80-columns is the international
> standard, I'd think it'd be what people in the know would attempt
> to use.

Even on Unix boxes - 80 columns tend to be the standard - and its the
standard on Ataris. As this is an Atari conference - suggesting that
anything other than 80 columns is acceptable seems very strange.

:-(

Roland.

@CiX

453. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-08 23:54:24 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <377bfg$326j@lamar.ColoState.EDU>
Source record: 179475

In article <8g0VTc2w165w@sys6626.bison.mb.ca> redhead@sys6626.bison.mb.ca (eva crouse) writes:
>ritz@ritz.mordor.com (Chris Mauritz) writes:
>
>> Requiem (cm3hirjd@soc.staffs.ac.uk) wrote:
>> : I assume there is no dedicated falcon newsgroup. I'd like to change

Why not just change the name of this group? I doubt people
will be shy about posting ST questions in a Falcon group.

454. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 00:22:51 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <377d4r$jb3@golem.wcc.govt.nz>
Source record: 179483

In article <Cx78AE.Fn3@cwi.nl>, avg@cwi.nl (Annius Groenink) writes:
>C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>>cm3hirjd@soc.staffs.ac.uk (Requiem) writes:
>>>: Does anyone know what will be in MagiC 3 (apart from Falcon
>>>: compatibility), will the AES be improved to be more Atari-compatible?
>impossible. It is basically the same sort of thing that made
>WordPerfect popular. Not quality, but marketing and fate. The US
>``like'' Gribnif, the UK ``like'' HiSoft, and the rest of the
>world likes the German products mainly (and that is because they're
>generally actually good).

Bit removed...

>Atari and MultiTasking are a hype. When it comes to doing serious
>work most people reboot and run plain TOS anyway. So why not admit
>this and save loadsa bucks, quid or whatever you use to pay for your
>software?

I could not aggree more so.....

Also Gribnif gives great support for updates, mainly on GEnie, the German's
don't realy offer that kind of support, and most of there programs only
run in Mono..

The other problem is the UK agents don't have the rights to do the upgrades,
they have to be sent to Germany, and as Germany does not support Credit
Cards it can be a great pain...

The other problem that I have found that most German software houses have
droped English versions of there software, yes I have been caught with 3 pieces
of software that no longer has English support...

I have yet to see updates for UK/German software posted here on the net,
but I have for US software....

NOTE: I did managed to get my Auto Overscan here updated with a help from
a German and Swedish friend..

Many many thanks for their help...

The UK updated version 3.0zm is in Overscans mail box, (BBS) and COMPO
were no help at all, stated that there was no later Enlish version,
or they did not have it, do you call this support, Overscan go and find
a better agent, one that works for you, not againsed you....

>Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
>CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079

>1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
>The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

455. Neodesk 3/4

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 01:06:23 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <377fmf$jtn@golem.wcc.govt.nz>
Source record: 179484

Well, after extensive testing, I've decided to stop using Neodesk 4 until Gribnif fixes it's problems, and if not done soon-ish, I'll be getting a refund as for what I do, it's unusably buggy. For now, v3.04 works very well though. (Being used with Geneva). Here's what results I came up with:

All done on a 2-meg STE with a 30meg SCSI-drive with only 16K cache.

Neodesk 3 + Geneva takes 15 seconds to load, and ends up with approx' 1026K / 1027K available. (1027K total, 1026K is the largest free-block.) Memory is fragmented into 3 blocks. ~1K lost due to fragmentation.

Neodesk 4 + Geneva takes 24 seconds to load, and ends up with approx' 790K / 856K available. (856K total, 790K is the largest free-block.) Memory is fragmented into 3 blocks. ~66K lost due to fragmentation.

Neodesk 4 + Geneva takes up ~170K more memory than Neodesk 3 + Geneva. Actual increase is ~236K due to fragmentation.

Memory after running & exiting Icon-Editor: (Neodesk 4)

# of times total RAM available RAM (Kb) fragments RAM lost (K)

1 856 408 5 382
2 856 221 8 569
3 879 229 9 561
4 863 221 12 569
5 856 230 13 560

After running the Neodesk 3 icon editor five times, there were no changes in RAM usage or fragmentation. Icon-Editor initialisation time was on average 3 seconds faster. (Using exact same icon-files).

Neodesk 4 took 4 minutes 23 seconds to do a partition-to-partition copy of 315 files, 21 folders from E: partition to D: partition. (5577K). And then took 26 seconds to delete them all.

Neodesk 3 took 4 minutes, 17 seconds to copy them, and 43 seconds to delete them.

The GEM desktop took 3 minutes, 51 seconds to copy them, and 22 seconds to delete them.

Kobold took 35 seconds to copy them.

Everything was set-up as close to eachother as possible. (All had verify on, memory limitations set to nil, run in single-tasking mode etc.)

Hmmm... I wonder how fast Kobold would be with verify turned _off_! :)

Hopefully the problems can be fixed. Neodesk 4 doesn't like copying large amounts of files to/from floppies... It tends to crash (Neodesk v3.04 doesn't). Memory fragmentation... Speed....

It'd be the first program I've ever returned due to dis-satisfaction.

I've got no complaints about the Neodesk v3.04/Geneva v1.02 combination though. It's brilliant!

456. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 01:12:57 UTC
From: azog@world.std.com
Message-ID: <CxDspM.L0F@world.std.com>
Source record: 179477

redhead@sys6626.bison.mb.ca (eva crouse) writes:

>In my opinion, the Falcon is being supported quite nicely and I for one
>are pleased with the hardware and software support and hope that all
>other users will feel the same!

I wont doubt your claim, but I for one am happy with the support
I get for my Falcon. Since at least 1987, Ive been relying on
net support for any computers I own: finding people, getting new
software, and the like. There is a serious lack of dealers for Atari
in my area (northern NJ, USA), but I have the new Toad catalogue, amongst
other advertisements, and if something doesnt exist as freeware/shareware,
chances are that I can get what I need from Toad.

Weve all learned to deal with the seeming lack of support that Atari
gives its computers, but if you just sit about and bitch about it,
well, no matter how hard you look, you wont find it. If someone doesnt
like the support that exists, rather than complain, DO something about
it. I just got several new exciting peices of software for my Falcon,
all gotten off the net. With the unfortunate geography, its sometimes
hard for USA users to register European software, but people like
Wolfgang Wander of Connect, they set up a way to allow USA residents
to register without costly currency exchange and postage... (this
is a subtle HINT! especially to the authors of Shangai!)

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

457. Atari Mega STE 4/210

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 01:20:04 UTC
From: dssjms@aol.com
Message-ID: <377gg4$tl@newsbf01.news.aol.com>
Source record: 179478

I am selling all of my Atari STE stuff. I will take the best offer for all listed items. Please E-mail offers to DSSJMS@aol.com or call (614) 235-8809.
I have the following:

HARDWARE
Atari Mega STE with 4 meg ram, 210 meg, 11ms hard drive, NEC 15" multisync monitor, keyboard and mouse, Toadswitch resolution switch

A/B printer switch with cable

Black & Red hi res Beetlemouse

SOFTWARE
Multitos
NVDI
SpeedoGDOS
Diamondback
X-Boot 3
Codekeys
TBX Cad
Superbase Personal
Atariworks
Calligrapher 3 Gold with extra fonts

GAMES
Defender of the Crown
Tenth Frame (bowling)
AD&D Heroes of the Lance
The Pawn
Phantasie 1
Phantasie 2
Phantasie 3

All manuals included. Exact shipping charged.

Thanks!

David S. Smith

458. Re: Where is CLA v2 ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 02:01:17 UTC
From: whitema@rtsg.mot.com
Message-ID: <377itd$dam@delphinium.cig.mot.com>
Source record: 179466

In article <37137qINN3jd@cicg-communication.grenet.fr>,
Etudiants de Physique UJF Grenoble <students@cicg-communication.grenet.fr>wrote:
>I'm desperately trying to find the integrated circuits simulation program
>CLA v2. So far, I could only find version 1 that was posted in
>comp.sys.atari.binaries. This new version was developped on Falcon and
>is far much better.
>Has anyone seen it somewhere on the Internet ?
>
>Thanks in advance.
>

If you register v1, you'll get v2.2 (like I have). AFAIK, it should not be
at any FTP site.

Mike
whitema@cig.mot.com

459. Re: Papyrus, SpeedGDOS

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 02:13:14 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <377jjq$5pe@brachio.zrz.TU-Berlin.DE>
Source record: 179482

In article <Cx3xHE.HG@cix.compulink.co.uk> jwatkins@cix.compulink.co.uk ("John Watkins") writes:

>I thought RTF files either stored OS/2 or Windows metafiles or bitmaps
>or Macintosh PICT files?

That's what Microsoft's Documentation says. But i.e. on NeXTStep I have also seen RTFs with EPS or TIFF pictures, and there probably are more.

Christian (R.O.M. logicware)

460. Re: Neodesk 3/4

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 02:25:49 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <377kbd$kmp@golem.wcc.govt.nz>
Source record: 179481

In article <377fmf$jtn@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells)
writes:
>Well, after extensive testing, I've decided to stop using Neodesk 4 until
>Gribnif fixes it's problems, and if not done soon-ish, I'll be getting a
>refund as for what I do, it's unusably buggy. For now, v3.04 works very
>well though. (Being used with Geneva). Here's what results I came up
>with:
>Memory after running & exiting Icon-Editor: (Neodesk 4)
>
># of times total RAM available RAM (Kb) fragments RAM lost (K)
>
>1 856 408 5 382
>2 856 221 8 569
>3 879 229 9 561
>4 863 221 12 569
>5 856 230 13 560
>
>After running the Neodesk 3 icon editor five times, there were no changes
>in RAM usage or fragmentation. Icon-Editor initialisation time was on
>average 3 seconds faster. (Using exact same icon-files).
sel

>Hopefully the problems can be fixed. Neodesk 4 doesn't like copying
>large amounts of files to/from floppies... It tends to crash (Neodesk
>v3.04 doesn't). Memory fragmentation... Speed....
>
>It'd be the first program I've ever returned due to dis-satisfaction.
>
>I've got no complaints about the Neodesk v3.04/Geneva v1.02 combination
>though. It's brilliant!

I fully agree with you Steven, but I droped NEODESK 4 after 2 days, its a dog,
I could not recommend it to any one, the memory fragmentation is very very bad
with using NEODESK 4 on it own, and it looks like they stuffed up the icon
editor...

That boot up message get on my nerves, if they ever fix it I will remove that
message.....

All this with NO TSR's or ACC's, come on Gribnif what went wrong, I don't like
NEODESK 4 at all, far far to cluttered, features that are not needed, buttons
to small, far to slow, (16mhz cpu) I don't need help on every thing, there is
a Help button on every thing you select, this is going to far...

I can recommend NEODESK 3, 100%, but not NEODESK 4, unless I wish to lose
a few friends....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

461. Re: HS Modem

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 04:45:32 UTC
From: kfason@csn.org
Message-ID: <CxE2Jw.4H8@csn.org>
Source record: 179486
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Harun Scheutzow (s002893@YPSERV.rz.fhtw-berlin.de) wrote:

: MODEM2 and SERIAL2 on the MegaSTE have no ring indicator (only on TT and
: Falcon there is a RI on MODEM2). Some programs detect a ring by the string
: "RING" send by the modem to the computer, but if the program does not support
: this, bad!

Another reason why he stil wants to use Modem1 is that both RTS/CTS are
connected whereas Modem2/Serial2 (forgot what) has only RTS (or CTS)
connected. Granted Modem2 worked fine with me when the Mega/STe was mine
and I had it locked at 38400 using STalker.

any comments on that anyone?

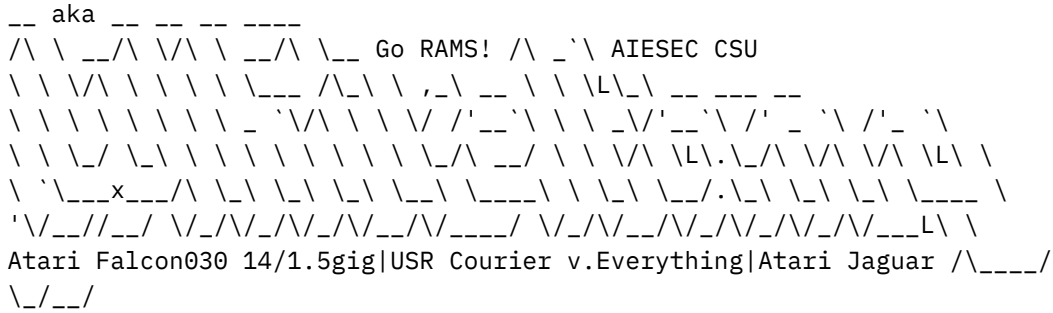
thank you!

BTW. The BBS # is (303) 699-0402 if anyone wishes to call it and talk to
the SysOp directly? He is a BIG Atari BBS, with about 1.5gig and a CD-ROM
online (GEmini)
1200-28800 on a USR v.Everything... (granted can only exfer 1920cps, but
where working on it! :)

thanks again!

--

- Kevin Fason "kfason@CSN.ORG"



462. Shareware Developers - Read This!

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 04:58:12 UTC
From: frank@theshack.demon.co.uk
Message-ID: <941009Z045812.932frank@theshack.demon.co.uk>
Source record: 179533

Hi Everyone,

This post is mainly aimed at Shareware Developers, but I'd like to hear anyone's opinions:
I'm currently researching an article about the piracy of Shareware programs: Cracked keys, Key generation programs, illegal distribution of registered packages etc. This isn't a crusade - I'm not asking for people to "name names" - I'm just looking for background information. I'd like to hear from:

a) Shareware programmers who have had their work compromised by pirates distributing cracked versions etc.
b) Shareware programmers who haven't as far as they know suffered from this, but who may be concerned about it.
c) Users who have either come into contact with this, or have strong opinions (either way) about this subject.

As I say, anyone's opinion is welcome, and replies can be posted here, or via email if anyone has anything private to discuss. If anyone has anything pertaining to this subject in their posession, I'd love you to email me (anonymously or otherwise, all replies treated with strict confidence) about it.

Cheers,
Frank.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP 2.6 Public Key available on request

463. Re: Atari TT -> IBM PC with Syquest 88 MB drive?

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 06:15:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199410090815.a38326@wi2.maus.de>
Source record: 179479

In article <Cx98uK.KJx@euu.siemens-albis.ch>, kimmel stefan
(kimmel@curuws.UUCP) wrote:
>I am trying to move lots of data from an ATARI TT (with TOS 3.01
>I think) to an IBM PC.
>
>Both have a Syquest SQ5110 drive that reads and writes 88MB removable
>cartridges.
>
>The Atari has its drive connected through SCSI using TTs direct
>SCSI interface.
>The IBM uses also SCSI and an on board NCR adapter to read the
>Syquest drive.
>
>I tried to format/parition it under DOS but the ATARI could not recognize
>the cartridge. The other way around is even worse.
>[...]

Try to format with partitions each smaller than 32 MB. This should work
with most harddisk drivers (AHDI, HDDRIVER, HuSHI...). With the appropriate
formatter (SCSI-Tool), you can even partition the cartridge on the Atari.

464. Re: Know a good comms pro

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 07:47:44 UTC
From: julian@loose.apana.org.au
Message-ID: <378770$b4i@loose.apana.org.au>
Source record: 179489

```
: You definitely need an RTS/CTS fix if you've got TOS 1.2
: Regards...Julian
: julian@loose.apana.org.au
--
julian@loose.apana.org.au
```

465. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 07:57:50 UTC
From: julian@loose.apana.org.au
Message-ID: <3787pu$b67@loose.apana.org.au>
Source record: 179490
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: In article <37208d$efs@loose.apana.org.au>, julian@loose.apana.org.au (Julian Gifford)
writes:
: >Glenda MOON (s9205525@otto) wrote:
: >: Well Roger, from what I have gathered you are not a FzDt fan, but
: >: I cannot go along with the fact that Flash 1.6 is a better program.
: >: It is soooooo slooooooowwwwww.
: >
: >: I agree totally. After exhaustive testing of MANY programs, nothing
: >: touches FreezeDriedTerminal 2.20.
: >: julian@loose.apana.org.au

: To me FDT is the bigest piece of crap that I have ever come accross,
: its writen in GFA, that can never be faster that assembly..

: And mostly used by teenagers....

: Try using FDT on a Vax....

: Note: all that glitters is no Gold....

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

: Everyone to their own opinion Roger !
: What does the line....And mostly used by teenagers mean?
: I'd rather hear more precise criticism of the program.
: I'm not knocking any other program, just saying that I personally think
: that FZD 220 is the best. Everyone to their own.
: P.S. I'm not a teenager.... :-)
: julian@loose.apana.org.au
--
julian@loose.apana.org.au

466. Apex Media where are you?

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 08:10:28 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <781771434.0@mettav.exnet>
Source record: 179487

```
It was none other than R.Davey that wrote on 4 Oct 94 that ,

R> The Titan Designs press release states that the Falcon Apex Media
R> suite of programs would be out sometime in October...
R> It's Oct the 4th, early perhaps, but..... where is it? I see no
R> mention of the programs in the Atari press.

Full page advert in the november issue of ST user (The last ever one :-( )

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)
```

467. Re: Help with Frontier (Elite II) Needed. (Again) (Need To Save Game!)

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 08:11:38 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <781771434.1@mettav.exnet>
Source record: 179488

It was none other than Daniel D that wrote on 3 Oct 94 that ,

DD> floppy. It's that when you go to save the first place it looks is
DD> drive a: and
DD> if you don't have a floppy in there the game hangs permenently (at
DD> least on the
DD> falcon).

on the ST aswell ...also interesting feature is instant hangup if you press the
TAB key .

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

468. Problem: 1040ST Power Supply

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 08:15:10 UTC
From: Captain_Blade@pplnet.com
Message-ID: <026498LLXEUBINFTBMYQ@pplnet.com>
Source record: 179491

```
IT>I have a 1040ST (1986 vintage) that no longer works. The power light doesn'
IT>come on. I don't know a
IT>lot about hardware, but I did pull out the Power Supply board and found that
IT>its getting 125 volts, the
IT>switch is OK, and so is the fuse. So much for the things I can fix. I then
IT>checked the 6 wires coming off
IT>the board: 2 red 5 Volts, 1 blue 12 Volt, and 3 black (I guess these are th
IT>grounds?). I found that there
IT>is no voltage across any of these, e.g., red to black, blue to black. I thi
IT>this is a bad sign!

It doesn't get much worse, true.

IT>Can anyone tell me if I tested this correctly?

Yep, that's right.

IT>Can anyone tell me where I can find a Power Supply?

Call Toad Computers in Maryland, or Megabyte Computers in Hurst, TX,
whichever is closer to you. Expect to pay about $70 for a new power
supply, plus shipping.

--
________ 30 lines of pleasure and friendship ________
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

========================= !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Captain Blade
=========================================================================
```

469. ***** What capacity drives are these? ****

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 08:15:10 UTC
From: Captain_Blade@pplnet.com
Message-ID: <026491LLXEUBINFTBMYQ@pplnet.com>
Source record: 179492

IG>I need to know that these drive are
IG>sf354

360k (SSDD)

IG>sf314

720k (DSDD)

IG>I know one is ssdd, the other dsdd, but don't know which.

Well, there you are, then. ;^)

--
_____ 30 lines of pleasure and friendship _____
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

========== !!! Automated Notice !!! ==========
E-mail replies to this user should have the following on the first line
of message text: TO: Captain Blade
==========

470. German ST, convert ???

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 08:15:10 UTC
From: Captain_Blade@pplnet.com
Message-ID: <026497KKIIBEAQRMXNSS@pplnet.com>
Source record: 179493

IK>My friend has been offered a German ST really cheap. Is it possible to run
IK>in English by running Neodesk, or some other desktop replacement over the
IK>German TOS ?

IK>What about the keyboard ? Does it have German-specific keys, and if so, can
IK>they be reconfigured ?

The various alert boxes will still pop up in German. You migth consider
a TOS upgrade (to 2.06) as a real imporvement - at roughly the same
price as Neodesk, you'd get the English TOS and a much-impeoved desktop
as well.

The keyboard has several German-specific keys, but I think they'll come
up with different characters in English TOS. I'm not real sure about
that one. They can be remapped with software, though.

--
_____ 30 lines of pleasure and friendship _____
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

========== !!! Automated Notice !!! ==========
E-mail replies to this user should have the following on the first line
of message text: TO: Captain Blade
==========

471. FAQ: GDOS 2.2

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 11:14:40 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <378jb0$bmr@info2.rus.uni-stuttgart.de>
Source record: 179497

More Joy of GDOS*

Version 2.2

Gerd Castan **

October, 2nd. 1994

---

* English version posted in comp.sys.atari.st -
German Version posted in de.comp.sys.st and maus.gui.gem
** English translation by Stefan Damerau (cookie@cookie.syd.de)

Contents

1 Technical info
2 Introduction
3 Motivation
4 Changes
5 VDI drivers
* 5.1 Ink printers
5.2 9pin drivers
* 5.3 24pin drivers
5.4 Laser drivers
5.5 Atari laser drivers
5.6 Screen drivers
5.6.1 LineA
5.6.2 Setscreen & Getscreen
5.6.3 NVDI and WARP 9
5.7 Other drivers
5.7.1 Memory drivers
5.7.2 Plotter drivers
* 5.8 What's missing
6 Errors
+ 7 Fonts
7.1 Bitmap fonts
7.2 Vector fonts
7.2.1 FSMGDOS fonts
7.2.2 Bitstream Speedo fonts
7.2.3 Type 1 fonts
7.2.4 TrueType fonts
7.3 Comparison of vector formats
7.3.1 Curves
7.3.2 Hints
7.3.3 Internal resolution
* 7.3.4 Linear and optical scaling

* 8 Printer
8.1 Marked overview
* 9 Programs
10 Utilities
10.1 fontfix
10.2 Outline Fonts
10.3 Printer Driver
10.4 ASSIGN
10.5 FONTCHK
10.6 FONTCNV
10.7 GEMFont
10.8 FontMonger
10.9 Font ID
10.10 X4U
+ 11 Font selectors
+ 11.1 UFSL
+ 11.2 XUFSL
+ 11.3 Magic from Peter Hellinger
+ 11.4 FontSel
+ 11.5 Minimum requirements
+ 11.6 Desirable properties
12 Distribution
12.1 Atari
12.2 BELA
12.3 Language
12.4 Internet
12.5 Working Title
12.6 XWindows
12.7 COMPO
12.8 IMG-0300
12.9 Others
12.10 FTP
12.11 SciLab
+ 12.12 Star Division
13 GDOS Versions
13.1 The ones from the bones
13.1.1 Atari-GDOS and AMCGDOS
13.1.2 ABCGDOS
13.1.3 G+Plus
13.2 One step forward
13.2.1 FontGDOS 2.0
13.2.2 FSMGDOS 3.0
13.3 Actual developments
13.3.1 SpeedoGDOS 4.0 and 4.1
13.3.2 Speedo 4.2
13.3.3 Speedo 5.0
13.3.4 NVDI up to V2.51
13.3.5 NVDI 3.0
13.4 Comments
14 Source

15 Tips'n Tricks for users
15.1 Pixeltrash at printing
15.2 NEC P6+
15.3 Overwritten Speedo faces
16 Tips'n Tricks for coders
16.1 Font size and pixel size
16.2 Selecting drivers
* 17 Addresses
18 Miscellaneous
18.1 Critics
18.1.1 Critics to the author
18.1.2 Critics to the translator
18.2 Praise
18.3 For my support
18.4 Trademarks
18.5 Guarantee
19 Appendix
19.1 Literature

1 Technical info

My email address will change more than once nexttime. Due to this reason I have an alias, pointing to my actual location - and if it's in the MAUS net: G.Castan@physik.uni-stuttgart.de

For easy location of this document at servers and mailboxes, I ask for using the following name(s) and saving the ascii AND TeX versions:
FILENAME=
gdosi22e
gdosinf22e (when using UNIX) CR+LF should be used when saving at UNIX-Fileservers too, not just LF

2 Introduction

Actually I'm writing a program, that makes his print-out via GDOS. Looking for printer drivers I faced the problem, that many times no documentation is included to the drivers.

Otherwise it may happen that there are different drivers with the same name.

Here I have briefly collected my experiences with printer drivers.

This collection doesn't generally want to describe coders how to use printer drivers (except to problems not mentioned in literature). And you wont find information about the concept or how to install printer drivers. To get this refer to the list at the end of this FAQ.

What I want to exclaim here is more information about the several drivers:

o Where are the drivers available?
o How to distinguish them?
o What are the problem with them?
o Which drivers can be used for certain printers?

If anybody has more experience or questions, please write me. I will face the work to update this FAQ.

Credits:
Kay Prisille (MIGRAPH-products, Calligrapher lite)
Julian Reschke (IMG-0???)
Volker Ritzhaupt
Juergen Voorgang (Working Title - products)
Herwig Schelauske (Installation of GDOS, name-conventions)
Normen Kowalewski (Font-GDOS)
Erik Dick (SpeedoGDOS)
Patrick Dubbrow
Ulrich Rossgoderer (WYSIWYG)
Stefan Hintz (CHARLY IMAGE)
Ulli 'Huhu' Ramps (Speedo 4.2)
Laurenz Pruessner (SLM_HS)
Marcel Boom (1st Postcard!)
Joerg Tochtenhagen (Misc)
Ralf Heckmann (Spellchecker 8-)

Gerd Castan.

3 Motivation

With GDOS it took me ~2 hours of coding, to get the screen output to the printer in maximum quality. And (almost) with no extra work I get output to printers I even don't know.

Whoever wants to write a program with printing options should better take care of the main job of the programm.

Nobody wants to pay for printer drivers if there's another program that didn't take the coder extra work with such stuff making this program less expensive (and surely better).

The user has - besides the lower price - another advantage. If he uses several programs he needs place for the driver and the fonts only one time on the HD.

SpeedoGDOS is available from Atari shops (Atari Competence Center in Germany) now.

The (qualified) feedback to my FAQ has - compared to autumn '92 - raised remarkable. Due to Speedo the coder's interest in GDOS seems to be bigger.

4 Changes

Beginning with release 2.0 I mark the changes in the contents list above.

'+' means a new chapter/info and a
'*' stands for changed chapters
This chapter will only be used if I have to mention something about the changes S. Damerau of course. Blame me, not Gerd ;-)

Gerd has one note about the changes: He hopes to have included all changes noted, but isn't sure because he got a
big list of spelling errors in German
2.1 and tried to include the changes
there.

5 VDI drivers

In this table I have listed distributor, errors and useable fonts.

5.1 Ink printers

Name	Date	Length	Distributor	Errors		Others	Fonts
				1	2		
BJ10E	20.11.90	45917	WT				NC
BJ10	20.11.85	45919	CL				NC
BJ10	28.08.91	45660	BELA				NC
BJ10	27.01.92	59715	FontGDOS,I		n		NC, OTL
BJ10	28.01.93	61428	Speedo		n		NC, SPD
BJ10	02.07.93	63496	Speedo 4.2		n		NC, SPD
STYLUS	25.04.94	60848	Speedo 5.0		n		NC,SPD,TT,T1
HP_LJET	22.02.89	45512	BELA			p.g.	LS
HP_LASER	25.09.89	36928	Atari,I				LS
LASERJET	06.03.91	54517	Atari				LS
LASERJET	27.01.92	60194	FontGDOS,I		n		LS, OTL
LASERJET	28.01.93	61907	Speedo		n		LS, SPD
LASERJET	02.07.93	64408	Speedo 4.2		n		LS, SPD
HPL150	12.04.86	51541	wt			150dpi	LL
HPL300	24.04.86	51541	CL,wt				LS
DESKJET	13.05.92	45637	BELA			p.	LS?
DESKJET	14.05.91	46040	CL,WT			p.	300x600
DESKJET	06.03.91	54285	Atari,I				LS?
DESKJET5	14.05.91	46040	CL,WT			delta	LS
DJ5	27.01.92	60600	FontGDOS,I		n		OTL
DJ5	28.01.93	62251	Speedo		n		SPD
DJ5	02.07.93	64319	Speedo 4.2		n		SPD
DJ550C	11.10.93	68870	Speedo 5.0		n		LS,SPD,TT,T1
DJ550C2	14.04.94	68746	Speedo 5.0		n		LS,SPD,TT,T1
DJ500C	14.04.94	68761	Speedo 5.0		n		LS,SPD,TT,T1
DJ510	17.05.94	61921	Speedo 5.0		n		LS,SPD,TT,T1
DJ510T	17.05.94	61925	Speedo 5.0		n		LS,SPD,TT,T1
MT90	21.12.90	44881	BELA			180dpi	SP
PAINTJET	27.01.92	60005	FontGDOS		n		SP, OTL
PAINTJET	28.01.93	61648	Speedo		n		SP, SPD
PAINTJET	02.07.93	63642	Speedo 4.2		n		SP, SPD
PAINTJET	14.08.92	60173	I				SP, OTL
PAINTJET	13.10.91	45934	WT				SP

Note: The drivers named HP_LJET and DESKJET can be used for (HP compatible) ink and laser printers. The difference is in the transfer to the printer: Packed (p.) or not packed (n.p.). 'Delta' means that the data is delta packed.

PAINTJET:
180X180: 2-8 colo(u)rs
90x90: 16 colo(u)rs

MT90 is made by Patrick Dubbrow.

Ink drivers produce a problem with bitmap fonts. Using 300dpi everything is ok. But 360dpi fonts are optimised for best efforts with pin printers with thick pins. Together with ink printers the fonts look much too thin.

Solution: either use 300 [600, 1200 :-)] or exclusively use vector fonts

5.2 9pin drivers

Name	Date	Lenght	Distributor	Errors		Others	Fonts
				1	2		
FX240DPI	22.12.89	45396	BELA	y			SR
FX80	22.12.89	45396	BELA,wt	n			EP
FX80_2	12.06.91	45396	I				EP
FX80	24.09.91	45525	CL				EP
FX80	16.12.87	45396	Atari	n			EP
FX80	27.01.92	59236	FontGDOS,I	n	n		EP, OTL
FX80	28.01.93	61111	Speedo		n		EP, SPD
FX80	02.07.93	63177	Speedo 4.2		n		EP, SPD
FX80HIGH	22.01.89	44730	Atari,I	n			SR
FX80_QD	24.09.91	45525	WT				EP
NX1000	27.01.92	58719	FontGDOS	n	n		EP, OTL
NX1000	28.01.93	60723	Speedo		n		EP, SPD
NX1000	02.07.93	62717	Speedo 4.2		n		EP, SPD
NX1000	14.08.92	58887	I				EP, OTL
OKI20	27.01.92	58491	FontGDOS	n	n		EP, OTL
OKI20	28.01.93	60495	Speedo		n		EP, SPD
OKI20	17.03.93	60511	Speedo 4.2		n		EP, SPD
OKI20	14.08.92	58659	I				EP, OTL
SMM804	16.12.87	44801	Atari				LB
SMM804_2	16.06.91	44801	I				LB
SMM804	27.01.92	59201	FontGDOS,I		n		LB, OTL
SMM804	28.01.93	61076	Speedo		n		LB, SPD
SMM804____	02.07.93_	63142_	Speedo_4.2_	___	n_	________	LB,_SPD___

Note: FX80HIGH prints normal text twice, FX240DPI once, FX80_QD printer in quad density.

NX1000 and OKI20 are color drivers with 8 colors

5.3 24pin drivers

Name	Date	Lenght	Distributor	Errors		Others	Fonts
				1	2		
EPSON360	04.04.90	45619	BELA	y			NC
EPSON360	16.09.92	45547	WT			180x360	
EPSLQPAR	14.02.91	44939	I				

LQ570	28.01.93	62051	Speedo		n		SPD
LQ570	02.07.93	64228	Speedo 4.2		n		SPD
LQ850	15.11.93	68068	Speedo 5.0		n		SP,SPD,TT,T1
NB15	22.12.89	44881	BELA,wt	n			SP
NB15	16.12.87	44881	Atari,CL	n			SP
NB15_2	12.06.91	44881	I				SP
NB15	27.01.92	59121	FontGDOS,I	n	n		SP, OTL
NB15	28.01.93	60989	Speedo	n	n		SP, SPD
NB15	02.07.93	63055	Speedo 4.2	n	n		SP, SPD
NECP6	12.04.80	45199	wt				NC
NECP6	10.04.91	45619	BELA	y			NC
NECP6	06.02.86	44906	Atari,I	y			NC
NECP6_2	28.06.91	46557	I				NC
NECP	27.01.92	59516	FontGDOS	y	n		NC, OTL
NECP	28.01.93	61229	Speedo		n		NC, SPD
NECP	02.07.93	63297	Speedo 4.2		n		NC, SPD
NEC_P	14.08.92	59516	I				NC, OTL
P24M	08.04.89	47104	I				
P24ML	08.04.89	47104	I				
P24MWID	08.04.89	47104	I				
_P24MWIDL__	08.04.89_	_47104_	_I__________	___	___	________	____________

5.4 Laser drivers

Name	Date	Lenght	Distributor	Errors	Others	Fonts
_____	_____	_____	_____	_1_	_2_	_____	_____
RICOH12	23.06.92	45438	WT			400dpi	
HP_LJET	22.02.89	45512	BELA			n.p.	LS
HP_LASER	25.09.89	36928	Atari,I				LS
LASERJET	06.03.91	54517	Atari				LS
LASERJET	27.01.92	60194	FontGDOS,I		n		LS, OTL
LASERJET	28.01.93	61907	Speedo		n		LS, SPD
LASERJET	02.07.93	64408	Speedo 4.2		n		LS, SPD
HPL150	12.04.86	51541	wt			150dpi	LL
HPL300	24.04.86	51541	CL,wt				LS
LJ4_300	12.01.91	61910	Speedo 5.0		n		LS,SPD,TT,T1
LJ4_600	12.01.94	61910	Speedo 5.0		n		SPD,TT,T1
DESKJET	13.05.92	45637	BELA			p.	LS
DESKJET	14.05.91	46040	CL				LS
DESKJET	06.03.91	54285	Atari,I				LS
CANONLBP	26.09.89	36980	Atari,I				LS
_LBP_____	13.01.92_	_45453_	_WT__________	___	___	________	LS__________

5.5 ATARI laser drivers

Name	Date	Lenght	Distributor	Errors	Others	Fonts
_____	_____	_____	_____	_1_	_2_	_____	_____
SLM804	12.04.91	47496	BELA		n		LS
SLM804	16.12.87	45788	Atari,I,CL,wt		y		LS

SLM	12.12.90	48399	Language				LS
SLM	27.01.92	60036	FontGDOS,I		n		LS, OTL
SLM	28.01.93	61911	Speedo		n		LS, SPD
SLM	02.07.93	63987	Speedo 4.2		n		LS, SPD
_SLM_HS____	17.01.94_	_63663_	_ROM_________	___	_n_	________	LS,_SPD_____

SLM_HS is a SLM driver for the Falcon (when using the Heatseeker interface)

5.6 Screen drivers

The screen is (if VDI functions are used) seen as an output device just like printer, plotter etc. That's why fonts for the screen can be installed in ASSIGN.SYS just like for printers.

Usually this isn't noticed because the drivers are in ROM. But they can be replaced like printer drivers.

Note: For system fonts only (like the original ones) non proportional fonts with a 8*8 or 8*16 matrix can be used. That's limited by the AES not VDI.

With newer AES (from 4.0?) it's no problem to use fonts of free choice (Variable AE_FONTID and AE_FONTSIZE in GEM.CNF, see [15]). Coders should make sure their programs can take that. (even like scrollbars of free width)

Bitmap fonts not assigned for screen driver 1 are not available for other screen drivers.

5.6.1 LineA

The so-called LineA routines are subprograms of the screen drivers of the ST series. Take them as undocumented. This is the hardware depending part of these drivers.

The attentive readers discovers it: Exchanging the drivers removes the LinaA routines too. This happened with the TT for example.

So never use them!

/Reading/ acces can be taken to the LinaA variables. But I can see no reason for it.?

5.6.2 Setscreen & Getscreen

These XBIOS-Functions (mostly Setscreen) should'nt be used.

But what am I talking. For those useing them or those being tortured because someone did it:

The video hardware of 1040STE and Mega STE has a hardware bug. When defining a new physbase with Setscreen (and if it's the same that is returned by Getscreen), it may happen that the screen is 'folded'. This happens if a register is set at an arbitrary moment. But this is only allowed only at special phases of the screen output.

What has to be done?

Users: The programs NVDI and FALT_OFF stop this error. Or give this FAQ to coder.

Coders: Either even don't use Setscreen.
If you use it though: If physbase isn't changed, the value returned by Getscreen may not be used. Use the value -1 as physbase instead!

5.6.3 NVDI and WARP 9

There are two frequent replacements of the ROM drivers: NVDI and WARP 9 (earlier QuickST). TurboST was distributed by BELA but isn't updated any more.

Once you use them, you will never want to miss them: the Desktop seems to be terribly slow. I never want to work without NVDI on my Atari. Others say the same about WARP 9.

NVDI uses strongly optimised drivers for the ST and TT resolutions. Infortunately I don't know which drivers are replaced by WARP 9.

NVDI is available from Behne & Behne and contains not only the drivers but a GDOS and a manual describing exactly all VDI calls.

WARP 9 is available from CodeHead.

Due to this NVDI is spread in Germany and WARP 9 in the US

Different to NVDI WARP 9 only speeds up the text output. Grafics stay slow as before. AND the newest version doesn't work with MultiTOS. It Works on the Falcon too, but I don't know if it supports *all* resolutions there (Like with Screenblaster, BlowUp030 or others)

5.7 Other drivers

Name	Date	Length	Distributor	Errors		Others	Fonts
				1	2		
META	11.04.89	5644	I			MF	
META	08.10.88	9325	BELA			MF	
META	16.12.87	9325	Atari			MF	
META_2	14.06.91	9325	I			MF	
META	27.01.92	9718	FontGDOS		n	MF, OTL	
META	28.01.93	9733	Speedo		n	MF, SPD	
META	02.07.93	11174	Speedo 4.2		n	MF, SPD	
MEMORY	27.01.92	58397	FontGDOS		n	LS, OTL	
MEMORY	28.01.93	60265	Speedo		n	LS, SPD	
MEMORY	02.07.93	62331	Speedo 4.2		n	LS, SPD	
PSCRIPT	14.10.92	33016	WT				
HPGL	08.07.91	48885	ST458				
ZEBRA	07.12.91	45746	WT				
T_OFFICE			wt			98/196dpi	
T_OFFICE			wt			98/196dpi	SPD
IMG-0300			Reschke,wt	n			LS

IMG-0300 can be copied (non commercial). The other IMG-0??? drivers are by SciLab. ZEBRA is for the Zebra Labelprinter.

5.7.1 Memory drivers

A memory driver doesn't do anything else than a screen driver (see [15] and [13]). But the output isn't written to the screen memory, but to another memory.

The usual v_openwk binding doesn't have all necessary parameters to open this driver. If not included to the language this binding must be written by yourself. A listing is found at [15].

The memory driver listed above is only capable of b/w output only and has a logical resolution of 300dpi. The (matrix) drivers tested by me have no problems with fonts installed that are for other other drivers. The memory driver should take screen fonts although it has a logical resolution of 300 dpi.

The aspect ratio (relation of pixel width to height) which usually is not equal to the screen resolution can cause the problem that circles are displayed as ellipses.

With NVDI V2.5 or higher the GDOS output can be made to offscreen bitmaps and copied in the screen windows.

5.7.2 Plotter drivers

A HPGL driver seems to be distributed with the program DATA. On PD disk ST 458 (German PD series) is one too. If I get more about it I'll include this info here.

5.8 What's missing

I don't know drivers using the abilities of the following printers:

o Canon BJC 600 - A colour printer with 4 heads (CMYK) 64 nozzles each.
In the colour mode it's compatible to:
- Canon BJC 800
- Epson LQ 2550/2500
Its resolution is 360x360. I dont's know any GDOS driver
supporting the BJC's capabilities directly (or via
compatibility mode) when using colours.

6 Errors

Errors in the printers drivers - that I know - are the following:

1 These drivers display fonts with the attribute 'light'
2 Doesn't work on TT
3 The EXTENDED ENQUIRE FUNCTION (VDI 102, vq_extnd) doesn't give back the parameters as listed in the German 'Profibuch' (Jankowski, Rabich, Reschke - Sybex)
4 Using the attributes 'italic' and 'outlined' the letters of bitmap fonts are cut off on the right side. This error appears independent from other attributes being used.

This error was in the Libraries of the driver sources from Atari and
seems to be included in all drivers except to NVDI and SpeedoGDOS.

If theres nothing written about an error I don't know if this error appears
or not.

It's no accident, that Xact only uses the attributes 'fat', 'italic'
and 'underlined'. (See [4])

Another reason against using 'outlined' is the following:
If you make a driver calculate an outlined font from a normal one it gets
'wider' by two pixels. Due to the reason that a pixel has a width depen-
ding to the resolution (other than a fitted font) a text gets different
widthes in each resolution. But who wants to have different textformat on
different printers? The only way to stop this is letterspacing -
typographic 'bullshit'.

7 Fonts

First: What's the difference between a font and a face (German: Schnitt)?

When calling a font selector there may be Swiss 721, Swiss 721 italic,
Swiss 721 Bold and Swiss 721 Bold Italic. These are 4 faces, alltogether
form a font.

This separation isn't that simple at bitmap fonts, due to all attributes are
created from only one file (this can be made with vector fonts too, but it's
quite nonsens In my opinion). That's why I first didn't note that this
attribute creation is buggy in some versions of SpeedoGDOS (see 13.3.3).

I don't always distinguish between font and face in this FAQ.
Especially in the chapter about font formats.

7.1 Bitmap fonts

The fonts used are bitmap fonts in the DR standard format. They have to be
saved in Intel format. Motorola format isn't supported by any GDOS.
(See [1] and appendix)

GDOS bitmap fonts have their width information defined in both, screen font
and printer fonts. Unfortunately the designers were a bit too zealous and
fitted the width of the sreen fonts to make them look very beautiful.
They've done a good job, but they're not similar to the printer fonts and
don't allow WYSIWYG.

There are many fonts on the Internet only for the screen and maybe useable
for one printer. Everybody using these fonts should know that he can't print
documents in an acceptable quality via GDOS.

But in the Atari and former BELA package there are containedthe fonts for
all printer drivers in this package (the 360*360dpi fonts are missing in the
Atari package). If you have a useable program you can print every document
with every driver.

7.2 Vectorfonts

Vector fonts don't use pixels, they are created with algorithms - supported by shapes and hints. These algorithms (see METAFONT for a good example) make the fonts copyrighted like usual programs. (See [21] for this)

7.2.1 FSM-GDOS Fonts

The vector fonts with the old FSM-GDOS format are named with OTL.

These fonts and drivers shouldn't be used any more and are listed to only for completion of this FAQ.

7.2.2 Bitstream Speedo fonts

The vector fonts in speedo format are named with SPD.

They are supported by all SpeedoGDOS releases and by NVDI 3.0 or higher.

7.2.3 Type 1 fonts

Type 1 fonts are available for MacIntosh abd MS-DOS/Windows. They only have differences in the internal representation, not in the information.

At least one of these formats is supported by SpeedoGDOS from V5.0a. But I already found some that SpeedoGDOS 5.0a can't display.

7.2.4 TrueType fonts

This format is available for MacIntosh and MS-DOS/Windows too. The MS-DOS format is a superset of the MacIntosh format.

SpeedoGDOS from V5.0a can handle both, no matter if it's for MacIntosh or MS-DOS/Windows.

NVDI from V3.0 will be able to handle it too.

7.3 Comparison of vector formats

(This chapter is to be completed yet)

There's no noncommercial program on any platform that can convert one format into the other. A lot of fonts are only available in one format.

But what makes a conversion so difficult? To ask different: Which informations are stored in which way?

7.3.1 Curves

First the shape of the chars should be saved. But that for many ways are used:
Type 1: Uses cubic Bezier curves
TrueType: Uses square B-splines
Speedo: Uses Bezier curves

(Does anyone know, which order is used by Speedo? Does Speedo 5.0 use several orders? How has v_bez_qual to be set to make an output with v_getoutline and v_bez_fill have the same result as the font engine?)

Square B-splines are much faster than cubic Bezier curves but you need about 4 times as much points.

7.3.2 Hints

The next problem is the display on media with low resolution. For a neutral observer Speedo fonts always look quite good on the screen (well, some fonts are ugly by nature).

But I've found TrueType fonts that look as ugly as nothing else on the screen. For example the two vertical lines of an 'n' are not the same, one is 1 pixel and the other is 2 pixels thick.

The way to prevent those errors are hints. This method is used by Speedo, Type 1 and TrueType (but not by Type 3 and CFN). But the possibility to store hints in a format doesn't mean that they're used!

So, finally: All these three font types can look very good on the screen, Type 3 and CFN can't [ever tried to print CFNs on a printer with less than 360x360dpi?]

7.3.3 Internal resolution

After the problem with low resolution now there's the problem with the high resolution. Even if you think there shouldn't be any; there are!

To display a vector font first an internal system of coordinates has to be selected. CFN has one from 0 to 16000, Type 1 (which was created when there were no high-res printers) one from 0 to 1000. Due to this there are 'corners' visible at large letters or high resolutions (in the professional league). CFN can make the big deal here.

(Which internal resolutions do Speedo, TrueType and OTL have?)

7.3.4 Linear and optical scaling

Do we now have - with the description of the shape, a high internal resolution and the hints - a scalable font? Sure not!

A font that is designed for 16pt has a totally different shape as a doubled 8pt fonts (see Knuth: The METAFONT book; Kopka: LaTeX etc.). A well designed font isn't scalable.

In large fonts vertical lines are much thicker than the empty space between them. But this information for optical scaling can be saved in a font too.

So a font, being 20 pixels high on the screen (this is usually a large font) should look different to one being 20 pixels high on a laser printer (this is a small font that should have small vertical lines).

(Which formats do save these informations?
to COMPO and 2B:
If it's saved in Speedo, Type 1 or TrueType: How can I tell SpeedoGDOS or NVDI that a printout has to be downsized in a photomechanical way and has to be scaled different to a font that don't have to be changed?
Does this make it useful for programs setting the font size in pixels and

points too? If this is the case: which has to to set first?)

There are rumours about Type1 fonts supporting optical scaling automaitcally. But I think this should be supported by the font engine because there may be one window with a title and one with an enlarged document. Here scaling has to be made different - with same size in pixels. The font and the font engine CAN'T know this.

8 Printer

Producer	Printer	Drivers Fitting
NEC	P6+,P7+, NECP... P60,P70	NB15_(FX:_:,:NX1000)_
HP	LaserJet_II	HP_LJET
HP	DeskJet,_LaserJet_III,IV	DESKJET_(HP_LJET)
CANON	BJ10E	BJ10
CANON	LBP_4/8	CANONLBP,_LBP
Mannesmann-Tally	MT_90	MT90

Drivers in brackets work but don't use the ability of the printer totally. This means - for 24pin printers - that these are used in 9pin mode. At HP compatible laser and ink printers this means that the data isn't packed although this is supported by the printers.

Some deskjet drivers are told to make problems. In this case try the laser-jet driver. The printing takes longer then (due to more data) but the problems should be solved then.

The BJ10 drivers use the Proprinter emulation. Don't use the BJ10 in the epson mode!

The Stylus shouldn't be used with 24needle drivers. The needles overlap (the ink dots of the stylus don't) and so the drivers just don't print some dots.

The meaning of compatible usually is defined by the producers of the compatible printers.

Notes:

o If you don't find your printer in the list and you know a fitting driver, please write me a note.
o Try other drivers even if you have found one fitting to your printer.
o Of course the FontGDOS drivers have a lot of problems with the memory. But the speed of'em is faster than the other (Speedo not considered).

8.1 Market overview

In the German TOS-Magazin July '92 page 24 contains a list.
If You know about lists available europe-/worldwide inform me.

9 Programs

Nowadays it's obvious (but not usual) to use GDOS in every program.

The following list is limited to those using GDOS to print too.

```
_____________________________________________________________________________
Kind of Program_____|Program_____________|Distributor_____________________|Sp|
Chart/Measureanalysis|Xact |SciLab |y |
|MM-Graph |Overscan | |
|Off-Axis |ByTech |y |
|DATA_Professional 4 |Ralf Wirtz | |
|DPE |MAXON (Special disc) | |
|GRAPH |Hans-C Ostendorf (Shareware) |y |
|MessPlot (Shareware) |Michael Siek (Shareware ) |y*|
_____________________|rho-Analyse__________|rhotron_GmbH____________________|y_|
Graphics |Xact Draw |SciLab |y |
|Kandinsky |U. Rossgoderer (Shareware) |y |
|TRIPLE_D |U. Rossgoderer (Postcardware) |y*|
|Chagall |Trade-iT |y*|
|Easydraw |MIGRAPH | |
|TouchUp |MIGRAPH | |
|GEM-View |D. Fiebelkorn (Shareware |y*|
_____________________|CHARLY_IMAGE_________|Wilhelm_Mikroel._____________|y*|
Spreadsheet |LDW Power Calc 2 |MSPI | |
|K_Spread_4 |Omikron | |
|Graal Calc 3 |Editions Profil | |
|Atari Works |Atari Corp. |y |
|OPUS |Doug Harrison (PD) |n |
_____________________|BASiChart____________|Dr.__Ackermann_____________|y_|
Text/DTP |Calligrapher |Working Title | |
|Wordflair II |H3 | |
|Timeworks Publisher |GST/H3 | |
|G&D Text II |Hard & Soft | |
|Cypress |Sascha Luedemann | |
|Papyrus (Gold) S |R.O.M. |y |
|Infinity |ByTech GbR | |
|7Up |Michael Thaenitz (Shareware) |y |
|Atari Works |Atari Corp. |y |
|Tempus Word | |y |
_____________________|1st_Word_Plus_4.1____|GST/ICP/COMPO_____________|y_|
Fax |Junior Office |TKR |y |
|Tele Office |TKR |y |
_____________________|CoMa_____________|SoftBaer Gbr_____________|y_|
Sim._of_dyn._Syst.___|Dynasys_____________|Digital_Systems_&_Consulting__|__|
Text/List printing |IdeaList |Chr. Bartholme (Shareware) |y |
_____________________|ProList_____________|Richstein_&_Dick_____________|y_|
Chem. Displaying |Monoklin |MAXON (Special disc) | |
_____________________|Chemograph Plus______|DigiLab_____________________|__|
Circuitlayout |Route iT! & Circu iT!|Think! | |
_____________________|Platon_____________|VHS_____________________________|y*|
Vektoriser___________|Convector_II_________|ZYN/TEAM-Computer_____________|__|
Hardcopy_____________|rhocopy_____________|rhotron_____________________|__|
Disk-List-printers___|TreeView_2.4_________|Stephan_Gerle_____________|__|
Fraktals_____________|Fractals_IV__________|Harald+Martin_Hansen__________|__|
```

```
PS-Interpreter_______|Postman_____________|SILICON_Technology_&_Promotion|__|
Concordance__________|Concordance__________|SPIRIT_WARE_____________________|__|
Packershell_f.__MTOS_|MARC_4.0_____________|Think!__________________________|y_|
Logikanalyser________|CLA_v2r1_____________|C._Graham_(Shareware)_________|y_|
Adress base__________|Pegasus_____________|Pergamon Software_____________|y_|
Symbolic mathematics |Solutions |Elan Software | |
_____________________|Riemann II__________|Richter Distributor___________|__|
Database_____________|Atari Works__________|Atari Corp._____________________|y_|
Notators_____________|MIDI File Printer____|ST PD-Disc 677 (Public Domain)|__|
CASE_Nassi Schneider.|UpToCase_____________|Michael_Nolte_________________|y_|
Invoicing____________|Kundendirektor_+_____|Michael_Kammerlander__________|y_|
```

This list is no commercial. I'll include every program I get to know.
(Comment by the Translator: Sorry for mentioning Atari Works three times,
but I wanted to keep the 'Text/DTP' and 'Spreadsheet' Chapters')

Notes:

o Programs listed in the Speedo column with 'y*' support Speedo but don't
output text.
o 7up only uses non proportional fonts (e.g. Monospace 821 from Speedo)
o Xact can print Speedo fonts without SpeedoGDOS too.
o FSM-GDOS is included in the Wordflair II package.
o Platon only outputs metafiles via GDOS.
o I didn't make it to print via GDOS in OPUS.
(I've been told, OPUS doesn't chose the fonts it can handle with,
and doesn't print if even one of these fonts is installed. See 7.1 too)
o Programs only printing via device 21 (like OPUS and CLA are out! (see
16.2 too)

Kandinsky Version 1.73
ftp.cs.tu-berlin.de pub/atari/Graphic/kand173

10 Utiliies

10.1 fontfix

Problem: The font height is wrong in some fonts. fontfix discovers this
error and corrects it.

On the Internet fontfix can be found here:

ftp.uni-muenster.de /pub/atari/Applications/Dtp/Fonts/Gdos

ftp.cs.tu-berlin.de /pub/atari/utils

10.2 Outline Fonts

Outline Fonts Accessory by CJG

This utility edits the EXTEND.SYS for SpeedoGDOS. This file
contains a description of the size of the Speedo caches, the
fonts and the font sizes. The caches can be saved to disc and loaded
again from there too.

A good done program except to the preset cache sizes fitted to
FSM-GDOS not Speedo.

Filename: OUTLINE.PRG alias OUTLINE.ACC, 67644 Bytes (49254 Bytes Speedo 5)

Spread with SpeedoGDOS.

(Why doesn't Atari make it to make programs including a display of the
version?)

10.3 Printer driver

GDOS Devices Accessory by CJG

Edits the ASSIGN.SYS

Filename: DRIVERS.PRG alias DRIVERS.ACC, 64878 Bytes (41592Bytes with
Speedo 5)

Before starting this program it's better to create a backup of the
ASSIGN.SYS!
The (at least) two reasons are the following:

1. The informations about the bitmap fonts are removed without comment.
2. ASSIGN.SYS is replaced by a new one if 'Benutzereigen'-'Hinzufuegen' (in
the German release) is selected wihtout any chance to get it back.
(The English Version should have a Dialog like 'Own drivers' 'Add' or
similar). To all coders: Don't copy that style!

If this utility should display no drivers sometimes simply start ASSIGN.PRG
(see next subsection)

DRIVERS.PRG/ACC only displays the Speedo drivers of my collection. It
doesn't display the Filename, it displays a name included as string in
the driver. Does anybody know how it gets this information?

10.4 ASSIGN

ASSIGN 1.0a is by Dirk Sabiwalsky (PD).

It tests three things:

o Are there several fonts using the same ID and have different Names
(Typefaces)?
o Are there several fonts using the same ID and the same Pixelheight?
o Are there several fonts with the same name (Typeface) and different
IDs?

10.5 FONTCHK

FONTCHK tests GDOS fonts if they have possible errors.

It's spread with ProList for example.

10.6 FONTCNV

Converts GDOS fonts from Motorola to Intel format.

Comes with ProList too.

10.7 GEMFont

Fonteditor has the capability to read Signum- and PK (TeX)- Fonts too.

Internet: ftp.tu-clausthal.de:pub/atari/systools/gdos/gemfo120.lzh
Use the chance to get a new unlzh or lhxarc.

10.8 FontMonger

Converter and editor for different vector formats including Speedo. Only
works on IBMs or MAC though.

10.9 Font-ID

Font-ID is a little freeware tool made by Frank Schneider. In a window it
displays the fonts (in different sizes) installed with GDOS or SpeedoGDOS
including the Font-ID. So you can get an overview when you don't have a
program with font selector/ID display function at the moment.

10.10 X4U

Speedo fonts have much more glyphs than the ones mapped in the ASCII
charset. With this program by Peter Hellinger you can setup, which char is
to be used at which ASCII code. It's distributed by R.O.M.

11 Font selectors

We all know this useful thing about file selectors:
The Operating system doesn't only offer a file selector, it's got an
interface to use one file selector in every application.

A standard interface for FONT selectors doesn't exist, usually they're
offering their jobs by cookies. The work to make a program support font
selectors via cookies is much smaller than writing one for yourself.
If there wouldn't ... but let's take a look at the candidates first.

11.1 UFSL

UFSL from Michael Thaenitz is freeware and may distributed with any
application. The last version is 0.97 from April 30th 1994.

Fonts (faces) and size can be selected comfartable. But after typing
a free size I didn't get a face displayed at this size.

Attributs are missing and the dialoge is only modal.

UFSL unfortunately isn't in development any more.

11.2 XUFSL

I only know two things about this selector: It's existing and told to be ugly.

11.3 Magic from Peter Hellinger

This selector is part of Magic 4.00 from Peter Hellinger and not available separately. Magic itself - NOT MagiC! the multitasking OS - can be copied freely. But the information how to use it must be paid.

It's nice that this selector can be a non modal window dialog, FlyDial or normal dialog. Scrolling through the list is fast, too.

But the long loading time (proportional or non proportional faces can be shown and each face has to be checked about this. An application can't switch off this checking) isn't that nice. One more bad thing is the jump to the beginning of the list after alternating non/proportional faces.

Attributes aren't selectable and the size selection in the edit line isn't acceptable the way it's done.

The selector only can be used when the event handling is completely done by Magic, what makes the coder use a fixed code structure (working parts must be rewritten, other things don't work anymore) and produces new errors.

The actual release only shows Speedo faces, not Type1 or TrueType.

I'm desperately waiting for an update ...

11.4 FontSel

FontSel Version 1.00 from May, 11th 1994 from Holger Weets is totally cmpatible to UFSL for the programs. Its small size and the selecteable attributes are a very nice feature.

Together with Speedo 5.0a it only shows the System Font.

11.5 Minimum requirements

A font selector should work with all OS-releases (TOS, MiNT, MultiTOS, MagiC!, Geneva), with every video hardware supported by the VDI and should show each font available from every GDOS version. (Pixel fonts, Speedo fonts, Type1 and TrueType).

11.6 Desirable properties

Its quite complicated to make the user set further characteristics of fonts in an extra dialog. So, at least the standard attributes (bold, outlined, ...) should be directly made available. If a program doesn't support them they should be made non selectable/invisible.

The same holds for the skew angle.

Not every program can handle all fonts. According to this every program must be able to set, which faces have to be invisible or disabled.
An example:
Some programs (like 7up) only use non proportional fonts.
A further feature (but not exlusively, due to BASIC) it should be possible to pass a procedure variable to the selector setting the kind of displaying for each face.

It would be nice if the program could set the selector in a window or normal dialog too. It can be done much easier and more flexible than in Magic.
The font selector opens a window in the calling program's name and gives back the window handle to it. The application further handles the events and if one is for the font selector's window it is passed to it via a procedure call. This simple mechanism enables the use of multiple (system wide) selectors, colour pickers (and more) distributed by different producers in windows at the same time.

Once more:
This parallel work only is possible when every selector doesn't use it's own evnt_multi loop.

Finally an application should be able to set if it doesn't matter if a font is proportional or not (the user can have displayed it if he really wants to). When this information isn't used the call of a selector can happen much faster!

My favourite selector actually is the one of papyrus, but it only works in papyrus (yet?) [Stefan says: It's my favourite too ;-)]

12 Distribution

12.1 Atari

The drivers named with Atari are availabel from Atari. Send three disks, Money for shipping and a kind letter to them and you'll get them with printer drivers and fonts.

This Package is available at Atari shops too.

No docs but for this price ...
(That's the way in Germany - other countrys may differ!)

12.2 BELA

The fonts named BELA were available from BELA

There were two disks with packed printer drivers and fonts for them.

The fonts DO have the same IDs like the ones from Atari, but the internal font NAME is different. Due to this these fonts are correctly not accepted by some programs if used with Atari fonts.

There's almost no documentation. Not even a hint about the one owning the copyright for the drivers or about the author(s)

One last thing about BELA: R.I.P. ;-)

12.3 Language

The driver named Language is spread on the language disc of the MegSTE

12.4 Internet

The drivers signed with 'I' are to be found on the Internet.
For example: ftp.cs.tu-berlin.de

12.5 Working Title

The WT drivers are spread with Calligrapher. They are (c)Working Title, the
wt driver are licensed by Working Title.

No drivers are on the Calligrapher DEMO disc. The drivers coming with
Calligrapher lite (15DM) are signed with CL in the tables.

Screen fonts are on both discs.

12.6 XWindow System

There are PD Speedo fonts from Bitstream. These can be used with Speedo 4.2.
I (Gerd) have no problem using them (even the umlauts are correct)

To find them let Archie (see 11.12 FTP) search as follows:
set search sub
prog speedo-

The fonts:
font0648.spd -bitstream-charter-medium-r-normal--0-0-0-0-p-0-iso8859-1
font0649.spd -bitstream-charter-medium-i-normal--0-0-0-0-p-0-iso8859-1
font0709.spd -bitstream-charter-bold-r-normal--0-0-0-0-p-0-iso8859-1
font0710.spd -bitstream-charter-bold-i-normal--0-0-0-0-p-0-iso8859-1
font0419.spd -bitstream-courier-medium-r-normal--0-0-0-0-m-0-iso8859-1
font0582.spd -bitstream-courier-medium-i-normal--0-0-0-0-m-0-iso8859-1
font0583.spd -bitstream-courier-bold-r-normal--0-0-0-0-m-0-iso8859-1
font0611.spd -bitstream-courier-bold-i-normal--0-0-0-0-m-0-iso8859-1

12.7 COMPO

COMPO offers two Bitstream Speedo packets with 100 fonts each. One costs
DM99.-
(At your own risk)

Since some time COMPO also offers a CD-ROM with TrueType and Type1 fonts/faces.
These seem to be the same ones as on the StarType CD, but TrueType and Type1
on a single CD-ROM.
The price is DM99.-

12.8 IMG-0300

On the Internet:

ftp.uni-muenster.de /pub/atari/Gdos

12.9 Others

I don't make a choice of drivers. The limit is all of them. The authors (and
users) of the programs are asked now to write me, which GDOS drivers come
with the programs (With information of: lenght, date and known bugs).

11.10 FTP

Many students can get software worldwide via ftp. Prices for steady
connections are constant, but connections between America and Europe
have to be paid depending to the volume of data transferred.

Please try not to ftp across the big blue and use short ways.
Use transferring times not in the working hours at the server!
('9 to 5')

Files with known names can be found by Archie.

In Germany:
telnet archie.th-darmstadt.de
login: archie
help

In the US e.g.:
archie.ans.net

Archie will automatically display other archies. use the one that's closest
to you.

The Archie databases ask about once each month one ftp server after the
other for freely available files

One more small hint: atari.archive.umich.edu ist always totally busy. Not
even mirroring to other servers helps.
Better connect to
- amiga.archive.umich.edu
- msdos.archive.umich.edu
and type cd atari from there.
This computers have the same HD mounted. BUT: First search your own vicinity!

12.11 SciLab

SciLab's GDOS drivers are not mentioned in the driver's tables though they
are very favourite - specially the colour drivers.

These drivers no langer can be ordered without a program. This is due to the
programs that lots of programs have when using the colour drivers. SciLab
would be blamed then.

You only can get these drivers by ordering a program from SciLab or making
the distributor (of the software you use) licensing those drivers. SciLab
always has 'an open ear' for that. Those are especially the Speedo capable
drivers for HP 600dpi and HP 500C/550C. Actually these are distributed with
Speedo 5 too.

12.12 Star Division

Star Division sells two CD-ROMs (StarType) with 500 TrueType/Type1 faces.
These are mostly complete typeface families.
One example:
Zapf Humanist 601 is available as:

o roman
o italic
o bold
o bold italic
o demi

o demi italic
o ultra
o ultra italic

A lot of Bitstream fonts are included. (e.g. Zapf Humanist 601 as noted above) There are two ITC faces too. In Germany these two CDs are (at least) available for DM69.- from Vobis. A booklet with a short overview is available there too.

13 GDOS versions

13.1 The ones from the bones

Atari-GDOS, AMCGDOS, ABCGDOS, NVDI and possibly G+Plus use the same drivers.

13.1.1 Atari-GDOS and AMCGDOS

The Atari-GDOS is the ancestor of each GDOS. Its most remarkable properties are lots of bugs and it's horrible slow speed. But that's history.

AMCGDOS is faster and has less bugs. But it almost has the same capabilities and was distributed together with Atari-GDOS.

13.1.2 ABCGDOS

Comes from The Netherlands (I think so) and is almost totally unknown. I only mentioned it because it's a GDOS.

13.1.3 G+Plus

Does anyone know anything about it?

13.2 One step forward

Even though there was a very good GDOS in NVDI, Atari had an open ear to the request of users and coders and tried to raise the capabilities of GDOS.

13.2.1 FontGDOS 2.0

This is a GDOS still using bitmap fonts. It uses own drivers.

The drivers from this package are really much faster than the former ones. (Only bitmap fonts and graphics are comparable of course)

I didn't have any problem using these with other GDOS versions but you must limit to the old fonts.

FontGDOS is the successor of the Atari GDOS. Mainly it differs with the Bezier function and faster (and color-able) drivers. It's got nothing to do with FSM-GDOS or SpeedoGDOS.

FontGDOS is availabel from several firms which use it for their programs.

13.2.2 FSMGDOS 3.0

During the development of FontGDOS, Atari created a GDOS that can handle vector fonts (named OTL in this FAQ). So FSMGDOS isn't a successor of FontGDOS.

It was developed the same time. FSMGOS practically was ready to be released
but due to massive protest by the developers it was cancelled in the last
moment. Except to bundles it never has been distributed officially.

13.3 Actual developments

13.3.1 SpeedoGDOS 4.0 and 4.1

Contents:

o Installation program
o Speedo font engine
o 2 Programs to edit ASSIGN.SYS and EXTEND.SYS
o 14 fonts in Speedo-format by Bitstream
The Falcon Speedo (in Germany) comes with 18 fonts now
o 14 Printer drivers
o An installation manual [Stef: hmmm, manual? Gerd: _installation_ manual!]

Outrageous features are:

o Speed
o Not the whole Font-file has to be read (memory saving)
o 16bit fonts (no 256 character limit)

See [4]

The information if it's a Speedo or bitmap font can be found in byte 33 of
the Fontname (vqt_name, INQUIRE FACE NAME AND INDEX, VDI 130). Zero means
bitmap font and one means FSM- or Speedo font.

Some Problems are inportant to be mentioned:

A coder can't find out if a driver can handle Speedo fonts (see last
question in 10.3)

Some font IDs are used by bitmap AND Speedo fonts, though different fonts
with similar IDs may never be installed the same time.

If you don't take care of this you'll get bombs.

It depends to the user to install the right drivers and fonts. The coder
can't help here to stop errors.

The best way is only to install bitmap fonts with the right drivers or to
use a Speedo only system.

The monospace font coming with SpeedoGDOS 4.0 has no umlauts (ae, oe, ue ...)

For installation and coding I recommend to read [5-7].
Remember starting NVDI before SpeedoGDOS in the AUTO folder!

The ones that bought Speedo in the early days got 4.0, the Falcon buyers
got 4.1.

13.3.2 Speedo 4.2

Let's see what Ulli Ramps has to say:

Huhu! [TM]

The following is a list of changes made to SpeedoGDOS.

1) Line-A - Due to many requests from developers, SpeedoGDOS is now no longer Line-A dependent. All output is done through VDI calls. This was done to make Speedo compatible with various graphics cards, and to make it more multi-tasking-friendly. In addition, users should be able to use various VDI replacements with GDOS.

Another benefit from removing the Line-A dependency is that we no longer have to worry about the scratch buffer used for algorithmic special effects. We have implemented the special effects inside of SpeedoGDOS and the drivers, so that the user/program does not have to worry about the memory needed to accomodate arbitrary sized characters. Unfortunately, this means that old drivers need to be relinked with the new independent library (found in the new driver kit).

There are plusses and minuses of the new implementation of special effects. In many cases, the special effects will be slower. With all previous incarnations of GDOS, you could not use 'bolding' or 'skewing' at non-90 degree rotations; now both of these work at all rotations. On the other hand, 'lightening' used to work at all angles and combinations of effects; now 'bold' mixed with 'lighten' only work at 90 degree rotation angles.

Miscellaneous Note - When using special effects, many applications have a hard time placing the cursor. In both the v_gtext() call and the v_ftext() call, the only cursor compensation to be made is for bolding. Bolding adds the thicken value to the number of pixels of each character. For rotated characters, note that the extra pixels can be considered a vector along the positive x-axis which is rotated at the same angle as the text and added to the advance vector; therefore, the length of the text string should remain the same at any angle. This is true even when SpeedoGDOS generates characters on a scanline basis (when the character does not fit in the character cache), although it does not implement the special effects. Also, applications should watch for the case when they keep track of the cursor position with vqt_advance() or vqt_width(), instead of vqt_extent() or vqt_f_extent(). In versions prior to 4.2, the application could accurately place the cursor by adding two pixels for every outline character and by adding left and right skew offsets for a skewed string. Now these effects are generated by the outline font engine, so the application must either rely on the extent calls or it must inquire for the advance vectors for characters that are skewed and/or outlined separately. For compatibility purposes, it is recommended that the version number of SpeedoGDOS is checked so that programs can handle both old and new characteristics.

2) Font ID's - Speedo font id's have been promoted to a higher range of ID numbers. This was introduced to avoid conflicts with bitmap

fonts and more importantly, with the system font (which conflicted with a variation of Swiss 721). For those applications which use the usual interface with Speedo (i.e. use vqt_name() to find out what the font ID's are), there should be no problem, except if documents have font ID's embedded into formatting information. Of course, all the user has to do is substitute the font. If the application actually goes into the font file header to read the ID, note that we are adding 5000(decimal) to all Speedo font ID's.

3) Printer Driver Incompatibilities - Speedo will now check the printer driver it is trying to load for the '_FSM_HDR' cookie embedded in the driver header information. If GDOS does not find the cookie, it will not allow the loading of any fonts; therefore, you can still use your driver for non-text applications. For future reference, please be sure that the driver header begins on a word boundary for all drivers to be used with this version and any future versions of GDOS.

4) Vst_load_fonts() - We have made two optimizations to the loading of fonts. The first is when a load_font call is made, GDOS checks the date of the extend.sys file to see if it was modified since the last load. A reload used to be mandatory because a bigger scratch buffer might have been required. Since we no longer need a scratch buffer, GDOS only checks to see if a change has been made to the list.

The second change is that GDOS no longer deallocates the global list of fonts if there are no more workstations using GDOS fonts. Therefore, application launches will be faster. On the other hand, the miscellaneous cache never gets cleared of font header information, unless a reboot happens.

5) Memory.sys - The memory driver used to mistakenly open a printer handle.

6) vst_height() - Vst_height used to have a bug in which a maximum point size is reached and then the size begins to shrink. This is fixed.

7) Postscript table - The Postscript table has been fixed (i.e. the indexes were off by 32 for certain Postscript files).

8) Fixed vrt_copyfm() in the drivers.

9) When in 'bicsmode', character 0 was not passed through to the font engine.

10) Negative point and set sizes - The handling of negative point and set sizes has been made consistent with the original handling in FSMGDOS.

11) The handling of fractional setsizes was incorrect in the drivers, and is now fixed.

12) V_ftext() in the drivers can now handle the offsets passed into the ptsin array.

13) Screen drivers can now safely load as device 10.

14) The memory driver can be loaded residently.

15) vqt_devinfo() - Vqt_devinfo() now returns information, whether or not the device has been opened. Furthermore, the device drivers name, found in the driver header, is copied into the ptsout array; the name is 26 bytes long. Note: if the driver is not SpeedoGDOS-compatible, a null string is returned, and if there is an error, a -1 is returned in ptsout[1].

16) vst_width() - A new call has been added to Speedo. The call is similar to vst_height() except that it sets the width. The bindings are identical except that the opcode is 231. Note: As with vst_arbpt() and vst_setsize(), you must call the general call (i.e. vst_arbpt() or vst_height()) before using the width calls (i.e. vst_setsize() and vst_width()). In addition, the general calls always reset the widths.

Miscellaneous Note: Although these have been published before, many requests have come in for the SpeedoGDOS error codes. Here they are:
Code 1 Out of memory
2 File open
3 File read
4 File write
5 Speedo engine error
6 Character too large (not used, defaults to line output)
7 No room for scratch buffer
8 Character cache error
255 Miscellaneous
These errors are placed in the error code address that applications should provide. Note that if you have MultiTOS installed, GDOS will report the error to Salert, the system alert box. A revision of the error handling is overdue, since some of the errors are no longer relevant (e.g. code 6), and error code 5 is returned for the lack of availability for pair and track kerning (in addition to the serious errors).

Well, again a big thank you to Ulli!

Now it's me again:

The Installation program for Speedo 4.2 had a small bug yet. If a NEC P printer is selected, NEC_P.SYS ist written into ASSIGN.SYS. But the distributed driver hat NECP.SYS as filename. R.O.M. fixed that.

13.3.3 Speedo 5.0

SpeedoGDOS 5.0 was developed by COMPO/no!software using the sources of Atari. Unlike Speedo 4.x it can scale TrueType and Type 1 (see 7.2). Price: DM129.-
(at your own risc)

Now 9 printer drivers are included - the additional ones. Speedo 5.0 is an upgrade, so you have the old drivers. But: Which are the old divers? The ones before Speedo 4.1 don't work (and only falcon users have 4.1; the ones who bought Speedo from COMPO in the beginning only got 4.0)

So I at once printed a text using Speedo 5.0, NECP.SYS (Speedo 4.2) and ProList. And? Surprise! It works. That's really astounding because ProList and my own program (see 2) had problems with this driver and Speedo 4.2.

Using the drivers of Speedo 4.0 at least shouldn't work due to the changed jobs of Speedo 4.2 and the drivers.
(Could anyone test Speedo 4.1 drivers with Speedo 5.0? I don't quite believe that this works)

Here's how I think an upgrade works (be careful satire)

==========
User: Dear Mr. Compo [...] but my Speedo 4.0 drivers don't work any more.

COMPO: ... best wishes to your decision ... BUT: Speedo 4.2 isn't an official release. It's especially made for papyrus and not useful for other programs. On the other hand...though...seen from a different point...maybe...possibly...Finally you need the drivers from Speedo 4.2. But we don't distribute them. Ask R.O.M. about it ...

[later]

USER: Dear Mr. R.O.M., ...I'd like to get a downgrade, free of course.

R.O.M.: ...don't work...our own costs...bla...etc...better wait for NVDI 3.0, we certainly can put you on the list.

User: "$&"$/(!&!^#
==========

Well, *I'm* full of anticipation how users that only had Speedo 4.0 will be able to make printouts.

Versions of Speedo 5.0 until now:

5.0a (Aug. 3rd 1994)
First release

5.0b (Aug. 8th 1994)
From now T1 & TT font loading works faster.

Known Bug: After calling vqt_headerinfo() the files arent' closed again. If a Program makes this call with all fonts it can run out of filehandles (the amount of them differs from one TOS release to another).

Since Speedo 4.2 the 'outlined' attribute only works in special conditions. It depends on the font used, the SpeedoGDOS version, the point size ... and which Mantra's are mumbled at full moon.

5.0c (Aug. ? 1994)

Now LOWMEM=0 works as stated in the manual.

13.3.4 NVDI up to V2.51

These releases consist of very fast screen drivers and a very fast GDOS. Compared to Atari-GDOS, NVDI had almost no bugs. Nevertheless the functions were allmost the same.

13.3.5 NVDI 3.0

This will be able to scale Speedo and TrueType fonts and will contain printer drivers.

13.4 Comments

Users and coders should be happy with the speed of development. Even the numbers of font formats included simultaneous doesn't have anything comparable on any other platform.

The time between the releases of SpeedoGDOS 5.0a to 5.0c - obviously without extended betatesting - doesn't satisfy a lot but, on the other hand it's nice to see that the competition by NVDI 3.0 makes the developers hurry.

SpeedoGDOS 5.0 creates problems in some applications that worked perfectly with Speedo 4.x. This may be due to the negative handles that 5.0 uses for the new formats. That's not a bug, because one shouldn't calculate with handles. But some apps do it though.

Will SpeedoGDOS 5.0 or NVDI 3.0 be supported by the programs first? With NVDI yet a good coding manual was distributed and I think V3.0 will continue this tradition. COMPO and Atari - on the other hand - make a big secret of how to use their GDOS - when you're not an registered developer (paying a lot of money). Me, as a normal consumer, I have SpeedoGDOS for more than 3 weeks (while I write this), registered developers don't have it yet ... I will support the GDOS at first for which I have a documentation first. Other coders will make it this way, too - without being malicious. And the users will buy that GDOS that's supported by their programs [right said Stefan]. For me it's great to see, that competition revives the marked and I am full of anticipation to see, which documentation comes first.

14 Source

For officia developers it's possible to get an almost complete printer driver in object code. This has to be adapted to the special printer.

This package is available for GDOS and SpeedoGDOS.

15 Tips'n tricks for users

15.1 Pixel trash at printing

Printing graphics on a NEC P6+ (maybe other printers too) including a lot of black in a line I often had the problem that one line was left out (Speedo-drivers NB15, NECP) or two lines were printed displaced in one line (Speedo-drivers FX80, NX1000).

This happens when printing directly and via CENSPEED. When VARSPOOL is used this effect vanishes.

VARSPOOL can be found on the driver disk of the NEC-printers.

15.2 NEC P6+

Once in a while a NEC P6+ will get noisy (rrrrrrrrrrraattatatattaa).
If you open the front you'll see a round bar (about 1cm thick).
Put two drops of sewing machine oil on it each year (you'll get it from Mom)

15.3 Overwritten Speedo faces

Sometimes SpeedoGDOS writes in face files. This produces interesting effects. To fix this I have a second order besides GEMSYS filled with the Speedo faces on my harddisk. If I get strange effects again I copy these files to the GEMSYS folder. The fixes it in most cases.

16 Tips'n tricks for coders

16.1 Font size and pixel size

Here are my experiences with GDOS and WYSIWYG. Credits to Ulrich Rossgoderer for confirming these.

It's about the output of vector graphics and text on screen and printer.

The size of text is defined in point and is always the same - independent of the resolution of the output device.

Different are vector graphics: they have to be recalculated in pixels before the output. This should be no problem. If you are opening a virtual/physical workstation you get the pixel size in micrometers in devParm[3] and devParm[4].

Let's assume the vector graphic is saved internally in micrometers, then the definition points at the output simply have to be divided by devParm[3] or devParm[4] to get the position in pixels. When doing the output in windows an offset has to be added. but thats not relevant here.

This is the theory which is quite simple so far (see [3]).
Let's start with the practice.

As described above we output a text and a border which is saved internally as vector graphics. It doesn't matter here if the text is a Speedo or bitmap font. To have a better chance to compare the border exactly surrounds the text.

I got the following experiences: When the text exactly is filling the border on the screen (ST-high) it is - when printed - much too small compared to the border.

An error in the recalculation of the pixelsize can't be the problem, because I made the printing with the drivers NB15, NECP, FX80, NX1000 and the results are the same.

I have only one explanation for this: The screen driver supposes a different resolution for the pixel size than for the font size.

Two solutions I can offer:

First you can use another pixel size on the screen than the one given from the operating system. After opening the virtual workstation (and ONLY this one!) I calculated
devParm[3] := 282
devParm[4] := 282
and with this parameter I made the recalculation from micrometers in pixels. Now the relation from graphic to text on screen and print-out is exactly the same. But now a DIN A4 page doesn't fit on the screen in it's width. The numbers are found by me the experimental way and possibly can be optimised

Another solution may be this: Use a smaller font size for the screen (and ONLY there!) by multiplicating the size with about 72/96. This is simple with Speedo fonts because the size in points can be defined with a very high accuracy. With bitmap fonts this won't work because a screen font in the 72/96 fold size for every printer font doesn't.

This method surely is to be midified for ST-Mid and other resolutions.

From Wilfried Behne (Half NVDI ...): SpeedoGDOS ignores the devParm[3] and [4] - values of the screen drivers. The values of physical workstations ARE taken.

16.2 Selecting drivers

During th test of several GDOS programs I found out, that some coders have the following problems:

Users can freely assign drivers in the ASSIGN.SYS.
There may be a setup like

23 FX80.SYS
27 NECP.SYS
28 NB15.SYS
31 META.SYS
61 MEMORY.SYS

How may a coder find out which drivers are installed (and ready)? Even though there's no Printer 21?
Quite easy: When the program supports printers ALL drivers from 21 to 30 have to be opened and closed again at once. An installed driver gives back a devicehandle >0 when it is opened. vf_devinfo only gives back correct values when a driver is open.

Do the same thing with drivers 61 to 70 when MEMORY drivers are supported.

The ASSIGN.SYS as printed above is very useful. That's because the NEC P printers support all these drivers and print in different resolutions.

17 Addresses

(Lot's of stuff is available from the friendly Atari dealer 'around the
corner ;-/)

(Note: All addresses are German ones - except when marked!)

Application Systems Heidelberg (ASH)
Postfach 102646 * 69016 Heidelberg
Tel.: +49 6221 300002

ATARI Computer GmbH
Am Kronberger Hang 2 * 65824 Schwalbach /Ts.
Tel.: +49 6196 801-0; Fax.: +49 6196 801 180
Entwicklersupport-Mailbox: +49 6196 81041

Behne & Behne Systemsoftware GbR
Lindenkamp 2 * 31515 Wunstorf
Tel./Fax.: +49 5031 8629

BELA Computer GmbH: R.I.P.

ByTech GbR
Detlef Kuhl, Frank Hieronymi
Bismarckstrasse 88 * 10627 Berlin
Tel.: +49 30 3134258

COMPO Software GmbH
Ritzstrasse 13 * Postfach 1051 * 54591 Pruem
Tel.: +49 6551 6067

DigiLab GmbH
Posener Str. 18 * 24161 Daenischhagen

DigitalDesktop (DDT) Is a dealers community
Addresses are to be found in Atari-magazines

Digital Systems & Consulting
Soester Str. 306 * 59071 Hamm
Tel.: +49 2381 889413; Fax.: +49 2381 889812

Elan Software
550 Charest Est
P.O.Box 30232
Quebec, G1K 8Y2
Canada
Voice: (418) 692-0565; Fax: (418) 683-9189 CANADA!!!

Dieter Fiebelkorn
Gruener Weg 29a * 4370 Marl-Brassert

Stephan Gerle
Ruthstrasse 8 * 44149 Dortmund

H3 Systems
Haeusserstrasse 44 * 69115 Heidelberg
Tel.: +49 6221 164031; Fax.: +49 6221 184541

Harald und Martin Hansen
Weserstrasse 82 * 12059 Berlin

Hard & Soft
Obere Muensterstr. 33-35 * 44575 Castrop-Rauxel
Tel.: +49 2305 18014; Fax.: +49 2305 32463

ICP GmbH & Co.KG
Leserservice TOS * Innere-Cramer-Klett-Strasse 6 * 90403 Nuernberg 1

Konfect Corp. Vertriebsbuero A-D-CH
Postfach 1113 * D-63797 Kleinostheim
Tel. +49 6027 99941; Fax +49 6027 99942

MAXON Computer GmbH
Schwalbacher Strae 52 * 65734 Eschborn
Tel.: +49 6196 481811

Migraph Inc.
32700 Pacific Highway S.
Suite 12, Federal Way
WA 98003, USA USA!!!
Tel.: 0012068384677

Michael Nolte Computersysteme
Vasters Str. 10, 50825 Koeln
Tel.: +49 221 558269, Fax: +49 221 5504629

OMIKRON Soft+Hardware GmbH
Sponheimerstr. 12a * 75117 Pforzheim
Tel.: +49 7231 356033

Pergamon Software * Lehmann & Herzog
Wegscheidestr. 29 * 60435 Frankfurt/Main
Tel.: +49 69 5488279

rhotron GmbH
Entenmuehlstrasse 57 * 66424 Homburg/Saar
Tel.: +49 6841 64067; Fax.: +49 6841 2467

Richstein & Dick GbR (Kaktus)
Konrad-Adenauer Strasse 19 * 67663 Kaiserslautern
Tel.: +49 631 22253

Richter Distributor
Hagener Str. 65 * 58285 Gevelsberg
Te.: +49 2332 2706

R.O.M. Software (New Address!)
Christian Nieber & Ullrich Ramps
Raschdorffstr. 99 * 13409 Berlin
Tel.: +49 30 4924127

SciLab GmbH
Isestrasse 57 * 20149 Hamburg

Tel.: +49 40 4603702

SHIFT Computer + Werbung GmbH (quit!!)

Michael Siek
Bohlweg 6a * 38678 Clausthal-Zellerfeld
Tel.: +49 5323 4413

SILICON Technology & Promotion
Wilhelmshoeher Allee 124 * 34119 Kassel
Tel.: +49 561 711924

Softbaer GbR
Richardstr. 60 * 12055 Berlin
Tel.: +49 30 6226884

SPIRIT WARE
Bible Church 15211
15th Avenue NE Seattle, WA 98155 (USA) USA!!!

TKR
Stadtparkweg 2 * 24106 Kiel
Tel.: +49 431 337881; Fax.: +49 431 35984

Trade-iT doesn't exists any more (since April 1994)

Holger Weets
Tangastr. 45 * 26121 Oldenburg
E-Mail: Holger_Weets@OL.maus.de (Not above 45kB!)

Dipl.-Phys.-Ing. Ralf Wirtz
Kasterstr. 30 * 52428 Juelich
Tel.: +49 2461 1255

Wilhelm Mikroelektronik
Luenen

Working Title GbR
Lilienweg 12 * 53123 Bonn
Tel.: +49 228 647020

3K Computerbild
Wevelinghoven 26 * 41334 Nettetal
Tel.: +49 2153 91860

18 Miscellaneous

18.1 Critics

18.1.1 Critics to the author

Critics is welcome. To get more info, send email to:

G.Castan@physik.uni-stuttgart.de

If you are writing me you have ossibly already tested two or three drivers.
Please write me if the errors listed above occured or not.

Anybody who knows different driver support addresses, please drop me an
email.

18.1.2 Critics to the translator

Hi, this is Stefan writing :-)
The reason why I wrote this translation I can't find in my head ...
Guess it's because Atarians should work together and support each other!
Well, if you wonder about some errors of spelling or syntax remind this:
I learnt English at school for 4 years an after that I kept my knowledge
actual by playing some text adventures and now by reading cs.atari.st and
cs.st.tech and some of the ANet groups
If you find some errors in this translation, please don't send them to Gerd
but
to me:

cookie@cookie.syd.de

Referring to the feedback on this translation there seems to be ANY error in
it.
I didn't get too much email now - and no postcard, so I'll set my address
here too: Stefan Damerau
Bergholm 31
D-24857 Fahrdorf

It would be interesting to me, WHO is happy with this FAQ, so send me
postcards,
discs, books, whatever you want - no mail bombs please ;-)))

Thank You and have fun and lot's of experience with this FAQ.

Bye
Stefan

18.2 Praise

If this FAQ helped you out of a problem, please write me a postcard in your
next holidays.

Postcards I received yet: 1

18.3 For my support

Due to actual experiences I ask the distributors to switch on verify when
copying update disks.

I only know two distributors not making any problem with this.

Does one of the readers want to code a Speedo font editor? We (Gerd &
Stefan) offer our time to beta test it ;-)

18.4 Trademarks

This document is full of trademarks that mustn't be used freely.

18.5 Guarantee

I'll offer no guarantee.

19 Appendix

19.1 Literature

[1] Douglas N. Wheeler, EVERYTHING YOU EVER WANTED TO
KNOW ABOUT GDOS (AND MORE), (Internet, Filename:
GDOS.ARC oder GDOS.TXT)
Here's written all what's important to know about GDOS drivers.
(AND MORE)

[2] Jankowski, Rabich, Reschke, Atari Profibuch, 10.
Auflage, SYBEX, Duesseldorf (1992)
The Standard. For Coders: In the VDI part you'll find how to use
screen and printer drivers correctly.

[3] Marc Rene Gardeya, VDI fuer jedermann [VDI for everyone],
ST-Computer 10/93
Introduction in correct programming of screen and printer outputs.

[4] Julian Reschke, Herbstgedanken, ST-Magazin 11/92
Autumn thoughts about SpeedoGDOS and FontGDOS.

[5] Erik Dick, Schoen und schnell? [Pretty and Fast?] , ST-Computer 7/93
Common info about GDOS and installation of Speedo. Almost the same
as in the installation manual, but more information about special
problems

[6] Erik Dick, SPEEDO-Gonzales, ST-Computer 8/93
Important stuff about programming Speedo. Description of the new
bindings and tips for coders for standard situations.

[7] Erik Dick, SPEEDO-Gonzales, ST-Computer 9/93
Meaning of the Speedo error messages and bindings of the Bezier and
cache routines

[8] Erik Dick, Mit Speedo in die zukunft?, ST-Computer 6/94
What's new with Speedo 4.2? New bindings are described too.

[9] Raymond Schroeder, Atari-Hotline, ST-Magazin 7/92
Whats GDOS for? Which programs support it? How can I install it?

[10] Sven Behne, Wilfried Behne, NVDI-Dokumentation, BELA
VDI-description. But no description of the differences between screen
and printer drivers.

[11] Wilfried Behne, Andreas Kromke, Traps in the Atari ST's VDI
and how to get around them, c't 1991, Nr. 3
Much about errors in the screen drivers.

[12] Laurenz Pruessner, : es ist alles so schoen Bunt hier
[Oh, take a look at these colors], ST-Magazines 5/92, 7/92, 9/92
How to handle more than 256 colors with device depending formats

[13] Laurenz Pruessner, Sekt oder Selters [Champaign or mineral water],
ST-Magazin 4/93
MEMORY.SYS: Binding, handling of color resolutions, font output
with and without SpeedoGDOS.

[14] Laurenz Pruessner. Auf ein Neues!, ST-Magazin 1/93
OFF TOPIC Everyone using FlyDials or similar Libraries should read this.
Problem: New AES's releases use (formerly free accessible)
ob_state bits that are used by the libraries, too.
This only is important for AES 3.31 (TOS 4.01) and is fixed
now.

[15] Laurenz Pruessner, Summertime Blues, ST-Magazin 6/93
Listing to open the MEMORY driver.

[16] Laurenz Pruessner, Mehr Schub!, ST-Computer 2/94
Printing with GDOS - espacially it's about printing of bitmap raster
- color, too.

[17] Oliver Scheel, Erste Hilfe fuer [1st aid for] MultiTOS, ST-Magazin 6/93
Common information to install MultiTOS.

[18] Guenter Born, Referenzhandbuch Dateiformate [Reference Dataformats],
2. Edition, Addison-Wesley, Bonn (1992)
With the appropriate drivers it's quite simple to make output in
.IMG and in .GEM format. In this book is a description how to read these
formats again (and more).

[19] Guenter Born, Dateiformate [Data formats] Programmierhandbuch [Coders
manual], Addison-Wesley, Bonn (1993)
Sources (TurboC, TurboPascal) for loading and saving the formats.
To use the datas [16] is recommended.

[20] Tim Oren, Professional GEM, (Internet, Filename: PROGEM)
Tim Oren almost only describes the programming of the AES but without
him this list would not be complete.

[21] Norman Walsh et al, comp.fonts FAQ
TeX DVI, PostScript, and info versions of this FAQ are available from
ftp.shsu.edu in archive/help/comp-fonts-FAQ. A Gopher is also
maintained at shsu.edu which can provide interactive access to the FAQ.
Finally, an online, hypertext version of the FAQ ist maintained
(experimentally) on jasper.ora.com where an HTP server runs. For
example, point XMosaic (or a similar WWW browser)
to http://jasper.ora.com/.

[22] Philip Glass, Koyaanisqatsi, Island Records (1983)
It's astoundishing that so many documental films use this music without
any note ...

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

cookie@cookie.syd.de (MausNet: Stefan Damerau @ SL)
Stefan Damerau * Bergholm 31 * D-24857 Fahrdorf)

472. Re: Mac hd on atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 11:34:21 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <378kft$phg@golem.wcc.govt.nz>
Source record: 179498

In article <02539BHWWFTHJHQKWFO@pplnet.com>, blade01@pplnet.com writes:
>
>
>IM>What would I need to do to a External Mac drive (Scsi) to run it on my Atari
>IM>Is it possible, or am I dreanming?
>IM>any help here would be great.
>
>You'll need ICD's The Link and 5 minutes of your time to install it.

From what I know Mac drives have 25 DB connectors, the Link uses
a 50 way one, no good at all...

> Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

473. Re: Atari TV add last night.

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 12:25:06 UTC
From: michrm@central.susx.ac.uk
Message-ID: <378nf2$p5n@infa.central.susx.ac.uk>
Source record: 179499

Rod (Rod@ivecoft.demon.co.uk) wrote:
: In article <36rj75$6rd@insosf1.infonet.net> lannie@ins.infonet.net writes:

: > Hey,
: > Has anyone seen the new Alien game advertisement on fox for the
: > Jaguar? I was watching TV and it came out and bit me. The kid
: > was playing the Alien game when the alien jumped up and stuck
: > itself to the screen! The mother's hand touches the kid on the
: > shoulder and scares the daylights out of him. He says..."Ahhhhh
: > mom!!" Then he looks again and sees the mother's hand is dead
: > looking and when he looks back, the Alien is holding the mother's
: > arm and making it move!
: >
: > The add then fades away, and says JAGUAR - Do the MATH.....
: >
: > Pretty cool. It was nice to here the word Atari on TV again.
: >
: > Later,
: >
: > Lannie Schafroth
: > Lannie@ins.infonet.net
: >

: I can't wait until we see it on this side of the pond! The Jag is getting some
: pretty good reviews on the TV lately (Gamesmaster) I just hope that more games
: come out soon to keep the momentum going.
: Viva Atari.

: --
: Rod Keen
: rod@ivecoft.demon.co.uk

Yeah, I have been impressed witth all the good publicity the Jag is getting.

I just wish I had saved the money I spent on a Falcon, kept my Ste and
brought a Jaguar. Falcon anyone..?

474. zoo21.ttp

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 13:10:22 UTC
From: jchung@umich.edu
Message-ID: <378q3u$psj@lastactionhero.rs.itd.umich.edu>
Source record: 179500

Hey fellas, I downloaded the file zoo21.ttp from archive.umich.edu
to extract some *.zoo files that I got...but I can't seem to get
the format of the command correct. the help screen of that program
says to extract files all I need type is

"x <filename>"

but when I try this, all I get is the help screen of the program again...
any suggestions??

-J

475. Re: German ST, convert ???

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 13:30:00 UTC
From: Gerrit_Meyer@ol2.maus.de
Message-ID: <199410091530.a2584@ol2.maus.de>
Source record: 179501

KW>My friend has been offered a German ST really cheap. Is it possible to
KW>run it in English by running Neodesk, or some other desktop replacement
KW>over the German TOS ?

Sure. Better is to exchange the TOS-ROMS ;-)))

KW>What about the keyboard ? Does it have German-specific keys, and if
KW>so, can they be reconfigured ?

Yes, it does and yes, they can be reconfigured with a software patch.
In case of using English TOS-ROMS (or EPROMS ;-), it is no more necessary!
Otherwise I recommend a patch and exchanging the keyboard, too...

CU8R, Gerrit

Gerrit_Meyer@ol2.maus.de
Gerrit_Meyer@whv.maus.de
Gonz.Meyer@Subetha.north.de (Subetha.zer.sub.org)
Gonzman@nor.north.de (Do NOT use!)

Do NEVER send mails/files >48KB to maus.de-domains!!!

476. Re: St-Guide

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 14:07:00 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <2e9983782805@elfhaven.ersys.edmonton.ab.ca>
Source record: 179502

wells_s@kosmos.wcc.govt.nz (Steve Wells) wrote:

>I see virtually every package I download lately has both ST-Guide HYPErtext
>_and_ normal ASCII text files in them, increasing filesizes by a fair
>bit, and giving very little extra advantage to those using a decent
>text-viewer (e.g. Guck/Revenge/Masterbrowse). Since it looks like I'm
>going to end up having little choice. Where do I get the _latest_
>_English_ version of the ST-Guide viewer? (I don't need the utilities
>for it & the assorted other garbage, just the ACC viewer....)
>
>While I'm at it same thing for 1st-Guide (The text/picture viewer &
>sample-player). What is the latest english version (if available), and
>where do I get it....

You can get the latest english version from micros.hensa.ac.uk but I
am not sure which directory. There is an advantage to using ST-Guide
documents, even with a good text-file viewer. ST-Guide is for online
documentation. Text file viewers are general purpose utilities for
any type of text you might need to look at... You would not want to
read an entire manual in HyperText, because you would quickly get lost
in the links (if you are a curious soul like me). By the same token,
though, you would not want to look for a specific piece of information
in a text-only document, since it can be a pain-staking process. In
this case, you want the information yesterday, not tomorrow.

--
Michel Forget / Electric Storm Software // My cat stole my //
mforget@elfhaven.ersys.edmonton.ab.ca // opinions, and pawned //
mforget@worldgate.edmonton.ab.ca // them off for milk. //
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 AD 6E 02 71 85

477. Re: Kabold v MAXIfile..

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 14:19:55 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Oct9.111955.28311@ac.dal.ca>
Source record: 179529

In article <3761rg$8us@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
> Kabold Help...
>
> I have found a feature with MAXIfile, but can Kabold do the same thing...??
>
>
> MAXIfile has a Copy files option, that will Auto select files
> that will fit the destination, good for copying files to floppy, it will select
> the files that fit...

How do you do that?

478. Re: Help with Frontier (Elite II) Needed. (Again) (Need To Save Game!)

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 14:45:08 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CxEuB8.K78@exeter.ac.uk>
Source record: 179530

In article <371fol$3ja@mailer.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

> D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
> > If anyone is interested I can give precise instructions for how to alter the
> > program file with a sector editor to make it look on any drive you wish.

> Please do post these instructions. I don't yet have the game, but I'll
> probably break down and get it soon (I know me :-).

Very well, I will rush off home to find the details and post them tomorrow.
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| D2D version of SuperSam due to be released real soon now! |
+---+

479. SR port for TOS?

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 14:55:39 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CxEusr.KEn@exeter.ac.uk>
Source record: 179508

Can anyone tell me if there exists an implementation of the SR concurrent
programming language that runs on a Falcon?
Cheers,
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| D2D version of SuperSam due to be released real soon now! |
+---+

480. Re: Mac hd on atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 14:58:44 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3790f4$ffj@mailer.fsu.edu>
Source record: 179503

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>
> From what I know Mac drives have 25 DB connectors, the Link uses
> a 50 way one, no good at all...

Mac drives can use one of several types of SCSI connectors (though the "Mac" end of the cable that is included is always a DB-25). The Link/Link2 use a Centronics-style 50pin connector (looks a lot like the funny end of a printer cable). This type of connector seems to have found favor in the industry, so many vendors are using it on the actual drives units, and supply an adaptor cable for Mac use. That way, they can use the same external case for Mac, PC, various UNIX boxes, etc.

So, this is definitely a valid question for a prospective hard drive buyer who wants to use a Link. A Centronics-style connector on the drive will prevent the need to buy an adaptor cable (which are quite expensive, suspiciously enough :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

481. Re: zoo21.ttp

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 15:04:01 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3790p1$ffj@mailer.fsu.edu>
Source record: 179504

John T. Chung (jchung@umich.edu) wrote:
> Hey fellas, I downloaded the file zoo21.ttp from archive.umich.edu
> to extract some *.zoo files that I got...but I can't seem to get
> the format of the command correct. the help screen of that program
> says to extract files all I need type is
>
> "x <filename>"
>
> but when I try this, all I get is the help screen of the program again...
> any suggestions??

Zoo has two modes, normal and idiot (my labels :-). I usually use the
idiot mode, unless I am using a shell like TwoinOne. Anyway, try
"zoo -extract fname".

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

482. Re: HS Modem

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 15:05:49 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3790sd$ffj@mailer.fsu.edu>
Source record: 179505
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Volker Burggr&#65533;f (burggraef@admin.uni-oldenburg.de) wrote:

```
> >I believe you misunderstood (perhaps the author was refering to his RSVE
> >hardware mod, which can attain such speeds on Modem1). Modem1 cannot
> >reliably go faster than 19200 without hardware modification.
>
> That is right, but only few know that there is a very cheap and simple
> possibility to do so. You only need a CD4040 chip, cut one pin of the MFP and
> make some cables between them. Then you have 110 to 19200 and alternatively
> 38400bps, choosable with a simple switch.

I believe this mod is outlined in the file /Utilties/Tosfixes/38400.lzh on
atari.archive.umich.edu. Other mods are in there as well.

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
```

483. TOS upgrade help

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 15:19:47 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3791mj$ffj@mailer.fsu.edu>
Source record: 179506

I want to upgrade a 520STFM from TOS 1.0 to TOS 1.2. Currently, the six chip TOS 1.0 set is installed. The 1.2 set I have is a two chip set. BTW, I am well aware of the pros and cons of the various TOS versions, and I have a good reason for wanting 1.2 precisely, not 1.4, 2.06, etc. :-)

Anyway, I have been told by several folks that my 520STFM motherboard should have some "solder jumpers" that I can set in some way to inform it about the two chip set verses the 6 chip set. My problem is, I cannot find them! I seem to have a relatively common 520STFM motherboard (memory chips under the keyboard area, TOS sockets in upper left corner). I have been told that the jumpers I a looking for are marked "A16/A17 and CE", but I cannot find anything like that on my motherboard.

So, I need to know how to find these solder jumpers, and what I need to do to them so I can use a two chip TOS set. A diagram or description of parts that are near these pads would be ideal, as well as which pads need to be connected for this to happen. I'd be happy to pay mailing fees if someone has a diagram they can Xerox and send me.

I am assuming that these are just empty solder pads, and one "jumpers" them by running a bead of solder between them. Is this assumption incorrect? Maybe that is why I cannot find them :-). Any help would be greatly appreciated.

Please email me directly. I'll post a summary and put instructions on atari.archive.umich.edu. Thanks in advance.

Oh, if anyone has a six chip TOS 1.2 (US version only) set, and would like to sell them, I'd be interested in that as well.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

484. TOS upgrade help

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 15:21:37 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3791q1$ffj@mailer.fsu.edu>
Source record: 179507
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I want to upgrade a 520STFM from TOS 1.0 to TOS 1.2. Currently, the six chip TOS 1.0 set is installed. The 1.2 set I have is a two chip set. BTW, I am well aware of the pros and cons of the various TOS versions, and I have a good reason for wanting 1.2 precisely, not 1.4, 2.06, etc. :-)

Anyway, I have been told by several folks that my 520STFM motherboard should have some "solder jumpers" that I can set in some way to inform it about the two chip set verses the 6 chip set. My problem is, I cannot find them! I seem to have a relatively common 520STFM motherboard (memory chips under the keyboard area, TOS sockets in upper left corner). I have been told that the jumpers I a looking for are marked "A16/A17 and CE", but I cannot find anything like that on my motherboard.

So, I need to know how to find these solder jumpers, and what I need to do to them so I can use a two chip TOS set. A diagram or description of parts that are near these pads would be ideal, as well as which pads need to be connected for this to happen. I'd be happy to pay mailing fees if someone has a diagram they can Xerox and send me.

I am assuming that these are just empty solder pads, and one "jumpers" them by running a bead of solder between them. Is this assumption incorrect? Maybe that is why I cannot find them :-). Any help would be greatly appreciated.

Please email me directly. I'll post a summary and put instructions on atari.archive.umich.edu. Thanks in advance.

Oh, if anyone has a six chip TOS 1.2 (US version only) set, and would like to sell them, I'd be interested in that as well.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

485. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 15:23:14 UTC
From: ritz@ritz.mordor.com
Message-ID: <CxEw2q.8vF@ritz.mordor.com>
Source record: 179511

```
eva crouse (redhead@sys6626.bison.mb.ca) wrote:
: ritz@ritz.mordor.com (Chris Mauritz) writes:

: > Requiem (cm3hirjd@soc.staffs.ac.uk) wrote:
: > : I assume there is no dedicated falcon newsgroup. I'd like to change
: > : that, does anyone have the details for creating a comp.sys.atari.falcon,
: > : I know it has to be voted in but I feel it is a worthy addition to the
: > : very limited atari newsgroups available (great though they are).
: >
: >
: > Why create a newsgroup for an orphaned computer? How many Falcons
: > are actually out there?
: >
: > Chris
: > --
: > Christopher Mauritz | Ask me about public access unix
: > ritz@mordor.com | and interactive internet services.
: > Mordor International BBS | BBS: (201)433-7343,(212)843-3451
: > Jersey City, NJ | FAX: (201)433-4222

: I will have you know they are more than 120,000 Falcons by now world
: wide. How do I know???

: Because I am a dealer who keeps in touch with these figures.
: There are new products continously being offered.

: In my opinion, the Falcon is being supported quite nicely and I for one
: are pleased with the hardware and software support and hope that all
: other users will feel the same!

A whole 120,000, eh? Why would a developer write programs for such a
small niche market? You'd have to get the vast majority of owners
to buy the product just to stay in the black, much less make a profit.

Are there really any new titles? Where do you buy them? I haven't
seen an Atari computer for sale in NYC in years (nor software).

This isn't really a flame, just an honest couple of questions from
a former Atari owner.

Chris

P.S. I actually wish I'd kept my ST for use as a dumb terminal.
Uniterm is still the nicest terminal emulator I have seen.
--
Christopher Mauritz | Ask me about public access unix
ritz@mordor.com | and interactive internet services.
```

Mordor International BBS | BBS: (201)433-7343,(212)843-3451
Jersey City, NJ | FAX: (201)433-4222

486. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 15:51:24 UTC
From: s9205525@otto
Message-ID: <3793ht$o4j@aggedor.rmit.EDU.AU>
Source record: 179512
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
: : To me FDT is the bigest piece of crap that I have ever come accross,

: : Everyone to their own opinion Roger !
: : What does the line....And mostly used by teenagers mean?
: : I'd rather hear more precise criticism of the program.
: : I'm not knocking any other program, just saying that I personally think
: : that FZD 220 is the best. Everyone to their own.
: : P.S. I'm not a teenager.... :-)

: Dont worry Julian, from what i've heard about roger and his opinions
: of Fzdt, I'd say that his reply to you, certainly lacks the maturity
: and objectiveness of an adult. It was probably a bit difficult
: for him to use anyway.

*****************************************************************************
* *
* John Moon *
* (My Amp only goes to 19) *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* AUSTRALIA THE LUCKY COUNTRY????? *
* *
*****************************************************************************

:
```

487. Re: Know a good comms prog ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 16:04:07 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <xw3UBw3.mindbomb_bbs@delphi.com>
Source record: 179509

Timothy Miller <millert@grad.csee.usf.edu> writes:

>: ..yeah, the default font is really ugly, its the first thing I changed when
>: I got Ansiterm! :)
>
>What did you change it TO? There are a very limited number of ways you
>can make a character look with only 4x8 pixels to work with.
>

Uh, to a nicer looking font, less "ibm-ey', its pretty nice for a 4x7 :}
Ya want me to send you a copy of it?

>: ..I wouldve like to have seen ANSImate so i could call up accessories etc.,
>
>ANSIMate IS the desk accessory.

..it EXISTS? How come I've never recieved it? :`/ hehehe.

>

TTYL, Andy

488. Re: What do these two programs do?

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 16:11:35 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <xy3V5w-.mindbomb_bbs@delphi.com>
Source record: 179510

Kenneth S. Clubok <clubok@physics10> writes:

>are two programs in my AUTO folder whose function completely eludes me.

>Even the fellow who sold me the drive doesn't seem to know what they do.
>So if anybody knows what "DC Right" or the "Start Selector" are for, I'll
>be much obliged.

DC Right switched the functions of the Left/Right mouse buttons (i think, or
was that DC Lefty?) and Start Selector is a replacement file selector from the
old STart Magazine, adds stuff like drive selectors... not as good as some,
but better than the standard pre 1.6 tos selectors!

Hope that helps - Andy

489. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 17:38:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.QjvdfBnMOys@semprini.waterloo-rdp.on.ca>
Source record: 179514

In <Cx78EE.Fo1@cwi.nl>, Annius Groenink writes:
> Let's be realistic about this and add the price for a CPU board for
> 32MHz. Nobody buys a 16MHz system today. As far as I know, only
> Atari still has the courage to do this today.

I wouldn't call it courage. More like, here's the last computer we did
any R&D on, and we'd like to at least get a few bucks back for
developing the custom hardware...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

490. Re: Atari and Sega bury the hatchet

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 18:13:15 UTC
From: nj1@ukc.ac.uk
Message-ID: <9895@falcon.ukc.ac.uk>
Source record: 179515

```
: gd63@vision.hrz.uni-giessen.de (Martin Schmidt) writes:
: >very interesting. But keep in mind: But you have to distinguish between
: >Atari (which builds the big game consoles and belongs 100% Time-Warner)
: > and
: >Atari (which builds these amazing ST/TT computers and belonged to Jack Tramiel).

Atari (as in our Atari) make both computers and consoles - The other company,
Atari Games, make arcades.
Confused?
Well, you'll be even more so when you hear that Atari Games (the arcade people)
have signalled an interest in using the Atari (the computer/console people)
Jaguar in their future arcades!!

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####
```

491. Re: Apex Media where are you?

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 18:15:17 UTC
From: nj1@ukc.ac.uk
Message-ID: <9896@falcon.ukc.ac.uk>
Source record: 179516

In article <941005Z072128.081dbrewood@nest.demon.co.uk> dbrewood@nest.demon.co.uk writes:

<About Apex Media>
>Put back to the end of November due to the manual being delayed.

I called Titan Designs a few days ago and he told me the end of October....

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

492. Re: Of Lasers and Men - Where?

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 18:17:26 UTC
From: nj1@ukc.ac.uk
Message-ID: <9897@falcon.ukc.ac.uk>
Source record: 179517

Sander Stoks (sanders@sci.kun.nl) wrote:
: Hi,
: As the subject says, I'm looking for the Falcon-game `Of Lasers and
: Men', but could'n find it on a.a.u.e. Any clues about its
: whereabouts?

Remember 'Of Lasers and Men' is not it's title - merely a translation of
'Des Lasers et Des Hommes' - so you could be on the lookout for the wrong
filename - last time I saw it, it was DESLASER.ZIP or something similar.

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

493. Re: German ST, convert ???

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 19:02:00 UTC
From: Roman_Klinger@du2.maus.de
Message-ID: <199410092102.a61019@du2.maus.de>
Source record: 179518

Hi,

Yes, it is possible to use an english desktop on a german ST, but system informations will be shown in german. But it is possible to read out an english TOS and run it at the other ST. Which ST is it? An older one like 520 ST or a newer one? Perhaps somebody in a computershop can help you? You can also use MultiTos (I guess it is english in England? (I'm from Germany ;-))). In my home-mailbox there's also a program to read TOS2.05 out of a MSTe and start it at 1040STe.
There are special keys on a german keyboard (ï¿½ï¿½ï¿½á□□ï¿½) but you should not mind them. All keys you need are on the keyboard.
If nothing's ok for you, you can also change your TOS-ROMs. Then you'll have a normal, english ST.
But it's not too bad to use a german ST. The programs are in English so only very few notices will be shown in German.

Roman

494. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 19:06:30 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <781771434.2@mettav.exnet>
Source record: 179519

It was none other than Chris Ridd that wrote on 5 Oct 94 that ,

>> Having seen and used NeoDesk 4.0 running with Geneva installed on a
>> Falcon you can kiss MagiC good-bye...!
CR> No pre-emptive multitasking in Geneva, so there's no contest as far
CR> as I'm concerned.

Agreed ! And neodesk 4 (from the demo version) is a bit of an ugly mess IMO and completely off the pace of EASE ,which retains the clean lines of GEM desk put puts the emphasis on improving functionality which is what a replacement desk should do .

////
Graham Irvine
grin.mettav.exnet.com

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

495. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 19:11:54 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <781771434.3@mettav.exnet>
Source record: 179520

It was none other than Sam McGee that wrote on 4 Oct 94 that ,

SM> Hmm, ST Review (November) gave Ease a 85% while NeoDesk 4 received a
SM> 83%. I don't know about MagiC (updated version) vs. Geneva.

I suspect the later mark may be because they didn't want to loose Compo's
Advertising revenue ! Unless they had a completely different ,and greatly
improved version to the demo one on there cover disk that is !

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

496. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 19:30:24 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <781771434.4@mettav.exnet>
Source record: 179521

It was none other than Chris Ridd that wrote on 4 Oct 94 that ,

CR> Sounds like 2B (the NVDI and MagiC authors) could do with some more
CR> staff!
CR>
CR> Does anyone know what will be in MagiC 3 (apart from Falcon
CR> compatibility), will the AES be improved to be more Atari-
CR> compatible?

MagiC 3 and the Falcon MagiC will be two seperate entities .IE the Falcon
version will not run on ST's,TT's etc. I am being told

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

497. Re: Of Lasers and Men - Where?

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 19:41:03 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <379h0f$134@cri.ens-lyon.fr>
Source record: 179522

```
In article 9897@falcon.ukc.ac.uk, nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>Sander Stoks (sanders@sci.kun.nl) wrote:
>: Hi,
>: As the subject says, I'm looking for the Falcon-game `Of Lasers and
>: Men', but could'n find it on a.a.u.e. Any clues about its
>: whereabouts?
>
>Remember 'Of Lasers and Men' is not it's title - merely a translation of
>'Des Lasers et Des Hommes' - so you could be on the lookout for the wrong
>filename - last time I saw it, it was DESLASER.ZIP or something similar.

It's lasehome.zip. It is on a.a.u.e.

Vincent Lefevre (vlefevre@ens.ens-lyon.fr)
```

498. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 19:57:20 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <781842668.0@mettav.exnet>
Source record: 179523

On 8 Oct 94 at 10:49:30 (Roger Sheppard.) wrote the following:

> To me FDT is the bigest piece of crap that I have ever come accross,
> its writen in GFA, that can never be faster that assembly..

Just because it's written in GFA?

So it doesn't run on a Falcon properly or under multitasking systems but it's a good piece of comms s/w for a plain ST user like me.

Different s/w for different environments, if you want to use comms on a Falcon or under m/t sofware then you can get Connect.

> And mostly used by teenagers....

In this case you're right (I'm 19) but I can't understand how you can go around making stupid assumptions like that. Well I can, it's because you're Roger Sheppard.

> Try using FDT on a Vax....

No I use it for dialling into bulletin boards and a good job it does too.

-Paul-

--
~=~=~=

499. For Sale: Atari Mega ST4 (Midi SW)

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 20:00:43 UTC
From: thamer@ndl.com
Message-ID: <CxF8x7.90u@ndl.com>
Source record: 179437
Cross-posted to: comp.sys.atari.st,rec.music.synth

For Sale: Atari Mega ST4 Computer System

Hardware includes:
- Atari SM124 Color Monitor
- 48 Mb external Hard Drive
- 3.5" internal Floppy Drive
- 4 Mb ram

Original Boxed Software includes:
- Dr. T's Omega II Midi Composition System
- SynthView Patch Librarian/Editor
- TimeWorks Data Manager
- 1st Word Atari Word Processor

Loads of Public Domain SW including:
- Archivers/Compressors
- GNU compiler and utils
- Image viewers
- Terminal Communications programs (XYZ Modem, Kermit)
- Games, etc.

This system is in very good condition and comes loaded with the above
software. The built-in MIDI ports and Dr. T's software make it an excellent
low-cost music computer.

Will sell to best offer.
Mustafa Thamer
thamer@ndl.com
(919) 933-8507H
(919) 929-2917W

--
"Wandering the face of the Earth.
Wondering what my dreams might be worth.
Learning that I'm only immortal for a limited time." - Rush

500. 1.44 MB with TOS 1.4?

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 20:01:46 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <379i7a$lgb@usenet.INS.CWRU.Edu>
Source record: 179524

Hi! I would greatly appreciate finding out if a 1.44 MB drive can be installed on a Mega 4 ST in such a way that I could actually read/write 1.44 MB disks? I have TOS 1.4 (1.04?) . . .

Thanks!

I think this was discussed a long time ago on this group . . .

501. Re: MiNTNet SLIP and TIA anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 20:31:08 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.ghBWfqbDCgc@pluto.ping.de>
Source record: 179541

Hi Steve,

In <CxDHEo.ACI@eskimo.com>, bug@eskimo.com (Steve Woodford) writes:
> Yup. I'm up to date on all the code versions.
>
> Well, I'm pleased to say that at this very moment I'm connected via
> SLIP on my ST to the internet using TIA on the host.
>
> It's taken all night (I was up all night :) to get the thing working
> properly, mostly caused by having to hack modm0dev.c and the network
> files in /etc. At this time, telnet works perfectly. However, I'm
> having some problems with ftp. I've already downloaded the vanilla BSD
> source for it and used it instead of the ftp-03 in the net.tools
> archive. It's still a bit flaky, but better than the original.
> I reckon part of the problem may be data overruns in modm0dev. I
> can think of a few optimisations on that code, so there's hope...

Oh, what's that? I don't have any problems with ftp-03 and modm0dev.
It's playing fine on my machine.

>
> >What are the pitfalls?
> >I can't see any pitfalls yet.
>
> Well, lack of documentation on the MiNTNET resolver doesn't help...
> I've only now got it figured out so I can type "telnet src.doc.ic.ac.uk"
> and get MiNTNET to query the ip address from TIA.

Read a good Unix-book, I can't tell you a special titel, but there are
some books that handle BSD-NET and Unix-Net configurations.

>
> I've also had some mysterious crashes of MiNT where the syslogd exits
> with signal 15 for no apparent reason. Sometimes it exits when I
> do an "ls -l" of /usr/etc, which is where syslogd is located. <boggle>

I don't know!

>
> Cheers, Steve

cu, michi
--
* *
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

502. High Speed Pascal

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 20:35:46 UTC
From: garnerg@esu.edu
Message-ID: <379k72$dl5@jake.esu.edu>
Source record: 179525

```
===> Does anybody out there regularyly use Hisoft's High Speed Pascal?
Can you tell me how to use the DoSound command in it? It seems to be
different than in Personal Pascal, and I can't figure it out for the life
of me! Any information will be greatly appreciated (and if you can tell
me how to bring in sampled/digitized sounds I may even kiss you).

--
*******************************************************************************
"That's just the way it is. Some things will never change. That's just the
way it is. * Oh, but don't you believe them *" - B. Hornsby, 1986

If anything in the above message sounds interesting, please respond at:

===> garnerg@esu.edu ** George W. Garner **

Thank you, drive through.
*******************************************************************************
```

503. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 20:38:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.QjvdfBnMOys@semprini.waterl>
Source record: 179513

In <Cx78EE.Fo1@cwi.nl>, Annius Groenink writes:
> Let's be realistic about this and add the price for a CPU board for
> 32MHz. Nobody buys a 16MHz system today. As far as I know, only
> Atari still has the courage to do this today.

I wouldn't call it courage. More like, here's the last computer we did
any R&D on, and we'd like to at least get a few bucks back for
developing the custom hardware...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

504. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 20:54:38 UTC
From: mdg@ukc.ac.uk
Message-ID: <10565@gos.ukc.ac.uk>
Source record: 179526
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <36vldt$hda@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:
:>Hello!
:>I would seriously like to register your program, but sending you 5 pounds
:>would probably cost me quite a bit more than the equivalent in dollars.
:>I wrote ANSITerm. The registered version is $15. How about a trade?
:>Considering that you have a Falcon, I don't know how useful that would be
:>to you, but if you can think of anything else, I'm willing to talk.
:>Thanks.

Sorry, but I use CONNECT, but thanks for the offer.

Griff
--

:>P.S. I have version 0.6, and I was able to play two of the 8 MPEG's I have.

The latest version plays just every MPEG I can find. If you have an MPEG that
doesn't work then e-mail the offending file and I'll see what I can do.

505. Re: 1.44 MB with TOS 1.4?

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 21:06:04 UTC
From: azog@world.std.com
Message-ID: <CxFBy5.6EB@world.std.com>
Source record: 179527

sxp17@po.CWRU.Edu (Sanjay Parker) writes:

>Hi! I would greatly appreciate finding out if a 1.44 MB drive can be
>installed on a Mega 4 ST in such a way that I could actually read/write
>1.44 MB disks? I have TOS 1.4 (1.04?) . . .

>Thanks!

>I think this was discussed a long time ago on this group . . .

The earliest version of TOS that supported 1.44mb drives was 2.05,
released with the first MSTes. 2.06 and up support 1.44mb (I dont know
if the TT 3.05 supported them either, as it seems that Atari did
some weird version changes)

However, there is a nasty way to get 1.44mb from a 720k drive, all
it requires is a hardware hack to divide the clock of the floppy
in half, but then your stuck at 1.44 forever, unless you install
a switch between the divider

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

506. Re: WOI & Frontier help needed

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 21:33:46 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxFD8A.A38@cix.compulink.co.uk>
Source record: 179528

> from the auto folder on the floppy. Can anyone tell me how to get
> it to run on the hard drive of a TT?

I wouldn't run from the hard disk of my MSTE either. I've only tried it off floppy on the TT.

I heard it was due to disk caches. Apparently it is very unstable if you are using ICD software with the cache turned on. Apparently turning the cache off solves it.

:-)

The problem I noticed was that Elite II doesn't seem to be *any* faster on the TT than it is on the MSTE :-(

Roland.

@CiX

507. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 22:46:34 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EJJXBAUT@ttgk.textlitho.nl>
Source record: 179537

>>More Falcon Attention.... More Falcon Attention....
>>This Is What We Need,
>>Besides alot of the posts on comp.sys.atari.st are about
>>the Falcon, thus If we got our Own Newsgroup we'd lessen
>>the load on this one.
>>
>> Falcon Owners World Wide Arise! :)
>> -Von.
>>
>>FALCON030/4/85/FPU/SVGA+ A Fluffy TeddyBear. :)
>
>Yes! Falcon is not ST or TT - It's a quite different machine and
>it sure deserves it's own Newsgroup.
>Please give info when the group is reality :-) I'll join it right away!

No, no, no... There we go again.... I think ALL atari users should stick together. Right now there are far too much atari ST/STE/TT owners left in the cold. Most of the new software that is brought out is made so it can run on older AND newer machines. When Falcon owners think they are so special that they need a special group they will only dig atari's grave a bit deeper, and because of that, more and more ST users will abandon their machine by lack of support. By comparison of price there will be very few ST owners upgrading to Falcon's, most of them will buy PC's. There is hardly any commercial software available specially made for the Falcon, and in the future this will be even less I'm afraid.
If the atari scene can be thought of as one big family and people would be active enough, maybe there will be some support from the 'big' companies, if it is split up, the marketing space will be too small to be profitable.
So please don't turn Falcon users into some sort of 'superior' beings.
As a happy TT owner I don't see the Falcon as an 'upgrade', and certainly not as 'quite a different machine'.

The Falcon is an Atari, so it belongs into the 'standard' Atari areas, period.

Gert

--

-- --
Atari TT-Point
-- --

508. Re: Hardware for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 22:53:20 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EJJXBAUW@ttgk.textlitho.nl>
Source record: 179539

In <CxCyB3.Byz@nntpa.cb.att.com> -Booth,W.A. wrote :

>The real point of a "software" modem isn't to beat the price of current
>modems but to give you something that has more expandability than
>current modems - you simply change the software on the next purchase
>instead of also changing the hardware. SO they up the speed, the
>software modem can do that in seconds. So they add a new encoding
>method, again, seconds to change in software with no hardware change.
>They develop a new "product" which still uses phone line interface
>(just like Fax was once new). No problem - a small software change
>and you are there already - again, no new hardware.
>
>This is the essence of the software modem. Where does it fail -
>when the speeds become so fast that only hardware can do the job.
>That software is just too slow.

As the newer modems use even two (custom made) DSP's, the Falcon's single DSP could never compete.. Even so, as you change the software of a modem (if it is a DSP or stand alone) it needs approval again.... So it's just not profitable, second to this, when you design a stand alone modem, ALL computer users can benefit from it not just Atari Falcon owners....

Gert

--

-- --
Atari TT-Point
-- --

509. Shareware and Piracy : Please reply...

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 22:55:12 UTC
From: frank@theshack.demon.co.uk
Message-ID: <941009Z225512.800frank@theshack.demon.co.uk>
Source record: 179419

Hi,

I'm currently researching an article for the January Issue of ST Format magazine about Piracy in the Shareware Market (cracked keys for shareware programs, key generators, that sort of thing), and I'm contacting you as you've released shareware applications in the past. I'd be extremely grateful if you could take a few minutes of your time to give me some sort of answer, however brief, to the following questions.

Please email all answers to frank@theshack.demon.co.uk as soon as possible. Thanks!

1) Have you ever registered a shareware program?
2) Have you ever continued to use a shareware program without registering it? If so, why? Were you worried about not receiving anything in return? Were you worried about sending money to a foreign country?
3) If you answered YES to #1, roughly how many programs have you registered?
4) Have you ever been offered a cracked shareware program?
5) Have you ever been offered a textfile or program which allowed you to register a program in your own name?
6) Would you ever use a cracked shareware program?
7) Do you think the future of the Atari computers lies in the commercial market, or in the shareware market?
8) Would you rather see shareware released as full versions, with the onus on the user to be honest, or crippled versions where you're forced to register?

Please feel free to add *any* other comments, and thanks for your time.

Frank Charlton,
ST Format Magazine.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP 2.6 Public Key available on request

510. Re: Nova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 23:03:46 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EJJXBAUZ@ttgk.textlitho.nl>
Source record: 179538

In <CxCDFq.2IM@world.std.com> ysiu@lexicor.com wrote :

>>I've just ordered a Nova card for my TT... Apparently all the instructions
>>are in German... Any ideas on implementation etc?
>
> Yes it does run Calamus SL, and with the special cookie driver
>even supports 15/16 and 32bit (as well as 24bit)

Does anybody accidently know what kind of VGA card NOVA is using inside their
black box ?

Gert

--

-- --
Atari TT-Point
-- --

511. Re: Atari TV add last night.

Newsgroup: comp.sys.atari.st
Date: 1994-10-09 23:50:12 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EJJXBAVU@ttgk.textlitho.nl>
Source record: 179360

In <378nf2$p5n@infa.central.susx.ac.uk> Michael May wrote :

>I just wish I had saved the money I spent on a Falcon, kept my Ste and
>brought a Jaguar. Falcon anyone..?
>

You do realise that the Jaguar is NOT a computer do you ? It's just a games
console....

Gert

--

-- --
Atari TT-Point
-- --

512. WOI & Frontier help needed

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 01:08:54 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <781900020.0@mettav.exnet>
Source record: 179531

-Unknown- bibbled on 6 Oct 94 to All...

> From: "J.D.Coleman" <J.D.Coleman@ncl.ac.uk>
> I was a little bored last night, so I thought I'd try a few games.
> I'd just go the registered english version of Walls of Illusion, so I
> thought I'd try that. However, all that happens is that it says :
>
> TOSVERSION 3.6
> LOADING ARCAN TT
>
> and then nothing else. I even tried leaving it for 10 minutes or so.
> has anyone managed to get it to run on a TT?

(sulk) Have you tried removing all of your disk caches? I know these are BIG problems when it comes to trying to run Frontier....

> Having failed at that, I thought I'd try Frontier on the hard drive.
> All that does is give my 4 bombs. With MiNT installed, it doesn't bomb,
> but it locks up later. I can only get it to run when it boots from the
> auto folder on the floppy. Can anyone tell me how to get it to run on
> the hard drive of a TT?

:) Turn off your write/read/verify caches and then give it a bash. Frontier will work with a _moderate_ amount of caching (define moderate, I ask you..) but if you push it too much then blop. :(

Col

Gabber system: Col@Bibble.Mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

513. Cannon Fodder.

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 01:14:30 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <781900020.1@mettav.exnet>
Source record: 179532

Steve bibbled on 6 Oct 94 to All...

> Level 1 is called "Around the Garden". I can't recall what Level 2
> is called. (And WHY oh WHY didn't they support more than 512K of
> RAM!? Or STE palette/sounds/scrolling? It's one of the nastier ports
> I've seen!

You are forgetting the biggest blooper, Steve: they forgot to allow it to be installed on a hard drive! I've given up with the game as the disk accessing has done my head in...

> They even left out "Boot-Hill" which only consists of a single
> picture basically.....

If they put that in then it would be _more_ disk accessing! (scream!)

Col

Gabber system: Col@Bibble.Mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

514. Re: Kabold v MAXIfile..

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 01:23:30 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <frf9fp8rnxa@moacs11>
Source record: 179542

In <3761rg$8us@golem.wcc.govt.nz>, Roger Sheppard. wrote:

> How does Kabold replace the TOS Copy/Move/Format and delete, is this a TSR
> patch, not mentioned in the Demo and addverts...

Copy/Move/Format are GEM-shell functions. You have to use a GEM-shell that
supports Kobold (e.g. Ease or Gemini), unless you're using MultiTOS.

Waldi

515. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 01:32:00 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <aunzk8kkqni@moacs11>
Source record: 179543

In <Cx78AE.Fn3@cwi.nl>, Annius Groenink wrote:

> Atari and MultiTasking are a hype. When it comes to doing serious
> work most people reboot and run plain TOS anyway.

I'm glad to belong to the minority that doesn't. The only time I don't
boot Linux is when booting MagiC or MiNT. :-)

Waldi

516. Re: HSC status and author id

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 01:52:57 UTC
From: lunman@ChamplainCollege.QC.CA
Message-ID: <37a6pp$jm1@samuel.ChamplainCollege.QC.CA>
Source record: 179423

I have been in touch with Ian Lepore on a couple of occasions about 6 or 7 months ago. I contacted him at

ianl@BIX.com

I don't know if he still has that account, but it's worth a try.

Jon
---
lunman@ChamplainCollege.QC.CA

517. Trade my 486 for your TT?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 01:59:41 UTC
From: azog@world.std.com
Message-ID: <CxFpJH.BI1@world.std.com>
Source record: 179534

Ive got a nicely decked out 486 system that I lost interest in, and was hoping to find someone willing to trade a late-model TT for it (of comparable configuration).

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for help but they hear not a sound ... summon the dead ... blood on my hands ...

518. Re: PORTFOLIO CABLE WANTED! And Info on Install

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 02:53:43 UTC
From: rbryan@ring11.cs.utsa.edu
Message-ID: <37aabn$6lb@ringer.cs.utsa.edu>
Source record: 179535
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Brian Seburn (bseburn@alpha.vaxxine.com) wrote:
: Krilovsky Kreutermann (krilov@u.washington.edu) wrote:
: : I just recently got a 486-66, and would like to be able to use my
: : portfolio to upload files to it. Where would I be able to find a
: : cable for doing this, and would I need any special software, or other
: : hardware for doing this.

: You will need a Parallel Interface and a standard DB25 male to male
: cable. The software you need to transfer files this way is supplied with
: the Portfolio. There is also a Serial interface available, with this you
: need to get a SMALL terminal program for the portfolio and transfer via
: null-modem. I use the parallel version, its easier and the software is
: built in to the PF, all you need is the software for the PC. You can also
: print out whatever you want from the PF with this interface.

: : Is Toad Computers still in business, and would this be something that they
: : might carry?

: Yes TOAD is very much still in business, and they used to carry
: Portfolio stuff.. don't know if they still do or not.

: If you need anything else (help wise) just ask, I've got one of these
: things myself.

: Brian...\

They still carry Portfolio stuff.In fact, I purchased a Portfolio and parallel
interface from them only a couple of weeks ago.

Bob

519. Re: FizzDizz on a TT!

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 04:53:06 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37ahbi$9dt@mailer.fsu.edu>
Source record: 179536

Lawrence Wright (ylwm0118@yvr.cyberstore.ca) wrote:
>
> Gotta quick query, has there ever been an update for FizzDizz past
> version 2.2??? I'm looking particularly for a version that doesn't
> bomb when the editer window is activated, and one which will support
> speeds past 19200.

> That is a BIG problem, I've got a 28.8 and I hate every term but FizzDizz!
> What's a TT owner to do?

I cannot help with the editor bomb (perhaps it is a TT thing), but the
baud rate thing should be solvable using the Xcontrol serial.cpx and
HSMODA04. Basically, you can use serial.cpx to tell programs to use a
particular serial port other than Modem1 (which many assume to be the
only one). Then, you can use HSMODA04 to map a faster speed to one that
you don't use, for example mapping 57600 to 1200 baud. Then, if you select
1200 baud in FDT, you will really be getting 57600 through the magic of
HSMODA04. I have never tried this later part, as my favorite comm program
directly supports multiple fast serial ports (CoNnect), but it should be
doable. I did manage to get Flash 1.6 to use Modem2 and Serial2 while I
was testing them on my MegaSTE, using serial.cpx. Good luck.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

520. Re: Know a good comms pro

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 05:12:18 UTC
From: ac255@FreeNet.Carleton.CA
Message-ID: <CxFyGI.LMy@freenet.carleton.ca>
Source record: 179408

In a previous article, julian@loose.apana.org.au (Julian Gifford) says:

>: You definitely need an RTS/CTS fix if you've got TOS 1.2
>: Regards...Julian
>: julian@loose.apana.org.au
>--
> julian@loose.apana.org.au
>

??? Are you sure you meant TOS 1.2? I've used a USR Sportster 14.4 modem with my ST (1040STfm, TOS 1.2) at 14.4k without a hitch, and I don't use any type of patch program for RTS/CTS.

I've always been under the impression that TOS 1.2 was one of the (few) TOS versions that handled RTS/CTS flow control properly...am I mistaken?

Dave C
--
+---+
|Dave Churchill DoD# 0266 | "I'm always sober enough to know |
|ac255@freenet.carleton.ca | when I'm drunk." - Andy Capp |
+---+

521. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 05:18:22 UTC
From: gathings@cs.utk.edu
Message-ID: <37aiquINN9p@duncan.cs.utk.edu>
Source record: 179540
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 1050stf 512k ram $150
in above system
mouse internal 3.5"
drive (dsdd)
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 external drive
external floppy drives.

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold within the week, I will junk.

Golando

522. Kabold v MAXIfile..

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 06:46:55 UTC
From: blade01@pplnet.com
Message-ID: <010929FMQDILKUQFNKWE@pplnet.com>
Source record: 179544

```
IS>MAXIfile has a Copy files option, that will Auto select files
IS>that will fit the destination, good for copying files to floppy, it will
IS>select the files that fit...

Really? How do you make it do that?

Sign me puzzled...

--
________ 30 lines of pleasure and friendship ________
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE
```

523. Re: Atari ST emulator for Mac??

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 07:49:39 UTC
From: biot015@wrzx12.rz.uni-wuerzburg.de
Message-ID: <37armj$ml2@winx03.informatik.uni-wuerzburg.de>
Source record: 179545

Douglas Frank Tarico (dtarico@OCF.Berkeley.EDU) wrote:
: But back to the topic, does anybody know anything further about the above
: mentioned emulator? I have my doubts that it really is a full ST emulator,
: maybe it is just MacMINT or something.
:
Yes. There is a real ST emulator in progress. In the german maus.atari.soft
group was an announcement for it.
The first version will only support software that runs properly under Mag!X/
Mag!C (Software free of BIOS/XBIOS routines or so).
It seems that it will be released until the end of the year.

Ciao
Joachim

524. Re: Mosaic?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 08:06:00 UTC
From: Christian_Roth@a2w.maus.sub.org
Message-ID: <199410101006.a11639@a2w.maus.de>
Source record: 179546

MP>keep on cruisin' thru the web with youre Atari and lynx. It's "only" a
MP>text browser but it makes fun anyway.

isn't all this graphic www stuff boring slow anyway?

525. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 08:13:18 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37at2u$mva@bs33n.staffs.ac.uk>
Source record: 179547
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: The latest version plays just every MPEG I can find. If you have an MPEG that
: doesn't work then e-mail the offending file and I'll see what I can do.

Griff, seeing as I am already in credit to the sum of 25 pounds to you I
think you can at least send me a registered copy. The address is:
Richard Davey, 25 Old Acre lane, Brocton, Stafford, ST17 0TW.

Thanks,

Richard Davey
Falcon Owners Group (UK)

526. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 08:23:10 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37atle$mva@bs33n.staffs.ac.uk>
Source record: 179548

Annius Groenink (avg@cwi.nl) wrote:
: Let's be realistic about this and add the price for a CPU board for
: 32MHz. Nobody buys a 16MHz system today. As far as I know, only
: Atari still has the courage to do this today.

I'm sorry but I disagree, I've been using a 16MHz system for well over a year now, but I must confess life without NVDI would be hell. The Eagle Sonic Board isn't _that_ expensive for the more dedicated user should their needs amount to that.

But I would like to do a small vote... who here uses their Falcon WITHOUT a 32MHz board? (This isn't a 'are you happy with it running this way' but a test to see if you _are_ running with this system).

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

527. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 08:29:25 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37au15$mva@bs33n.staffs.ac.uk>
Source record: 179549

fountad@vax.sbu.ac.uk wrote:
: Shame your text cancels out your subject! What you are basically saying is

Agreed it should have been 'Falcon's bright future???' but I couldn't
find a way to edit the subject line, sorry!

: The thing is still insanely overpriced for what is, lets face it, a hobbists
: machine. I still use my ST and am frustrated by its lack of power, and cannot

yes but my point was that people wanting to buy now, should be made aware
of the pitfalls of the Falcon (ie needing all those 'little extras').
But on the other hand you can still buy a Falcon for a LOT less than I
paid for it back in the spring of 1993.

My second post said that you can buy a 4meg, no HD for 450 uk pounds.
You have to admit that's a much more reasonable price than before. The
message in the original post was to make sure you know what you are
buying if you purchase this Christmas because there are more hidden
extras to the Falcon that you'll need than you could possibly imagine.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

528. ST database

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 08:29:58 UTC
From: Rod@ivecoft.demon.co.uk
Message-ID: <781777798snz@ivecoft.demon.co.uk>
Source record: 179404

Can anybody help?
I am looking around for a database prog that will enable me to have two or more seperate database files related together by a common key field. (something like Paradox on the PC) The prog must also have a good reporting facility.
(sorry about the swearing)
I have noticed Superbase but I cant find any info about what it can and cant do.
Can anybody on the net suggest anything please?! (that is Superbase pro)
either net or mail to Rod@ivecoft.demon.co.uk
Thanks in advance.

Rod Keen

529. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 08:32:01 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37au61$mva@bs33n.staffs.ac.uk>
Source record: 179550

Marc BOURLON (bourlon@gla.ecoledoc.ibp.fr) wrote:
: Prefer 3"5 hard-drives : cheaper, better, bigger, surer... but you need to
: remove the internal speaker (which is a real satisfaction, in fact !).

: MB.

Or buy the new DeskTopper and FreeKeys kit from System Solutions which
basically puts your Falcon in a PC styled desktop case with a free
keyboard and room for CD-ROM's and 3.5" SCSI's inside. The price, a
hundred pounds sterling. (Gee this Falcon thing is adding up to big bucks!)

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

530. Re: Apex Media where are you?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 08:33:23 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37au8j$mva@bs33n.staffs.ac.uk>
Source record: 179401

Sam McGee (sammcgee@crl.com) wrote:
: R.Davey (cm3hirjd@soc.staffs.ac.uk) wrote:
: : The Titan Designs press release states that the Falcon Apex Media suite
: : of programs would be out sometime in October...

: : It's Oct the 4th, early perhaps, but..... where is it? I see no mention
: : of the programs in the Atari press.

: : Not another Chroma 24 _please_ I beg of you!

: What's the official story behind Chroma 24? From what I understand it
: should be finished but there were some legal problems. Was it scrapped?

: It probably doesn't matter, I couldn't afford the outrageous price anyway.

: Sam

It's dead, VERY dead. But when you see the Apex Media program you will
understand exactly why. Apex is _hot_ I used it at the show and was more
than impressed. But where is it???

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

531. Re: Apex Media where are you?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 08:35:37 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37aucp$mva@bs33n.staffs.ac.uk>
Source record: 179402

Daron Brewood (dbrewood@nest.demon.co.uk) wrote:
: Put back to the end of November due to the manual being delayed.
: --

Manual being delayed???
I knew it.... it's a jinx.... it will just never appear will it?
This is Chroma over again... sniff sniff :-)

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

532. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 08:39:39 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37aukb$mva@bs33n.staffs.ac.uk>
Source record: 179403

ysiu@lexicor.com (Lexicor@world.std.com) wrote:
: it's a rather arduos procedure, if you are sure that you can get
: over 100 Yes votes and no less than 1/3 No Votes that group can be passed.

Are there _that_ many Falcon owners??? ;-)

: It also requires you to read a lot of document files on the
: ins and outs and why's of the creation of such a newsgroup. It takes about
: 3-4 months the whole procedure from starting the RFD (request for discussion,
: and making the CFV: count for votes).

: If you still think you wanna do it, email me and I'll help you

: Yat @ Lexicor Software

i'll be in touch, thanks.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

533. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 08:44:14 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37ausu$mva@bs33n.staffs.ac.uk>
Source record: 179405

-Booth,W.A. (trek@intgp4.ih.att.com) wrote:
: The biggest problem with starting up yet another Atari newsgroup
: is the proliferation of cross posts - forced by our shared common
: peripherals and software. Before trying to start a new newsgroup-
: think about the extra messages that will innundate both groups
: because of our very common coupling.

If you own an ST you'd stick in this group, if you own a Falcon you'd
read that group. I have to go through lots of messages totally unrelated
to my Falcon and the combination of non-Falcon owners and Falcon owners
can sometimes lead to confussion in the posts and information returned.

: I record many messages - with eitheran .st or a .fal ending. The
: ones that are truly .fal are pretty darn limited. .st still outruns
: it by about 11:1 by my count fromast month's collection.n.

: When the RFD comes out, you'll get my NO vote. Wayne

Well I'm only testing the water here and thanks for your input, I do need
to know if you are willing to go with the idea or not and you at least
bothered to reply. Thanks for that.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

534. Biete Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 09:34:25 UTC
From: WI00520@wipool.wifo.uni-mannheim.de
Message-ID: <37b1r1$lus@darum.uni-mannheim.de>
Source record: 179406

```
Biete Falcon030,4MB,80MB-HD,BlowUp hard I ,NEC Msync 3D,EPSON LQ 100
MTOS,SPEEDO GDOS,viel Software und Literatur (GRAFIK,SOUND,TEXT,..)
PREIS: 2800 VHB
```

535. Re: PEARL for Ataris ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 09:41:02 UTC
From: vctec@westminster.ac.uk
Message-ID: <CxGAwF.9HB@westminster.ac.uk>
Source record: 179407

Rainer Krienke (krienke@informatik.uni-koblenz.de) wrote:

: : The Subject says it all. Is there an implentation of the textprocessing
: : language PEARL for Atari ST ??

You may get the following at HENSA:
o065 18/08/94 ---- PERL 4.0 PL 19 Binaries and source for Perl
o081 25/08/94 ---- PERL 4.0 PL 35 Diffs from the main GNU sources

BTW, I hope you mean this PERL, and not something else...PEARL...

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

536. Re: Timeworks on F030

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 10:17:26 UTC
From: djs@jet.uk
Message-ID: <1994Oct10.101726.14951@jet.uk>
Source record: 179410

In <373f31$gab@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>To put it simply does it work?
No. Timeworks 2 does funny things, and is not compatible with the Falcon's
AES. GST fixed it, but never put the fix out on general release :-(
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

537. help need:: GDOS

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 10:18:38 UTC
From: ee92mar@brunel.ac.uk
Message-ID: <CxGCn3.wJ@brunel.ac.uk>
Source record: 179409

recently i got a program for GDOS called PS CAPTURE. this intersepts GDOS printer calls to a postscript printer and puts these to disk. Since useing timeworks with a 9-pin is not good i thought this program was perfect.

The snag,, in the instruction it says install TW for postscript, fine so far, now came the part to try it. on printing i found that TW insited on there not being a printer driver there. so if any of you have had simuler probs and no a fix or has a postsricpt diver, prefelably more sutied to FONT-GDOS i would much appreciate if you could send me any info

THANKS.....

```
/\/\/\
```

538. Re: Timeworks on F030

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 10:18:42 UTC
From: djs@jet.uk
Message-ID: <1994Oct10.101842.15041@jet.uk>
Source record: 179411

In <373j8m$dt5@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
>: To put it simply does it work?

>To put it simply... version 2 does, yes.
Really? The generally-released version hangs as soon as the mouse goes
into the menu bar. (TOS 4.4)
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

539. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 10:38:33 UTC
From: Daniel Cohen <D.E.Cohen@qmw.ac.uk>
Message-ID: <37b5j9$926@beta.qmw.ac.uk>
Source record: 179412

In article <37374a$lac@percy.cs.bham.ac.uk> David Oakley,
D.Oakley-SE1@cs.bham.ac.uk writes:
>>I assume there is no dedicated falcon newsgroup. I'd like to change
>>that, does anyone have the details for creating a
comp.sys.atari.falcon,
>>I know it has to be voted in but I feel it is a worthy addition to the
I support this.
BTW, my Falcon does not have any hardware speed enhancement,
but I do use NVDI.

540. Re: zoo21.ttp

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 10:50:14 UTC
From: ps1908@wlv.ac.uk
Message-ID: <37b696$oe8@ccuf.wlv.ac.uk>
Source record: 179413

In article <378q3u$psj@lastactionhero.rs.itd.umich.edu>, jchung@umich.edu (John T. Chung) says:
>
>Hey fellas, I downloaded the file zoo21.ttp from archive.umich.edu
>"x <filename>"
>

It sounds (reads ;-)) like you are trying to enter the parameters via the dialog box that comes up when you double click the .TTP file from the desktop - I also had this problem.

The answer is to use the program via a Command Line Interpreter (ala MSDOS) or, better still, try to obtain the program ZOOBOY.PRG which provides a front-end shell to run ZOO under.

Another alternative shell (which can act as the front end for a number of archivers e.g. STZIP, LHARC, ARC, ZOO, I believe) is called TWO-IN-ONE. The filename that this usually appears under I cannot recall but presumably would be something like TWO.PRG/2IN1.PRG/etc.

Hope this helps .... Steve

541. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 10:53:27 UTC
From: ps1908@wlv.ac.uk
Message-ID: <37b6f7$oe8@ccuf.wlv.ac.uk>
Source record: 179414
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
>
>: To me FDT is the bigest piece of crap that I have ever come accross,
>: its writen in GFA, that can never be faster that assembly..

But I've heard Interpreted GFA is faster than compiled C or Pascal!

Steve

542. FOR SALE: Atari ST/TT Software & Magazines : NEW STUFF!

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 11:00:18 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <37b6s2$laa@canopus.cc.umanitoba.ca>
Source record: 179417
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

NOTE: All prices are suggested, feel free to make an offer, though I
will give first priority to those offering my asking prices.

```
=====================================================================
SOFTWARE
=====================================================================
Laser C w/Laser Debugger........$ 32.00 (no box)
Assempro Assembler Language.....$ 32.00 (no box)
OSS Personal Pascal.............$ 32.00 (no box)
Word Perfect....................$ 18.00 (no box or docs, promotional copy)

Night Shift.....................$ 16.00 (cute fun Lucasfilm platform/action)
Paladin (rpg)...................$ 13.00 (excellent rpg game)
Hard Drivin.....................$ 9.00 (no docs)
Firezone........................$ 6.00
TV Sports Football..............$ 5.00

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

STart magazine:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total + 21 disks.....$21 + shipping

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will
give first priority to those offering my asking prices. If you are
interested in any of the items, please reply via e-mail as soon as
possible. Questions are welcome. All prices are in US dollars.
Buyer pays shipping. Shipping costs are non-negotiable. Volume
discounts available.

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030 4+4MB/135 $ cds,tapes,comics,rpg,
3rd Year CompSci Honours $ SyQuest 88 & ZyXEL $ software,midi,videos,
University Of Manitoba, Canada $ *Still The Best* $ 4 SALE - E-Mail me...
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

543. Tos 4.01/.04?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 11:02:15 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <37b6vn$sti@dux.dundee.ac.uk>
Source record: 179415

Just out of curiousity is TOS 4 fully a 32 bit OS or simply a patched
16bit version of earlier TOS's?

Rod

--
Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk

University of Dundee

544. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 11:06:19 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <37b77b$sti@dux.dundee.ac.uk>
Source record: 179416

I'd support this motion!!

--
Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk

University of Dundee

545. Re: JPEG file viewer?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 11:26:18 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37b8cq$nap@bs33n.staffs.ac.uk>
Source record: 179418

John T. Chung (jchung@umich.edu) wrote:
: Also, does anyone out there know of a good JPEG file viewer for the ST
: ...? and can they tell where to get it???

Speed of Light version 3.5
JPEG and GIF with lots of functions.
FTP from most good sites, Hensa has it I am sure (micros.hensa.ac.uk)

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

546. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 11:51:28 UTC
From: djs@jet.uk
Message-ID: <1994Oct10.115128.16384@jet.uk>
Source record: 179421

In <CxCxsI.7Bz@ritz.mordor.com> ritz@ritz.mordor.com (Chris Mauritz) writes:

>Why create a newsgroup for an orphaned computer? How many Falcons
>are actually out there?
UR PSD &ICM5P
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

547. UUENCODE/DECODE ALGORITHM/WANTED

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 12:03:29 UTC
From: shill@axion.bt.co.uk
Message-ID: <37baih$13l@pheidippides.axion.bt.co.uk>
Source record: 179420

Does anyone have, or know where I can get, source code or algorithms for the uuencode/uudecode programs? I don't want executables, I want to know how the programs work.

Email replies preferred.

Thanks,
Steve

--

```
_____________________________________________________________________
| Stephen Hill - Stephen.Hill@axion.bt.co.uk :Tel : (0473) 646342 |
| I do not speak for my employers, I only (just) work for them |
|-------------------------------------------------------------------|
| Would be Yeardley Smith's #1 fan, but someone beat me to it! :) |
|___________________________________________________________________|
| L : <To Herman> Herman! Congratulations. My respect for you is |
| restored. At least, it will be as soon I can wipe from my |
| memory the hideous image of you in black socks and boxers. |
|_____________________________________________________________________|
```

548. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 12:07:18 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CxGHo6.47K@exeter.ac.uk>
Source record: 179422

In article <37atle$mva@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

> But I would like to do a small vote... who here uses their Falcon WITHOUT
> a 32MHz board? (This isn't a 'are you happy with it running this way'

I am. But only cos I can't afford to clock double it. And I haven't got NVDI
either... True colour is very painful...
--
```
+-------------+-----------------------------------------------+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+-----------------------------------------------+
| D2D version of SuperSam due to be released real soon now! |
+-----------------------------------------------------------+
```

549. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 12:15:40 UTC
From: djs@jet.uk
Message-ID: <1994Oct10.121540.16772@jet.uk>
Source record: 179424

In <37atle$mva@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>But I would like to do a small vote... who here uses their Falcon WITHOUT
>a 32MHz board? (This isn't a 'are you happy with it running this way'
>but a test to see if you _are_ running with this system).
Me. The performance gains with 32MHz boards seems to be almost negligable.
Until you increase the bus speed, and allow "TT" RAM, speeding up the
CPU makes little difference.

Installing an FPU made a BIG difference to selected programs (eg POVray).
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

550. Re: Of Lasers and Men - Where?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 12:27:47 UTC
From: sanders@sci.kun.nl
Message-ID: <CxGIMC.2v1@sci.kun.nl>
Source record: 179425

In <379h0f$134@cri.ens-lyon.fr> vlefevre@ens-lyon.fr (Vincent Lefevre) writes:

>In article 9897@falcon.ukc.ac.uk, nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>>Sander Stoks (sanders@sci.kun.nl) wrote:
>>: Hi,
>>: As the subject says, I'm looking for the Falcon-game `Of Lasers and
>>: Men', but could'n find it on a.a.u.e. Any clues about its
>>: whereabouts?
>>
>>Remember 'Of Lasers and Men' is not it's title - merely a translation of
>>'Des Lasers et Des Hommes' - so you could be on the lookout for the wrong
>>filename - last time I saw it, it was DESLASER.ZIP or something similar.

>It's lasehome.zip. It is on a.a.u.e.

>Vincent Lefevre (vlefevre@ens.ens-lyon.fr)

Found it, thanks. It was the name that got me.

--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

551. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 13:00:44 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <37bdts$l1b@percy.cs.bham.ac.uk>
Source record: 179426

Daniel Cohen <D.E.Cohen@qmw.ac.uk> writes:
>In article <37374a$lac@percy.cs.bham.ac.uk> David Oakley,
>D.Oakley-SE1@cs.bham.ac.uk writes:
>>>I assume there is no dedicated falcon newsgroup. I'd like to change
>>>that, does anyone have the details for creating a
>comp.sys.atari.falcon,
>>>I know it has to be voted in but I feel it is a worthy addition to the
>I support this.
>BTW, my Falcon does not have any hardware speed enhancement,
>but I do use NVDI.

My problem is with the title - where do TT users go? Many 'Falcon'
specific topics would be of interest to us too.

Or should we divide up comp.sys.atari.st[.tech] into
comp.sys.atari.st.graphics, .sound, .programming, .games, and so on?

I'll read all the Atari groups anyway ;-)

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

552. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 13:22:20 UTC
From: and@sun1.mim.uni-hannover.de
Message-ID: <1994Oct10.132220.194@newsserver.rrzn.uni-hannover.de>
Source record: 179427

In article ka@percy.cs.bham.ac.uk, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
...
>
>I'm still keen to find out what 2B are adding to MagiC 3, though.
>Anyone?
>
>
>--
>--Chris

2B are not adding anything to MagiC3. It was always me who did the
main things in MagiC. MagiC 3 will have 3D-Look (optional!!),
Iconification, drag&drop, a lot of MiNT-functions and loadable device
drivers and file systems and background floppy and harddisk access.
And some more other things.

ANDREAS KROMKE
UNIVERSITAET HANNOVER

553. Re: *NVDI PROBLEMS!*

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 13:44:23 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37bgfn$nic@bs33n.staffs.ac.uk>
Source record: 179429

Anthony Mezin (amez1@pfs01.cc.monash.edu.au) wrote:
: I have been given a copy of NVDI V2.50. Unfortunately the entire program is
: in German!! Can someone please tell me how to install NVDI.

: I read a review of NVDI in an older issue of ST Review which said that
: installing the program was easy. All that is required is to use the
: installation program on the disk, enter your name, address and serial number
: and the drive you want to boot NVDI from. What does it mean by "DISK SERIAL
: NUMBER" and "ADDRESS"????

I guess it means BUY AN ORIGINAL COPY!!!

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

554. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 13:46:49 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37bgk9$nic@bs33n.staffs.ac.uk>
Source record: 179430

D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
: > But I would like to do a small vote... who here uses their Falcon WITHOUT
: > a 32MHz board? (This isn't a 'are you happy with it running this way'
: I am. But only cos I can't afford to clock double it. And I haven't got NVDI
: either... True colour is very painful...

No NVDI? Yikes!! Go grab a copy now!!! :-)

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

555. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 13:47:55 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37bgmb$nic@bs33n.staffs.ac.uk>
Source record: 179431

```
David Stevenson (djs@jet.uk) wrote:
: >Why create a newsgroup for an orphaned computer? How many Falcons
: >are actually out there?

Well.. there's always one I suppose.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com
```

556. Shareware Developers - Read This!

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 13:48:29 UTC
From: blade01@pplnet.com
Message-ID: <14365FOYVYCXBVYRAPC@pplnet.com>
Source record: 179428

IF>I'm currently researching an article about the piracy of Shareware
IF>programs: Cracked keys, Key generation programs, illegal distribution of
IF>registered packages etc. This isn't a crusade - I'm not asking for
IF>people to "name names" - I'm just looking for background information.
IF>I'd like to hear from:

IF>a) Shareware programmers who have had their work compromised by pirates
IF>distributing cracked versions etc.
IF>b) Shareware programmers who haven't as far as they know suffered from
IF>this, but who may be concerned about it.
IF>c) Users who have either come into contact with this, or have strong
IF>opinions (either way) about this subject.

Probably the msot famous is the "Elite" key for Freeze Dried Terminal.
Sicne the author of the software collected several hundred (thousand?)
dollars in registrations and never distributed the keys, this is the
ONLY justified piracy I can think of. And it's still illegal, if young
Mr. Hopkins is sill enough to try to press his suit.

As a shareware author, I have yet to receive any registrations - even
for the post card wares. I have received a couple of unrelated
donations (notably from Ron Pothier out in California), but no one seems
to think my products are worth money. No problem - I'll develop them to
suit myself, and everyone else can go pee up a rope. <GRIN>

□
Rich Tietjens aka Captain Blade * from The Captain's Lounge
Home of GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld
1-713-550-2620 * 24 hours/7 days * 14.4k bps * v.32bis/v.42bis
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
9:1992/6969.0@surnet.ftn * 51:2/10.0@atarinet.ftn
300:300/2.0@heatnet.ftn
□

--
_____ 30 lines of pleasure and friendship _____
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

557. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 13:51:15 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37bgsj$nic@bs33n.staffs.ac.uk>
Source record: 179432

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: My problem is with the title - where do TT users go? Many 'Falcon'
: specific topics would be of interest to us too.

I couldn't say, but I'd like to place a bet there are more Falcon owners out there than TT owners.

: Or should we divide up comp.sys.atari.st[.tech] into
: comp.sys.atari.st.graphics, .sound, .programming, .games, and so on?

Yikes... well as long as there is a comp.sys.atari.falcon in there somewhere I can live with that! Amiga groups are many and plentiful, they have everything from programming to demos covered in their own news groups. Why can't we be the same?

: I'll read all the Atari groups anyway ;-)

Likewise :)

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

558. Re: Are there any DSP Modems?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 13:56:28 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37bh6c$nic@bs33n.staffs.ac.uk>
Source record: 179433

Hutch (hutch@ilmen.lanl.gov) wrote:
: In article qvb@charm.magnus.acs.ohio-state.edu, rcollins@magnus.acs.ohio-state.edu
(Raymond Collins) writes:
: >
: >The only modem I know that has DSP is the ZyXEL, U1496E Plus,
: >in fact it has 2 DSP chips and a 68000 chip to run all of the features.

Can I assume that the original post was concerned with a DSP based
SOFTWARE modem? Ie you use the DSP port (like on the Falcon) to connect
your phone line to and some very clever software to run the whole deal.

Now if anyone ever came up with this it would be heaven!

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

559. Re: Hardware for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 13:58:14 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37bh9m$nic@bs33n.staffs.ac.uk>
Source record: 179434

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: cm3hirjd@soc.staffs.ac.uk (R.Davey) writes:
: >: If you have any idea about some hardware things that need to be done
: >: for Falcon, just Email me !
: >: I will then think about making and selling it ok ?

: >A DSP modem..... good luck!

: Wouldn't this be a software thing? (I thought that was the whole point of
: a DSP modem...)

software yes, but you'd need hardware to connect your phone line to the
DSP port wouldn't you??? :-)

: >Richard Davey
: >Falcon Owners Group (UK)

: BTW you have exactly the same name as my brother!!!

Phil? Hey where do your parents come from?? ;-)

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

560. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 14:14:26 UTC
From: contacts@mits.mdata.fi
Message-ID: <37bi82$anm@prime.mdata.fi>
Source record: 179435

>But I would like to do a small vote... who here uses their Falcon WITHOUT
>a 32MHz board? (This isn't a 'are you happy with it running this way'
>but a test to see if you _are_ running with this system).
>
>Richard Davey

I am using a normal Falcon and I'm quite satisfied with the speed. Of course
an accelerator help with raytracing and image processing, but my worry is that
Cubase Audio might not be completely reliable with an accelerator -
or is there anyone there using CAF 2.01 with a 32 Mhz machine?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.01/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

561. Upgrade of Stello. Othello game.

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 14:15:53 UTC
From: atari@leonardo.name
Message-ID: <1994Oct10.141553.24522@imada.ou.dk>
Source record: 179436

Hello everybody.

Stello 1.11 othello is out with features such as

- Works under Gem, all Atari computers, all screen resolutions,
(x resolution must be at least 640)
- Supports Multitos and WINX
- Uses multitasking under Multitos
- Advanced gameplaying algoritms, alfa-beta minimax, iterative
deepening, response killer table, saves game tree and
uses the zerowidth minimax modifikation.
- One of the best Othello programs in the world.
- Background pictures on the board
- Supports english, german, french and danish.
- Dialogs in windows
- Nice interface (3d buttons and checkboxes even under old
tosversions, niceline menus)

New in Stello 1.11.

The endgame search is a little faster and Stello now speaks
french. Small bugfixes.

More details in the documentation. Stello is a Shareware game. I
have uploaded the game to the following ftp sites, in the file
STELL111.LZH.

ftp.uni-kl.de
ftp.uni-paderborn.de
sun.rz.tu-clausthal.de

and if i ever can make it througt the net i will also be at

atari.archive.umich.edu

Happy Othello playing.
Claus J. Pedersen.

562. Want to buy in UK: Atari ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 14:34:00 UTC
From: dan@hpwina39.uksr.hp.com
Message-ID: <37bjco$p09@hpwin055.uksr.hp.com>
Source record: 179438

I'm looking for a cheap but reliable second-hand ST in the UK. Must have at least 1Mb RAM, preferably STe, but STfm is OK. Also preferably with Hi-res mono monitor.

If you've got a second floppy-drive, or even a hard-drive, so much the better, but don't price yourself outta my market 8-) ...

I live in Surrey and work in Berkshire.

Regards,
Dan.

.---.
| Dan Bennett : Uni* mail: dan@hpwina39.uksr.hp.com |
| Telephone: (+44) 344 361870 (GMT) |
| Fax : (+44) 344 361737 |
| Hewlett-Packard UK Response Centre, |
Amen Corner, Cain Road, Bracknell, Berkshire RG12 1HN, UK
My typing is a statistical process.
`---'

563. SoftPC

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 15:04:00 UTC
From: mike.hill@cccbbs.cincinnati.oh.us
Message-ID: <89B825C.08330000D4.uuout@cccbbs.cincinnati.oh.us>
Source record: 179389

All,

I dropped in on a Real Time Conference on Genie last night. Had the chance to talk to Bob Brodie who dropped in also.

I asked him about Insignia's SoftPC software and mentioned that someone on the net was talking with Insignia and trying to get it released as shareware. I mentioned that Insignia said they had to get Atari's approval before the release it for some reason.

Although Bob is no longer with Atari he was around during the time SoftPC was developed. He said there is absolutely no reason Insignia can't release it. He said they need no approval or anything from Atari. He said Atari had a contract with them for doing SoftPC for the dead Atari Unix operating system, but Atari cancelled that project. He said Insignia must be saying what they are for some other reason.

Not sure who it was here who was trying to get it released. I wish you luck and hopefully this info will help you out.

Mike Hill
mike.hill@cccbbs.cincinnati.oh.us

564. Re: What do these two programs do?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 15:19:03 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <37bm17$ofm@msuinfo.cl.msu.edu>
Source record: 179439

In article <xy3V5w-.mindbomb_bbs@delphi.com>, Ansy Maccallum
<mindbomb_bbs@delphi.com> writes:
>Kenneth S. Clubok <clubok@physics10> writes:
>
>>are two programs in my AUTO folder whose function completely eludes me.
>
>
>>Even the fellow who sold me the drive doesn't seem to know what they do.
>>So if anybody knows what "DC Right" or the "Start Selector" are for, I'll
>>be much obliged.
>
>DC Right switched the functions of the Left/Right mouse buttons (i think, or
>was that DC Lefty?)

I think DC Right calls up the file selector when you press the right mouse
button. Could be wrong, though...

>and Start Selector is a replacement file selector from the
>old STart Magazine, adds stuff like drive selectors... not as good as some,
>but better than the standard pre 1.6 tos selectors!

It's better than the post 1.6 file selectors, too! It's by Charles F.
Johnson, and has evolved into the Little Green Fileselector v1.8d! I
highly recommend Little Greenie. It's not as slick Selectric, but it has
some other features Selectric doesn't offer and I've found that it is a
little more compatible with some programs than Selectric.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

565. Re: Atari ST emulator for Mac??

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 15:24:36 UTC
From: avg@cwi.nl
Message-ID: <CxGqt0.7sD@cwi.nl>
Source record: 179357
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

biot015@wrzx12.rz.uni-wuerzburg.de (Schmitt Joachim) writes:

>Yes. There is a real ST emulator in progress. In the german maus.atari.soft
>group was an announcement for it.
>The first version will only support software that runs properly under Mag!X/
>Mag!C (Software free of BIOS/XBIOS routines or so).
>It seems that it will be released until the end of the year.

Hm! What kind of a project is this? Source code? I have recently
been dreaming about building a UNIX-based system for the Powermacs that
through a smart window manager allows GEM programs to be run on the
same desktop with X stuff. The X applications run on PowerPC Linux,
the Atari stuff under 68K emulation. As I (=ZFC, basically) am working
on a library that does almost all of the GEM calls on top of X, I
think that a few good men would be able to make such a system actually
feasible.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

566. ST Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 16:12:04 UTC
From: mlake@dgs.dgsys.com
Message-ID: <37bp4k$9l9@DGS.dgsys.com>
Source record: 179441

Sorry if this is a repost.

ST Software for sale (all items come with original disks and docs
except where noted):

Super Space Invaders 8
Oblivion 4
Enchanted Land 5
Paradroid 90 6
Shanghai (no docs) 4
Vampire's Empire 3
C.O.L.R. Object Editor 3
Targhan 4
California Games 4
Black Lamp 4
Elvira I 10
Elvira II 13

Please add $1 per order to help cover shipping.

Marshall Lake
POB 7332
Washington, DC 20044-7332
Tel 703-533-2132
Fax 703-538-4598
Internet mlake@dgs.dgsys.com

--
Marshall Lake
mlake@dgs.dgsys.com

567. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 16:12:15 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <37bp4v$q8q@percy.cs.bham.ac.uk>
Source record: 179355

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
>: My problem is with the title - where do TT users go? Many 'Falcon'
>: specific topics would be of interest to us too.
>
>I couldn't say, but I'd like to place a bet there are more Falcon owners
>out there than TT owners.

Quite probably, however most issues for Falcons would be the same for
TTs. eg HiColour graphics, 68030, etc.

>: Or should we divide up comp.sys.atari.st[.tech] into
>: comp.sys.atari.st.graphics, .sound, .programming, .games, and so on?
>
>Yikes... well as long as there is a comp.sys.atari.falcon in there
>somewhere I can live with that! Amiga groups are many and plentiful,
>they have everything from programming to demos covered in their own news
>groups. Why can't we be the same?
>

But why have something *explicitly* for the Falcon? What can the
Falcon *really* do that other ST/TT models can't? The DSP chip is the
only major feature; and DSP articles could live in the .programming or
.sound groups.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

568. Re: Apex Media where are you?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 16:19:58 UTC
From: nj1@ukc.ac.uk
Message-ID: <9905@falcon.ukc.ac.uk>
Source record: 179440

In article <37aucp$mva@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>Manual being delayed???
>I knew it.... it's a jinx.... it will just never appear will it?
>This is Chroma over again... sniff sniff :-)

AFAIK, Chroma was never released because Doug Little had a bit of a 'misunderstanding' with Chroma's prospective distributor, Floppyshop. They had a bit of an argument and Chroma was scrapped. Now Doug Little, along with the rest of the Black Scorpion programming team this time, are writing Apex Media, to be published by Titan Designs. The manuals just going to take that little bit longer than they expected, that's all!

BTW, I saw Apex running at the Bristol Atari Show - I can't wait!!!!

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

569. File searching tool RESEARCH!

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 16:38:32 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332e996c6c@sirius.herts.ac.uk>
Source record: 179442

Request for ideas (Forthcoming Project!)

File Searching tool:

I have to implement the following program for my final BSc Computer Studies year assignment.

The program is aimed to run primarily on Atari ST/Megas/TT and Falcon machines. So far I have the following ideas:

Core Objectives

1. Implement file searching on the following criteria:

Types of file
(Read Only, system, hidden, archive, program flags etc.)

Extensions
Unix type or DOS type wildcards for filenames.

Dates
Date/Time stamps of created files.

Sizes
Files greater, lower than given file sizes.

2. Once those file(s) have been found from the above criteria, implement the following actions:

Deletion of file(s) and/or

Information on file(s)

Output to screen, printer or file
Selectable output Types of file, Extensions, Dates, Sizes (see section 1 for description)

3. Design the program to be implemented in a modular manor, and highlight easier modification for different file systems.

4. Implement program.

5. Design of user interface.

6. Implementation of user interface on Atari through GEM.

7. Write documentation/help files for finished program.

Advanced Objectives

1. Research and possible implementation in directly accessing the disk system rather than using BIOS routines. (built in system routines)

2. Research and possible implementation into searching through archived files. (ZIP, LZH, ARJ?)

3. Implementation of algorithms for searching text within files.

4. Research into how to make the program more modular to be easier to incorporate on a different system (e.g. IBM PC Compatibles)

Any further additions or modifications on existing ideas would be greatfully received. Even if you think the above ideas are OK please email me :)

Email address: A.I.Nicholls@herts.ac.uk

570. Re: Know a good comms pro

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 17:10:35 UTC
From: cummins@osuunx.ucc.okstate.edu
Message-ID: <CxGvpn.Hpy@osuunx.ucc.okstate.edu>
Source record: 179356

In article <CxFyGI.LMy@freenet.carleton.ca> ac255@FreeNet.Carleton.CA (Dave Churchill)
writes:
>In a previous article, julian@loose.apana.org.au (Julian Gifford) says:
>>: You definitely need an RTS/CTS fix if you've got TOS 1.2
>>: Regards...Julian
>> julian@loose.apana.org.au
>
>??? Are you sure you meant TOS 1.2? I've used a USR Sportster 14.4 modem
>with my ST (1040STfm, TOS 1.2) at 14.4k without a hitch, and I don't use
>any type of patch program for RTS/CTS.
>I've always been under the impression that TOS 1.2 was one of the (few) TOS
>versions that handled RTS/CTS flow control properly...am I mistaken?
>Dave C

Right. TOS 1.2 was the ONLY TOS to have working flow control through TOS 1.4
(1.04 for the rest of the world I suppose!)
I havn't got a clue about CTS/RTS in versions later than that. My 2.06 TOS is
still in the box.

jc
--
--
John Cummins Email: cummins@unx.ucc.okstate.edu
Erbid's Place Atari ST BBS 405-624-0584 (USR V.Everything w v.34)
--

571. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 17:37:51 UTC
From: mdg@ukc.ac.uk
Message-ID: <10577@gos.ukc.ac.uk>
Source record: 179363
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <37at2u$mva@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
:>M.D.Griffiths (mdg@ukc.ac.uk) wrote:
:>: The latest version plays just every MPEG I can find. If you have an MPEG that
:>: doesn't work then e-mail the offending file and I'll see what I can do.
:>Griff, seeing as I am already in credit to the sum of 25 pounds to you I
:>think you can at least send me a registered copy. The address is:
:>Richard Davey, 25 Old Acre lane, Brocton, Stafford, ST17 0TW.
:>Thanks,
:>Richard Davey
:>Falcon Owners Group (UK)

Its in the post. (disputes the 25 quid).

Griff
--

572. FORSALE Atari STE

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 18:00:36 UTC
From: gcc@kookaburra.krldwa.mccaw.com
Message-ID: <37bvg4$17j@ftp-p.mccaw.com>
Source record: 179443
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale.computers,mccaw.forsale,seattle.forsale,pnw.forsale

Sorry for the last post I screwed up with the subject.

I have a Atari STE for sale it comes with the following.

4 Mg's ram
1 high res Atari mono monitor
1 Atari color monitor
20 mgbyte supra hard drive
2400 baud modem
clock

several hundread disks of software including the following with Manuals

Falcon and the mission disk
Lemmen's
Grand Prix
The pawn
Lattice C compiler
Neo Desk
Flash

and alot more I can't remeber

All for 500 + shipping (negotiable) I would prefer to sell to some one in the seattle area.

Contact George Constantine at George.Constantine@mccaw.com

or call 206-828-2384 W 9-5 PST
206-771-5251 H after 6pm PST

573. Moderator for the group?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 18:48:38 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10101994.184838@empyr.dircon.co.uk>
Source record: 179447

Are there any guidelines for what should be posted in comp.sys.atari and
comp.sys.atari.tech ? I know it sounds a stupid question, but a large
proportion of messages are duplicated in both, which *is* a waste of
bandwidth. I presume these groups are not moderated ?
How can we sort out the message groups ?
Anyone feel the same ?

Re: comp.sys.atari.falcon

As an ST owner, I would be glad to see a separate falcon area set up.
No offence to Falconeers, (even if I am jealous !), but a lot of msgs
in these newsgroups *are* falcon orientated, and they are of no use to
me whatsoever. I'm sure that Falcon owners would similarly be glad to get
the ST stuff removed from their mail packet.
Anyway, that's my 5 cents worth !

Byee.

___ Blue Wave/QWK v2.12

VQWK 6.20I

574. Sorry for >80 chars

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 18:48:41 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10101994.184841@empyr.dircon.co.uk>
Source record: 179448

Hi all, quick note to apologise for the >80 chars msgs. My editor went wonky, removing carriage returns secretly. All sorted now I hope.

___ Blue Wave/QWK v2.12

VQWK 6.20I

575. TOS ROMS for sale ???

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 18:48:44 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10101994.184844@empyr.dircon.co.uk>
Source record: 179449

Hi,

Does anyone have TOS ROMS they don't want anymore ?

I'm looking for at least TOS 1.4, English Language version.

Replies to: Kevan@empyr.dircon.co.uk
or here in the newsgroup. (But I'd prefer e-mail, rather than clog up the
group with personal stuff).

Thanks.

___ Blue Wave/QWK v2.12

VQWK 6.20I

576. Know a good QWK OLR ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 18:48:46 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10101994.184846@empyr.dircon.co.uk>
Source record: 179450

Hi Everyone,

I would like some recommendations for a good QWK OLR. I have tried Captain QWK, IMHO, Mountain and MicroTalk QWK. They all have their own little bugs, and I'm getting fed up with them. I'm using MicroTalk at the moment, but there is a bug in Hi-res that chops the bottom off the line above the one you are typing, and it's *really* annoying !

Any recommendations ?

Cheers.

(Yes I know it says Blue Wave / QWK at the bottom of this, but I'm in the office using Bluewave on the PC right now !)
___ Blue Wave/QWK v2.12

VQWK 6.20I

577. Re: Nova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 19:18:44 UTC
From: Lexicor@world.std.com
Message-ID: <CxH1n8.BGv@world.std.com>
Source record: 179444

In article <Up-EJJXBAUZ@ttgk.textlitho.nl>,
Gert van der Knokke <gert@ttgk.textlitho.nl> wrote:
>In <CxCDFq.2IM@world.std.com> ysiu@lexicor.com wrote :
>>
>> Yes it does run Calamus SL, and with the special cookie driver
>>even supports 15/16 and 32bit (as well as 24bit)
>
>Does anybody accidently know what kind of VGA card NOVA is using inside their
>black box ?

Gert,

the NOVA Card has the following versions in the VGA box:

ATI Mach32, Mach64, ET-4000W32 and ET-4000, the mach64 comes in a
4 Megabyte VRAM version.

for more information you can email : services@lexicor.com

Cheers

Yat @ Lexicor

>
>Gert
>
>--
>
>
>-- --
> Atari TT-Point
>-- --

578. Mega STE, Multisync monitor, & software for sale--CHEAP!

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 19:47:04 UTC
From: dssjms@aol.com
Message-ID: <37c5no$909@newsbf01.news.aol.com>
Source record: 179446

I'm selling all of my Atari hardware and software. Below is a list with asking prices for all items. Please respond to my E-mail address DSSJMS@aol.com. Prices are flexible, especially if you are buying lots of stuff.

Atari Mega STE w/4 meg RAM, 210 meg 11 ms hard drive $700.00 obo
NEC 15" Multisync monitor
265.00
TOAD switch/resolution switch (free with monitor) or
20.00
Multitos
40.00
NVDI
45.00
SpeedoGDOS
15.00
DiamondBack 2
20.00
X-Boot 3
20.00
Codekeys
5.00
TBX Cad
10.00
Superbase Personal
10.00
Atari Works
40.00
Calligrapher 3 Gold w/extra fonts
65.00
Defender of the Crown
2.00
AD&D Heroes of the Lance
2.00
The Pawn
2.00
Phantasie 1, 2, & 3
2.00 ea or 3/5.00
Black & Red Beetlemouse
10.00
A/B Printer Switch w/cable
5.00

All manuals are included. Exact shipping charged.

Everything must go! DEAL DEAL DEAL!!!!!!!!!!!!!!

579. Shareware Developers - Re

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 19:51:13 UTC
From: larserik@oslonett.no
Message-ID: <37c5vh$hnk@hasle.oslonett.no>
Source record: 179445

> As a shareware author, I have yet to receive any registrations - even
> for the post card wares. I have received a couple of unrelated
> donations (notably from Ron Pothier out in California), but no one seems
> to think my products are worth money. No problem - I'll develop them to
> suit myself, and everyone else can go pee up a rope. <GRIN>

Strange, I get contributions from Norway (as I live i Norway), but also
from Germany, England, USA, Canada and even New Zealand and Australia :-)

(the real trouble is that I have to pay more in fees/taxes to cash the
money that the amount on the checks - so they just end up in my safe :-)

The thing that is universal is floppy disks :-)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

580. Where are the samples for starball??

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 20:30:52 UTC
From: stuart@cab012.cs.ualberta.ca
Message-ID: <37c89s$av3@scapa.cs.ualberta.ca>
Source record: 179351

Does anyone know?? I heard they were supposed to be on umich.. this could be the case, but umich is entirely too busy!! I can never get on, and I can't seem to find them on any mirror sites... Any help would be appreciated...

Dave

581. APEX DEMO Wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 20:56:31 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.781822591@txfs1.hfb.se>
Source record: 179352

I would like Doug Little and the guys to make a DEMO version of APEX...
so we on the Net, and everyone else ofcourse, could see how NICE APEX really
is...

I mean for a program that propably will cost >150 UKpounds, who want to
buy it without testing it!

A DEMO with some vital things disabled... like SAVE and so on... Maybe
just half the colours or cripled in some other way so people HAVE to buy
it if they want to use it. I think that would make the SALES of such a
program higher... atleast for us that doesn't have a ATARI store around
the corner :^(

Does ANYONE else have this idea... (Maybe you Daron could tell Doug this
idea! :^)

Just some of my thoughts!

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

582. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 22:20:19 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <37cen3$53n@nntp.Stanford.EDU>
Source record: 179384

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: Annius Groenink (avg@cwi.nl) wrote:
: : Let's be realistic about this and add the price for a CPU board for
: : 32MHz. Nobody buys a 16MHz system today. As far as I know, only
: : Atari still has the courage to do this today.

: I'm sorry but I disagree, I've been using a 16MHz system for well over a
: year now, but I must confess life without NVDI would be hell. The Eagle
: Sonic Board isn't _that_ expensive for the more dedicated user should
: their needs amount to that.

: But I would like to do a small vote... who here uses their Falcon WITHOUT
: a 32MHz board? (This isn't a 'are you happy with it running this way'
: but a test to see if you _are_ running with this system).

: Richard Davey
: Falcon Owners Group (UK)
: --
I AM! Although I would like to change that situation. My problem:
I happen to be an American and can't seem to find a place to order the
32MHz board. If anyone would help me out, that would be greatly
appreciated.

583. **FOR SALE: ICD AdpeedSTE + other **

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 22:53:47 UTC
From: dunham_scott@htc.honeywell.com
Message-ID: <dunham_scott-101094171130@mac153-61.mn09.honeywell.com>
Source record: 179353

Individual ATARI ST Hardware/Software items FOR SALE:

*ICD AdSpeed STE 16 MHz accelerator board - $100
(plugs directly into processor socket)

* Monitor Master - $15
Push button switches easily between color & mono monitors. Video & Audio
RCA out also provided.

*ComputerEyes Color Video Digitizer - $100
This digitizes in 16 colors DEGAS format, BUT I'm including DIGISPEC.ACC
that provides SPECTRUM 512 picture output! PLUS, I will also include
RAW2RAW.PRG that converts the ComputerEYES raw *.CE data into RAW format,
viewable with PCHROME.PRG for the ultimate in color and resolution.

*Canon BJ-200 inkjet printer - $175
360x360 dpi - 1 year old - works great - (I'm buying a color printer)
Epson or IBM Proprinter emulation. Prints great graphics too!

* CUBASE 3.1 and newer CUBASE SCORE 2.0 + dongle + manuals - all for $250.

* Studio Module & Cuetrax Module for CUBASE - both for $100
Studio Module is a super add-on that organizes your entire MIDI studio. It
can automate and keep track of ALL MIDI dumps for your entire system. Plus,
it displays all Voice Names in chart format for easy access. And much
more!
Cuetrax is a graphical Tempo display that is far superior to the normal
Mastertrack.

* DigiDesign's Sound Designer - 16-bit sample editing - $75
Supports many samplers, including Sample Dump Standard. Perform EQ,
crossfades, loops, Fast Fourier Transform analysis and display, cut/paste +
hand-draw, etc. Sorry, SCSI not supported - you have to xfer using MIDI.

* SPECTRUM 512 Paint Program + UNISPEC + DIGISPEC + manuals - $40
This includes the oroginal SPECTRUM 512 & bound manual + the superior
UNISPEC.ACC + manual that has many more features including Screen memory
stealing & capture! Also passes pictures back and forth between Degas,
DIGISPEC, UNISPEC, and other graphics programs, thus allowing your picture
to be processed by multiple applications quickly.

* START Magazines + disks - the entire collection! - (make offer)

* 100's of Megs of ARCs, LZHs, and ZIPs of PD Atari stuff + games. I've
saved everything I ever aquired since 1988, including much of the ftp Atari
Archives.

Make offers via e-mail: dunham_scott@htc.honeywell.com

Cheers,
Scott

584. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 23:33:59 UTC
From: azog@world.std.com
Message-ID: <CxHDGo.9u@world.std.com>
Source record: 179361

darmok@leland.Stanford.EDU (Philips Dilworth Patton) writes:

>: But I would like to do a small vote... who here uses their Falcon WITHOUT
>: a 32MHz board? (This isn't a 'are you happy with it running this way'
>: but a test to see if you _are_ running with this system).

> I AM! Although I would like to change that situation. My problem:
>I happen to be an American and can't seem to find a place to order the
>32MHz board. If anyone would help me out, that would be greatly
>appreciated.

I also am running an unaccelerated Falcon, and dont have NVDI either!

but with regards of finding places in USA, try Toad computers at
1-800-448-8623. Page 36 of their catalogue shows several options:
Eagle Sonic takes you to 32MHz. Might Sonic adds up to 32mb of TT fast
RAM. Then there are 040 accelerators, rack mounted cases, and other
stuff! Oh for the lack of money

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

585. Re: Nova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-10 23:50:52 UTC
From: jonal@hiof.no
Message-ID: <jonal.2757.2E99D35C@hiof.no>
Source record: 179354

In article <CxH1n8.BGv@world.std.com> Lexicor@world.std.com (ysiu@lexicor.com) writes:

> the NOVA Card has the following versions in the VGA box:

> ATI Mach32, Mach64, ET-4000W32 and ET-4000, the mach64 comes in a
> 4 Megabyte VRAM version.

Is the box & drivers for sale separately? If so, it could be interesting.

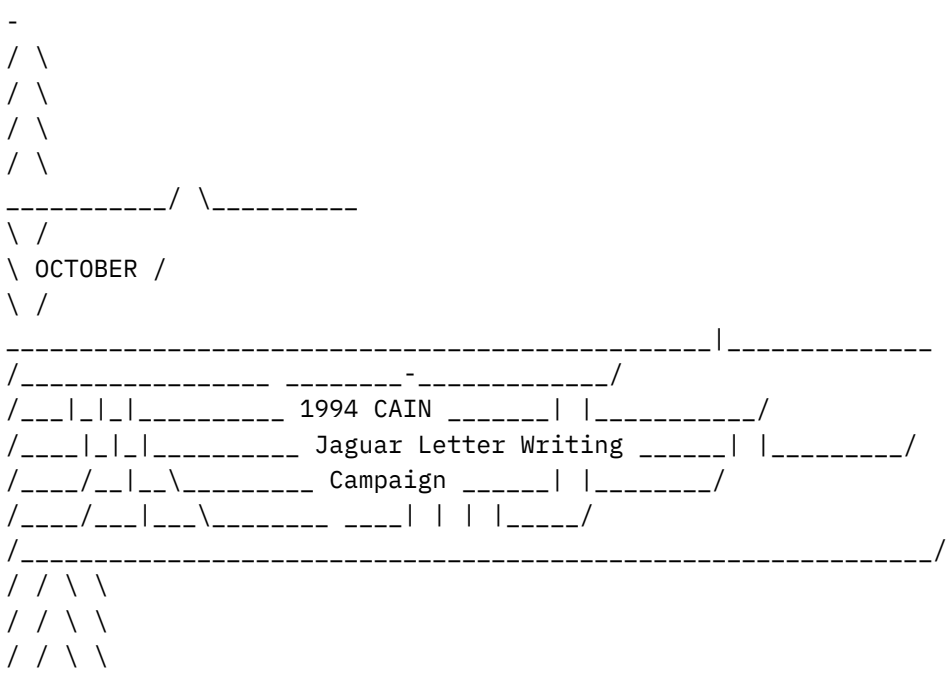
Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman
---

586. OCTOBER Jaguar Letter Writing Campaign (Re-Post)

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 00:01:35 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <37ckl2$ap2@usenet.INS.CWRU.Edu>
Source record: 179362
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.misc,alt.games.lynx

I have been asked by several people to repost this October Jaguar Letter Writing Campaign text file. If you don't think this campaign will work then just don't write. But for those of you that want to see great games for the Jaguar, please read the following. Thanks.



Organized by: Len Stys

E-mail: aa399@cleveland.freenet.edu

The Jaguar 64-bit interactive multimedia system is the most advanced video game system ever created. If you are reading this, you either own a Jaguar or plan on buying one as soon as some more games become available for it. You are also interested in finding out what you can do to get your favorite games made for the Jaguar. I am glad to see that you are interested and if everyone participates in this campaign, we will _all_ be seeing our favorite games made for the Jaguar.

Will writing letters work? Yes, it will work. I've learned from my prior business experience that letter writing does work. There are many ways of determining a demand for a product, but nothing is more convincing to a company president than hundreds of letters from consumers that are asking for their product. Letters are concrete proof that demand exists.

Atari Corp. and Williams (WMS Industries) are talking. The Jaguar will be getting Defender, Joust, and Robotron. Is it because of our letter writing? Maybe. Will the Jaguar get Mortal Kombat II or Mortal Kombat III because of our letters? Maybe. If Capcom can make Super Street Fighter II for the 3DO, Williams can make Mortal Kombat II & III for the Jaguar.

If you do not see the games you want for the Jaguar in this campaign, do not be concerned! When the following game companies start making games for the Jaguar, the Jaguar will be on its way to becoming the most popular home video game system in the world! And when the Jaguar is on its way to fame, your favorite games will be made for it! But the campaign will not work unless you participate. And you cannot only write one game company and not the others. Each time one company signs to make Jaguar games, it helps get another company to make Jaguar games. Let's make this writing campaign the most effective video game writing campaign that the world has ever seen!

Ok, the companies we are concentrating on are companies that are familiar with high quality graphics and sound in games. Most of these companies are well-known for PC games.

The first part of this text is the October part of this campaign. The second part is the previous September part. If you are just beginning to participate in this campaign, you should write the companies listed in the September part as well.

****
****************************** OCTOBER, 1994 ******************************
****

Sierra On-Line Inc.
Dynamix Inc.
LucasArts Entertainment Co.
NovaLogic

>>>>>>>>>>>>>>>>>>>>>>>>> Sierra On-Line Inc. <<<<<<<<<<<<<<<<<<<<<<<<

Sierra On-Line is a company that is well-known for their role-playing games such as their Space Quest and Police Quest series. The company is also known for their latest hits in the PC world: Gabriel Knight, Aces Over Europe, and Leisure Suit Larry VI. Sierra On-Line is planning to release their new title, Phantasmagoria, very soon.

Sierra On-Line is definitely a company that needs to be developing for the Jaguar if the Jaguar CD-ROM is to become used. If Sierra On-Line starts making games for the Jaguar CD-ROM, several other companies will make games for it as well.

The mailing address for Sierra On-Line is:

Kenneth A. Williams, President
Sierra On-Line Inc.
P.O. Box 485

Coarsegold, CA 93614

The following is a list of things in which you may want to say in your letter to Electronic Arts:

Dear Mr. Williams,

1) How much you enjoy Sierra On-Line games.
2) How you have been buying Sierra On-Line games for your computer since the company started making computer games (if this is true).
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see Sierra On-Line producing several Jaguar CD-ROM games.
6) The games you would love to see on the Jaguar (choose two or three Sierra On-Line games).
7) How you believe Sierra On-Line games would be fantastic on the Atari Jaguar.
8) How you will run out and buy Sierra On-Line games when they are made for the Jaguar.
9) Thank you to Mr. Williams for reading your letter and for considering producing games for the Jaguar.

In my letter, I will also be encouraging Mr. Williams to make games which have the option of using a keyboard with the Jaguar. A keyboard can be created for the Jaguar and Sierra On-Line could work with Atari Corp. to produce one for it. The use of a keyboard in role-playing games help children learn words. This is something that Sierra has gotten away from in PC games.

I'm also writing Sierra to release HOYLE Card Games for the Jaguar. I love this game and it would be great to see a modem feature being used in the Jaguar version of this game.

>>>>>>>>>>>>>>>>>>>>>>>>> Dynamix Inc. <<<<<<<<<<<<<<<<<<<<<<<<<

Dynamix Inc. is a game company owned by Sierra On-Line. This game company makes many wonderful titles for the PC such as: Betrayal at Kronder, Aces of the Pacific, and Front Page Sports Football Pro. The company is planning to release: Front Page Baseball, Battledrome, LodeRunner: A Legend, MetalTech: Earth Siege, Alien Legacy, and an excellent reviewed game called Aces of the Deep (submarine game).

Dynamix Inc. is making some real great games and these games would be a very good addition to the present Jaguar game library.

The mailing address for Dynamix Inc. is:

Alan Higginson
Executive Vice-President
Dynamix Inc.

P.O. Box 978
Oakhurst, CA 93644-0978

The following is a list of things in which you may want to say in your letter to Dynamix Inc.:

Dear Mr. Higginson,

1) How you enjoy Dynamix games on the PC.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose two or three Dynamix games--I'm choosing Front Page Sports Football, Alien Legacy, and Aces of the Deep).
5) How you believe Dynamix games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Dynamix games when they are produced for the Jaguar.
7) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>> LucasArts Entertainment Co. <<<<<<<<<<<<<<<<<<<

LucasArts is famous for making games based on popular movies. The company has also has several popular titles out for the PC. Some of these titles are: Star Wars Rebel Assault, X-Wing, Indiana Jones and the Fate of Atlantis, Monkey Island 2: Le chuck's Revenge, and Day of the Tentacle. And if there is any truth to the rumor of a new Indiana Jones movie, LucasArts will probably make a great game based on this movie.

The mailing address for LucasArts is:

LucasArts Entertainment Co.
LucasArts Games Division
P.O. Box 10307
San Rafael, CA 94912

The following is a list of things in which you may want to say in your letter to LucasArts:

Dear Sir or Madam,

1) How much you enjoy LucasArts games.
2) How much you enjoy the Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games you would love to see on the Jaguar (choose two or three LucasArts games).
5) How you believe LucasArts games would be fantastic on the Atari Jaguar.
6) How you will run out and buy LucasArts games when they are made for

the Jaguar.
7) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX LucasArts by the phone number: 415/721-3344.

>>>>>>>>>>>>>>>>>>>>>>>>>>>> NovaLogic <<<<<<<<<<<<<<<<<<<<<<<<<<<<

NovaLogic is known for its high-quality games on the PC. The president and CEO, John Garcia makes sure each game title released is of the highest quality. NovaLogic is known for producing Comanche: Maximum Overkill (a game title that rated high on the Most Wanted Games for the Jaguar listing from CANI Newsletter). The company also produced WolfPack (a submarine simulator) and UltraBots. The latest and greatest game from NovaLogic is Armored Fist. This game is highly praised by reviewers that have seen it.

John Garcia is interested in producing modem games and networking games in the future. NovaLogic's games would be a great addition to the Jaguar game library.

The mailing address for NovaLogic is:

John Garcia, President
NovaLogic
19510 Ventura Blvd.
Suite 200
Tarzana, CA 91356

The following is a list of things in which you may want to say in your letter to NovaLogic:

Dear Mr. Garcia,

1) How much you enjoy NovaLogic games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple of NovaLogic games).
5) How you believe that NovaLogic games will be even more fantastic when using the graphics and sound capabilities of the Jaguar.
6) How you would like to see NovaLogic games that use the Jaguar voice-modem and networking capabilities.
7) How you will run out and buy NovaLogic games when they are produced for the Jaguar.
8) Thank Mr. Garcia for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX NovaLogic by the phone number: 818/774-0684. Please consider writing NovaLogic through the U.S. mail first and then FAX NovaLogic.

Please spread the word around about this letter writing campaign on online systems, BBSs, message areas, user groups, and any other place that you can help get the word out abuot this campaign.

Also, please tell your friends! It is very important to get everyone participating in this letter writing campaign!

********** THANK YOU! **********

****
********** SEPTEMBER, 1994 **********
****

Atari Corp.
id Software
WMS Industries Inc.
Capcom USA Inc.
Electronic Arts Inc.

>>>>>>>>>>>>>>>>>>>>>>>> Atari Corp. <<<<<<<<<<<<<<<<<<<<<<<<<<<

First, we will first be writing Don Thomas, Jr. at Atari Corp. to let him know that we are participating in these campaigns. No, we aren't writing to annoy him. We are writing him so that Atari Corp. knows the magnitude of this letter writing campaign. If Atari Corp. knows that five-hundred people will be writing Dynamix in October, the appropriate person at Atari can contact this company on becoming a developer for the Jaguar during this time. Do not expect a letter from Don Thomas, Jr. We are not writing him for a response. We are only writing him to inform him of what we are doing.

Atari's mailing address is:

Atari Corp.
Attn: Don Thomas, Jr.
1196 Borregas Avenue
Sunnyvale, CA 94089

Place the letters: C.A.I.N. at the bottom left side of the envelope so that Atari will know what it is for.

Please use the following form letter:

(date)

(your address)

Don Thomas, Jr.
Atari Corporation
1196 Borregas Avenue
Sunnyvale, CA 94089

Dear Mr. Thomas,

I am writing you to inform you that I will be writing the following
game companies to encourage them to make games for the Jaguar.
I hope that my efforts will help Atari Corp. to sign these companies
to make games for the Jaguar.

The companies I will be writing are:

September: WMS Industries, Capcom, Electronic Arts
October: Sierra On-Line, Dynamix, LucasArts, NovaLogic
November: Spectrum Holobyte, Psygnosis, Origin
December: QQP, Broderbund, Konami

Thank you for reading my letter and for recording the number of
people writing these companies.

Sincerely,

(sign your name)

(print your name)

>>>>>>>>>>>>>>>>>>>>>>>>>> id Software <<<<<<<<<<<<<<<<<<<<<<<<<<

The letter to id Software should thank the company for producing
Wolfenstein 3-D for the Jaguar, encourage them to make Jaguar DOOM the
best that they can make it, and to encourage the company to make
QUAKE for the Jaguar.

id Software's mailing address:

Jay Wilbur, CEO
id Software
Town East Tower
18601 LBJ Freeway
Suite 615
Mesquite, Texas 75150

The form letter to Atari Corp. is the only form letter that will be used
in this campaign. This is because companies do not take form letters as
seriously as those that are originally written.

The following is a list of things which you may want to say in your
letter to id Software:

Dear Mr. Wilbur,

1) How much you enjoy Jaguar Wolfenstein 3-D.
2) How much you like id Software.
3) Thanks for making Wolfenstein 3-D for the Jaguar.
4) How you would like to see the best graphics possible for DOOM
on the Jaguar.
5) How you would like to see four-player or more networking capability
for Jaguar DOOM.
6) How you are excited about Jaguar DOOM coming out this year.
7) How you would like to see QUAKE made for the Jaguar.

8) Thank you to Mr. Wilbur for reading your letter.

Another thing which you may want to include in this letter is concerning the Jaguar resolutions. id Software is using a lower resolution on the Jaguar because they want to get the game as quick as Jaguar Wolfenstein. I, personally, do not care if Jaguar DOOM is as fast as Wolfenstein. One suggestion could be to make two modes (just like on the PC). One mode is for higher resolution and slower speed. The other mode is for a lower resolution, but higher speed.

>>>>>>>>>>>>>>>>>>>>>> WMS Industries Inc. <<<<<<<<<<<<<<<<<<<<<<

As of September 14, 1994, Mortal Kombat II is not being produced for the Jaguar. And Acclaim has no plans to produce Mortal Kombat for the Jaguar. But next year, WMS Industries will be able to release Mortal Kombat II for any game system that the company wishes to release it for. The time is now to let WMS Industries know that we want to see Mortal Kombat II and Mortal Kombat III for the Jaguar.

Mortal Kombat II is by far the #1 most wanted game for the Jaguar according to the Most Wanted Games for the Jaguar list by CAIN Newsletter. If this game is released for the Jaguar, the Jaguar will be the most wanted game system.

The mailing address of WMS Industries Inc. is:

Louis J. Nicastro, CEO
WMS Industries Inc.
3401 North California Ave.
Chicago, IL 60618-5889

OK. I don't think I have to remind you that you should write as neat and as professional as possible to get the best results. If you certify your letter, you may even reach the president with your letter.

The following is a list of things in which you may want to say in your letter to WMS Industries Inc.:

Dear Mr. Nicastro,

1) How much you enjoy Mortal Kombat II
2) How you like the games that WMS Industries makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do the game justice.
5) How you will run out and get the game for the Jaguar as soon as it is released.
6) How you would also like to see Jaguar be the first system to get Mortal Kombat III.
7) Thank you to Mr. Nicastro for reading your letter and for considering making Moral Kombat II for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>> Capcom USA INC. <<<<<<<<<<<<<<<<<<<<<<<

Capcom is known for producing the Street Fighter II series of games. The company is also known for producing games such as The Great Circus Mystery Starring Mickey & Minnie Mouse, Demon's Crest, and Saturday Night Slam Masters. The company also does conversions of popular titles such as Wizardry V and Eye of the Beholder.

Super Street Fighter II Turbo is second only to Mortal Kombat II on the most wanted games for the Jaguar CAIN Newsletter listing. If the game existed for the Jaguar, it would no doubt sell a lot of Jaguars. But Capcom is not making Super Street Fighter for the Jaguar and no plans have been announced to do so in the near future.

The strange thing is that Capcom is making Super Street Fighter II Turbo for the 3DO platform. The game will even have better graphics than that on the SNES and Genesis. But this only means that if Capcom will make a version of SSFIIT for a much higher-priced system than there is a chance that the company will be willing to make a Jaguar version.

The mailing address for Capcom USA Inc. is:

Scott Smith
Product-Development Coordinator
Capcom USA Inc.
475 Oakmead Parkway
Sunnyvale, CA 94086

The following is a list of things in which you may want to say in your letter to Capcom USA Inc.:

Mr. Smith,

1) How much you enjoy Street Fighter at the arcades.
2) How you like the games that Capcom makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do the game justice.
5) How you will run out and get Super Street Fighter II Turbo for the Jaguar as soon as it is released.
6) Thank you to Mr. Smith for reading your letter and for considering making Super Street Fighter II Turbo for the Jaguar.

You may also want to FAX Capcom USA by the phone number: 408/774-3995. But sending mail through the U.S. Postal Service may prove to be more successful.

>>>>>>>>>>>>>>>>>>>>> Electronic Arts Inc. <<<<<<<<<<<<<<<<<<<<<<<

Electronic Arts is the publisher of some incredible games such as: NBA Showdown, FIFA International Soccer, PGA European Tour Golf, NHL Hockey '94, Wing Commander, Super Wing Commander, John Madden NFL Football, Escape from Monster Manner, Twisted, Mario Andretti Racing,

MLBPA Baseball, and many more! Electronic Arts also owns several other software companies that they may give the OK to develop the Jaguar for if they see there is a demand for Jaguar games.

Unfortunately, Electronic Arts is also a major backer of 3DO, a company that is a big competitor of Atari Corp. Electronic Arts is spending a lot of time and money on making games for 3DO that it could be spending on the Jaguar.

There is hope though! Electronic Arts is a licensee. This means that the company has Jaguar developers units. Electronic Arts' management just has to give the OK to make games for the Jaguar.

The mailing address for Electronic Arts Inc. is:

Lawrence F. Probst III, President
Electronic Arts Inc.
1450 Fashion Isle. Blv.
San Mateo, CA 94404

The following is a list of things in which you may want to say in your letter to Electronic Arts:

Dear Mr. Probst,

1) How much you enjoy Electronic Arts games.
2) How you have been buying Electronic Arts games for your computers since the company was started (if this is true).
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) The games that you would love to slee on the Jaguar (choose two or three Electronic Arts games--I'm choosing John Madden NFL Football!).
6) How you believe Electronic Arts games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Electronic Arts' games when they are produced for the Jaguar.
8) Thank you to Mr. Probst for reading your letter and a thank you for considering producing games for the Jaguar.

****
* *
********** TO BE CONTINUED NEXT MONTH... **********
* *
****

--

587. Re: Moderator for the group?

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 00:02:34 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <h7dyxpg&lx2@moacs11>
Source record: 179311

In <10101994.184838@empyr.dircon.co.uk>, Kevan Winch wrote:

> Are there any guidelines for what should be posted in comp.sys.atari and
> comp.sys.atari.tech ?

The names of those groups are comp.sys.atari.st and comp.sys.atari.st.tech
resp. (related groups are comp.sys.atari.8bit, comp.sys.atari.advocacy,
comp.sys.atari.announce, comp.binaries.atari.st and comp.sources.atari.st).
For each of those groups there must exist a ``charter'', but I haven't the
faintest idea where you might find them. For general guidelines on posting
to Usenet you should consult the regularly posted articles in
news.announce.newusers.

> I know it sounds a stupid question, but a large proportion of messages
> are duplicated in both,

These are (usually) not duplicates, but crossposted messages.

> which *is* a waste of bandwidth.

Since there is only *one* article (which appears in two or more newsgroups)
no bandwith nor diskspace is wasted.

> I presume these groups are not moderated ?

Correct (comp.binaries.atari.st and comp.sources.atari.st are moderated).

> How can we sort out the message groups ?

What exactly do you mean? If you want to know how to change the order
in which your newsreader presents the articles to you, then you should
read the manual for your newsreader.

Regards,
Waldi

588. Re: Nova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 00:10:59 UTC
From: warwick@cs.uq.oz.au
Message-ID: <37cl6j$hgs@uqcspe.cs.uq.oz.au>
Source record: 179393

gert@ttgk.textlitho.nl (Gert van der Knokke) writes:

>Does anybody accidently know what kind of VGA card NOVA is using inside their
>black box ?

ET4000 (NOVA)
ET4000/W32 (NOVAplus)
????????? (SuperNOVA)

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

589. 3.5" IDE drives inside a Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 00:20:29 UTC
From: ralunsfo@uncc.edu
Message-ID: <37clod$gni@news.uncc.edu>
Source record: 179394

I posted this to st.tech with no luck....

What I'm looking for is info on what is required to swap the internal Falcon IDE drive with a 3.5" Connor IDE drive. Will the cables that come with the kit plug right in, or do I need special adapters, etc? I know I will have to remove the internal speaker (that doesn't bother me too much:).

In short, could someone post any information, or detailed instructions on this operation?

Thanks,
Russ

590. Atari Laser Printer for Sale!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 00:59:43 UTC
From: bensmith@teleport.com
Message-ID: <37co1v$fdl@linda.teleport.com>
Source record: 179395

Hi Everyone,

I have an Atari SLM804 Laser Printer for Sale. Does 8PPM, 300DPI, upto 8"1/2 x "14 Sheets. Can feed individual sheets throuh slot or use paper tray (included). Can do Plastic overheads. Laser QUALITY and SPEED!! Comes with Power Cord, DMA -> SLMC804 Controller cable, also SLMC804 Controller Box, SLM804 Manual, SLM804 Font & Diablo 630 Printer Emulator Manual, SLM804 Font Disks 1 & 2 plus the Diablo 630 Emulator Software. Package sold COMPLETE like when first sold.

I have one also, I love it and use it for everything.

Cash Offers Considered, absurd offers ignored.

Please don't reply here in the NewsGroups, as I don't often Read the News Groups. Reply in E-Mail, my InterNet Address is: bensmith@teleport.com or for faster service, call Ben anytime at (503)256-9974 (Home-Voice).
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

591. Re: 3.5" IDE drives inside a Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 02:08:49 UTC
From: azog@world.std.com
Message-ID: <CxHKMp.KKD@world.std.com>
Source record: 179359

ralunsfo@uncc.edu (Russell A Lunsford) writes:

>I posted this to st.tech with no luck....

>What I'm looking for is info on what is required to swap the internal Falcon
>IDE drive with a 3.5" Connor IDE drive. Will the cables that come with the
>kit plug right in, or do I need special adapters, etc? I know I will have to
>remove the internal speaker (that doesn't bother me too much:).

>In short, could someone post any information, or detailed instructions on this
>operation?

As far as I understand it, you need a 2.5" cable to 3.5". I opened my
Falcon to see if I could, but the cables dont match. The internal
2.5" is very high density, and als supplies the power on the cable,
so youll also need some way to get power to the drive. Also, from
what I understand, the power supply of the Falcon (like many STs)
is rather weak. I know people have done this, but I am rather
concerned about that

You should be able to find the cable from any notebook dealer who
deals with 2.5" drives...

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

592. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 02:16:10 UTC
From: acurtis@theshack.demon.co.uk
Message-ID: <781841770snz@theshack.demon.co.uk>
Source record: 179367

In article <36s3md$4bk@bs33n.staffs.ac.uk>
cm3hirjd@soc.staffs.ac.uk "Requiem" writes:

> : Does anyone know what will be in MagiC 3 (apart from Falcon
> : compatibility), will the AES be improved to be more Atari-compatible?
>
> Having seen and used NeoDesk 4.0 running with Geneva installed on a
> Falcon you can kiss MagiC good-bye...!

Having seen Geneva clash with so many programs whilst running on a
variety of machines, I have no hesitation in leaving it behind in
favour of Mag!X. Maybe it's different on a Falcon. I sure hope so,
otherwise you will be missing out in a big way!

--

<<<>>>><<<>>>><<<>>>><<<>>>><<<>>>><<<>>>><<<>>>><<<>>>><<<>>>><<<>>>><<<>>>><<<>>>>>
<< From the workstation of Andy Curtis | acurtis@theshack.demon.co.uk >>
<< Freelance Computer & MIDI columnist and SysOp of The Ad.Lib BBS >>
<< Call: +44 (0)191 3702659 V32bis 24Hrs STF & RATSoft Support >>
<<<>>>><<<>>>><<<>>>><<<>>>><<<>>>><<<>>>><<<>>>><<<>>>><<<>>>><<<>>>><<<>>>><<<>>>>>

593. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 02:26:02 UTC
From: acurtis@theshack.demon.co.uk
Message-ID: <781842362snz@theshack.demon.co.uk>
Source record: 179368

In article <36uf2v$mtq@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:

Hi Tom!

> Not to ruffle any feathers, but it seems to me that the British mags have a
> tendency to downplay American software. I've noticed it especially with ST
> Format (since no one around here carries ST Review). I would suggest that
> the -2 1ifference should be 0% to +2%.

Speaking as an STF reviewer, I can say quite catagorically that the "American-ness" of a program has no real effect in any way on the rating which I give. It's the quality of the program that matters. Features are only a part of it. A program like KCS Omega has features for breakfast, dinner and tea, but the user interface, manual and learning curve make it a complete turkey for the beginner. Breakthru has far less features but has a nice feel to it and works well. Who can say which is the better program?? The advanced KCS user will swear by it, but the reviewer has other considerations. It's a complex issue, all I can really say is that the origin of a program has no, but NO, effect on the rating attained. Period.

> Mind you, I don't own NeoDesk, and I haven't seen Ease, but I've noticed
> these differences with other programs where I thought the ratings should
> have been at least equal. And just for the record, this isn't a "Buy
> American" commercial, either; just my honest opinion.

Believe me, it is incredibly close between these two! It may ultimately hinge on a) speed and b) memory usage. We shall see! :-)

Cheers for now,
Andy.

--

<<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>>
<< From the workstation of Andy Curtis | acurtis@theshack.demon.co.uk >>
<< Freelance Computer & MIDI columnist and SysOp of The Ad.Lib BBS >>
<< Call: +44 (0)191 3702659 V32bis 24Hrs STF & RATSoft Support >>
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594. Re: SM124 and/or 9600 baud modem needed.

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 02:29:14 UTC
From: acurtis@theshack.demon.co.uk
Message-ID: <781842554snz@theshack.demon.co.uk>
Source record: 179369

In article <36vere$62o@news.CCIT.Arizona.EDU>
hicksm@panda.lpl.arizona.edu "Michael Hicks" writes:

> Hi Gang! My SM124 fried itself the other day and now
> I am no longer able to enjoy UNITERM like I used to (smile).

I just thought you deserved congrats for managing to enjoy UNITERM.
Quite a feat. I salute you.

> So I am in the market for a replacement. Please, give a
> poor student a break and sell him a nice inexpensive
> BW monitor!

Good luck!

--

<<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<
<< From the workstation of Andy Curtis | acurtis@theshack.demon.co.uk >>
<< Freelance Computer & MIDI columnist and SysOp of The Ad.Lib BBS >>
<< Call: +44 (0)191 3702659 V32bis 24Hrs STF & RATSoft Support >>
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595. Re: Nova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 04:52:54 UTC
From: Lexicor@world.std.com
Message-ID: <CxHs87.GF2@world.std.com>
Source record: 179318

```
In article <37cl6j$hgs@uqcspe.cs.uq.oz.au>,
Warwick Allison <warwick@cs.uq.oz.au> wrote:
>gert@ttgk.textlitho.nl (Gert van der Knokke) writes:
>
>>Does anybody accidently know what kind of VGA card NOVA is using inside their
>>black box ?
>
>ET4000 (NOVA)
>ET4000/W32 (NOVAplus)
>????????? (SuperNOVA)

ATI Mach32 2 Megabyte VRAM

Btw, the box and the drivers are not for sale separately Jonal..

The Gengtec as well as the CRDOTS I and II also use a regular ET-4000

Yat @ Lexicor

>
>--
>Warwick
>--
> _-_|\ warwick@cs.uq.oz.au /
> / * <-- Computer Science Department, / WIT SPACE TO LET
> \_.-._/ University of Queensland, /
> v Brisbane, Australia. /
```

596. Re: Nova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 04:58:00 UTC
From: Gerhard_Huber@la.maus.de
Message-ID: <199410110658.a24132@la.maus.de>
Source record: 179358

>Does anybody accidently know what kind of VGA card NOVA is using inside
>their black box ?

There are several cards in use: ET4000, ET4000W32, ET4000W32i, mach32, mach64

Gerhard

597. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 05:29:20 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <37d7rg$58t@golem.wcc.govt.nz>
Source record: 179323

In article <8e0sTc8w165w@sys6626.bison.mb.ca>, redhead@sys6626.bison.mb.ca (eva crouse) writes:
>Here is some info onWizztronics Board:
> ********** FALCON 030 MEMORY UPGRADE **********
>
> Now is your chance to upgrade your 1 meg Falcon from 1 to 14 Megs
>
> ~~~ simple installation using only 1 simm module ~~~
> ~~~ use 1X32 72pin Simm module for 4 megabytes ~~~
> ~~~ or use 4x32 72pin Simm module for 14 megabytes ~~~
>

Why can't we have 8 megs like PC clone users can, I think the jump from 4 to 14 megs is far to much for a home user....

Another thing Atari stuffed up on, I think the Jag will be next...

We can't even get PAL Jags here....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

598. ATARI ARCHIVE SITES AND GOPHER SERVERS...

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 06:20:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <37das0$5h0@golem.wcc.govt.nz>
Source record: 179327
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

PLEASE PLEASE.

Can some of the people that manage these Atari Archive sites,
Please have a file extension standards or fix up your Gopher servers...

THIS IS A BIG PROBLEM FOR PEOPLE WITH GOPHER CLIENTS...

THERE ARE ONLY 3, YES THREE ATARI ARCHIVE SITES WITH GOPHER SERVERS
THAT WILL EXCEPT ATARI FILE EXTENSIONS, that I know of...

Atari Archive..
TU-BERLIN
HENSA...

Only these sites support Atari file Extensions...

Some one at uni-kl.de was going to fix there Gopher client, but that was
months ago, I just tried to get a file with a .lha extension, this is not
supported, or any other Atari specific extensions...

Come on you Admin People if you are going to allow any kind of File Extensions,
please make sure that these files can be recieved from your Gopher client...

So PLEASE Fix up your File Standards or your Gopher Clients.....

THANKS.....!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

599. For Sale:

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 07:00:14 UTC
From: brianjc@jove.acs.unt.edu
Message-ID: <brianjc.781858814@jove>
Source record: 179364

Well, I'm doing it - selling my old friend - so, here it is:

ATARI Mega 2 ST, w/TOS 1.4 installed
104meg HD, internal (from Toad)
Color (SM1124) and mono (SM147) w/monitor master switch
SupraModem 2400(and cable)
Various stuff on HD, incl:
Neodesk 3.0
WordUp
Maxifile
Flash
Michtron HD turbo kit
Degas Elite
on Floppy:
Red Storm Rising
Flacon
Tetris
....and other things
All about incl. master discs and manuals

I'm selling during the month of October, and will consider any reasonable
offer. I would like to sell the entire package at once.
I also have a Panasonic KX-P1124 printer for sale - original box/
manuals, w/cable for ATARI, make me an offer!!

Please reply E-Mail!!!!!

Brian
University of North Texas Music
in beautiful Denton, TX USA
brianjc@jove.acs.unt.edu

--
Brian Campbell

STUCK at UNT Department of Music
in lovely Denton, Texas, USA

600. Re: Atari ST emulator for Mac??

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 07:55:54 UTC
From: biot015@wrzx13.rz.uni-wuerzburg.de
Message-ID: <37dgea$edi@winx03.informatik.uni-wuerzburg.de>
Source record: 179370
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Annius Groenink (avg@cwi.nl) wrote:
: Hm! What kind of a project is this? Source code?
SC is not available because it's a commercial. It seems to be a common work of those people who 'hacked' KAOS-TOS, OverScan, NVDI, Mag!X and such pretty things like Templmon and Sysmon. (You may try to contact them! They are all at the german MausNet. -> PM!)

: been dreaming about building a UNIX-based system for the Powermacs
I think a Linux port for Macs is on the run ... (Linux 68k for Atari / Mac)
(For notes on this topic try to get maus.linux68k)

: through a smart window manager allows GEM programs to be run on the
: same desktop with X stuff. The X applications run on PowerPC Linux,
: the Atari stuff under 68K emulation.
Sounds very interesting! It should be very fast at this machine if the OS-Emulator does'nt need to handle all the BIOS/XBIOS/LineA stuff.

: I think that a few good men would be able to make such a system actually
: feasible.
That's true.

Ciao
Joachim

priv. e-mail: Joachim_Schmitt@wue.maus.de

601. Re: Neodesk 3/4

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 08:22:40 UTC
From: dowdle@delphi.com
Message-ID: <Bg63BhY.dowdle@delphi.com>
Source record: 179365

Steve,

Sounds like you need more RAM to work with. Upgrade from 2MB to
4MB and many of your arguements will disappear. The vast majority of
upgrades require more memory... especially when talking about application
or utility software. I haven't found anything about NeoDesk 4 that makes
me want to return it. It still has some bugs but Dan is working on them...
and how many times in one sitting do you need to run the icon editor???

602. Dodgy DMA Chip Number

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 08:24:28 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <37di3s$21t@infa.central.susx.ac.uk>
Source record: 179381

Can someone please post the number found on DODGY DMA chips please - I saw it a few days ago but forgot to note it down.

Cheers,

Steve

603. Re: Neodesk 3/4

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 08:25:30 UTC
From: dowdle@delphi.com
Message-ID: <JA6VhVS.dowdle@delphi.com>
Source record: 179366

Roger,

Again, I don't see what you are complaining about with NeoDesk 4. It isn't a DOG. Help buttons on things are good, believe it or not. Weirdly enough, my system runs faster with NeoDesk 4 than without it... don't ask me how, but that's the truth.

604. Help needed with Priam HD

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 09:04:21 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <37dkel$eft@lyra.csx.cam.ac.uk>
Source record: 179371

I have a Priam 330mb SCSI hard disk which I bought second hand.
I eventually got around to setting it up yesterday. There is power going
through it as it sounds like a jet engine starting up :).
The drive clicks when the falcons power is switched on and again when it
gets to the part when it looks for SCSI hard disks, but it says SCSI 0
not responding.

As far as I can tell everything is connected properly, but I don't know
how to change the SCSI id. There is nothing obvious on the drive, except
for a row of 10 jumpers next to the SCSI connector. At the moment, the
4th, 6th and 7th of these are connected. (1st being next to the SCSI port)
I tried taking all of these out but the drive wouldn't start up without them.

Any ideas?

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

605. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 09:04:51 UTC
From: nj1@ukc.ac.uk
Message-ID: <9907@falcon.ukc.ac.uk>
Source record: 179373

>But I would like to do a small vote... who here uses their Falcon WITHOUT
>a 32MHz board? (This isn't a 'are you happy with it running this way'
>but a test to see if you _are_ running with this system).
>
>Richard Davey

I have a normal Falcon, although I find NVDI essential (who doesn't? :)). I have heard the PowerUP 2 accelerator is worth it if you want that extra bit of power though.... But for now, I'm happy.

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

606. Re: WINX 2.3g

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 09:07:32 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <37dkkk$egt@lyra.csx.cam.ac.uk>
Source record: 179372

stud29@iris1.csv.ica.uni-stuttgart.de (H. Mauch) writes:
>Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
>: What is the point in doing this?
>: If I write a shareware program for example, I would want to spread it to
>: as many places as possible.

> Yep, but you would not want people to distribute beta versions,do you?
> Winx 2.3 is in an open betatest, you may download it from theMaus OF2,
> but you re not allowed to spread it.
> When the author thinks, WINX 2.3 is stable enough, it will be
> officially released and can be spread.

>Ciao
> Uwe

Oh right, if it's only a beta version then thats OK.
(It wasn't mentioned originally as being a beta version)

Any idea when it will be finished? :) :)

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

607. Lattice C extended GEM Libraries

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 09:27:49 UTC
From: cc103@city.ac.uk
Message-ID: <1994Oct11.092749.27779@city.ac.uk>
Source record: 179378

I was wondering whether there were any extended GEM libraries available
for Lattice C v5.52 or higher.
Any help gratefully appreciated.

--
Stephen Norman - Nogssoft Software
E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Life is a lemon and I want my Money Back

608. Re: Moderator for the group?

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 09:29:19 UTC
From: rldb@dir
Message-ID: <37dltf$sgm@yama.mcc.ac.uk>
Source record: 179374

I don't think that there are any moderators for this. You post anything you want as long as it is not breaking any nettiquette rules.

Can't remember where this doc is...think it is in news.answers, or something... anyone?

As for the falcon newsgroup...yes, I am all for it. Not because I don't (yet) own a Falcon...but it will help to keep things in their places.....especially for people who have to pay for their Usenet access....

Nevertheless...I will read the Falcon newsgroup.....cos of my job...and personal interest.

Danny

609. Re: St-Guide

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 09:31:49 UTC
From: rldb@dir
Message-ID: <37dm25$sgm@yama.mcc.ac.uk>
Source record: 179375

You can get the latest English version of ST-Guide from HENSA. This is the version, as supported by Joe Connor in the UK.

Dan.

610. Re: St-Guide

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 09:57:35 UTC
From: cb170@city.ac.uk
Message-ID: <1994Oct11.095735.27938@city.ac.uk>
Source record: 179380

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
> I see virtually every package I download lately has both ST-Guide HYPErtext
> _and_ normal ASCII text files in them, increasing filesizes by a fair
> bit, and giving very little extra advantage to those using a decent
> text-viewer (e.g. Guck/Revenge/Masterbrowse). Since it looks like I'm
> going to end up having little choice. Where do I get the _latest_
> _English_ version of the ST-Guide viewer? (I don't need the utilities
> for it & the assorted other garbage, just the ACC viewer....)

Danny's archive at micros.hensa.ac.uk has the english version of ST-Guide.

> While I'm at it same thing for 1st-Guide (The text/picture viewer &
> sample-player). What is the latest english version (if available), and
> where do I get it....

Not sure, sorry.

> Down with frilly extras! :)

Ooh, I don't know, I like the frilly bits... :-)

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

611. Atari Web Page Address Update

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 09:59:15 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <37dnlj$ddn@mserv1.dl.ac.uk>
Source record: 179376

Hi,

Here is NEW the address of my Atari Web page:

http://www.dl.ac.uk/MISC/ATARI/atari.html

This page is for you so you must tell me what you want to see. Please send ideas or things for inclusion to me. Send all mail directly to me and make sure any files are UUEncoded first.

I rely on your support so please help out. There will be some interesting stuff here soon so I'll inform you closer to the date.

I want to include a Questions and Answers page so send any questions you have to me (especially to do with MIDI or Programming as I have some support with these).

I look forward to hearing from you all.

Thanks,

Mark msh@dl.ac.uk

(Atari Web Page : http://www.dl.ac.uk/MISC/ATARI/atari.html)

612. SPeedo 5 and NVDI query

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 10:08:38 UTC
From: avsec@westminster.ac.uk
Message-ID: <CxI6uF.Jnn@westminster.ac.uk>
Source record: 179377

Can anyone explain the SpeedoGDOS 5 and NVDI situation ??

I shall soon be getting NVDI 3 , but I also want SPeedo GDOS 5.

I sort of got the idea that NVDI had SPeedo GDOS built into it.
Surely this can't be correct!! 8-o
Also, is NVDI 3 likely to be upgraded in the very near future for
SPeedo 5 compatibility ?

BTW - I use my Falcon totally standard apart from a maths co-pro.
It makes maths intensive programs about 15 times faster - marvellous.

TruePAint is a killer in TC mode....
and I use the demo of BlowUp for 16 colour mode - it kills changing
to another SMALL res screen.

I can't live without Blow/Screen/ and NVDI for much longer!
General speed is OK though - I can live with it - it's just POV that
kills...

Phil.
--
/*--*/

Phil Shore - email: avsec@wmin.ac.uk

613. Packet-Radio and ATARI-ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 10:15:15 UTC
From: mmzaanen@cs.vu.nl
Message-ID: <CxI75G.3Jv@cs.vu.nl>
Source record: 179379

Hi,

I'm looking for programs for packet-radio on a ATARI-ST (1040St).
I currently have a baycom modem.

Any comment is appreciated.

Menno
mmzaanen@cs.vu.nl

614. The BBS Directory - FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 10:35:32 UTC
From: mkw1@unix.brighton.ac.uk
Message-ID: <1994Oct11.103532.6679@unix.brighton.ac.uk>
Source record: 179382

Yes, The BBS Directory (rated 85% ST FORMAT) is still available from the author.

For more details simply leave your e-mail address here or mail me at mkw1@brighton.ac.uk.

Mark Westguard

615. NECROMUNDA by PARANOIA

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 10:47:46 UTC
From: sdb3@aber.ac.uk
Message-ID: <37dqgi$341@fileserv.aber.ac.uk>
Source record: 179385

Is anyone out there into Demos?
I have got hold of what I reckon to be the best ST music demo ever. It has more stylish music and little swirly objects than the mind can cope with - and a highly amusing and original scrolltext (for once). It runs on ALL STFM's and STE's. The music is sooooo good, it has been recorded directly off the Atari ST and is now for sale as an EP through the pages of Future Music Magazine in the UK as the 'Wasting the Dawn EP'. The crew themsleves are featured in the November issue of ST Format. THIS DEMO WILL BLOW YOUR MIND!!!!
If you'd like a FREE copy, please write to:
'sdb3@aber.ac.uk'

If you supply a disk, I'll post a copy back free. If you can't be bothered with that, I'll supply a disk and we'll settle up later.

DON'T MISS OUT!!!

--THE MAGIC MUNCHKIN--

616. Re: sh204 = scsi or what?

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 10:48:08 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CxI8o9.44u@cs.vu.nl>
Source record: 179383

Peter_Missel@m4.maus.de (Peter Missel) writes:

>The SH204 is an Atari ACSI-to-SCSI host adaptor (one SCSI device only, no
>parity bit), an Adaptec 4000A SCSI-to-MFM controller (one or two MFM devices)
>and either a Seagate ST225 or Tandon 262 drive (20 MB MFM, the Seagate being
>5,25" and the Tandon 3,5").

>Funny enough, this oldest of all Atari hard drives is the only one that works
>on the Falcon030: Just remove the host adaptor.
>Furthermore, one can remove the Adaptec and the drive and replace with a plain
>SCSI drive.

And if I keep the host adaptor in it, but replace the Adaptec+drive by a
plain SCSI drive, will it still work on a 1040STE?

Ivo

||| Ivo van Poorten <ipoorten@cs.vu.nl> aka The Gatekeeper |||
||| Visit my Atari 8-Bit Home Page !!! |||
_/ | _ The URL is http://www.cs.vu.nl/~ipoorten/8bit.html _/ | _
ATARI or ftp all offered stuff at: ftp.cs.vu.nl/pub/ipoorten 8-BIT
---

617. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 11:17:09 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.781874229@acp5>
Source record: 179387

and@sun1.mim.uni-hannover.de (Andreas Kromke) writes:

>main things in MagiC. MagiC 3 will have 3D-Look (optional!!),
>Iconification, drag&drop, a lot of MiNT-functions and loadable device
>drivers and file systems and background floppy and harddisk access.

In the case the device drivers are not fully MiNT compatible: Please supply
detailed programming information _before_ MagiC is available so that those
who want to adapte their drivers to MagiC can do this in time.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

618. Re: Can I get an IBM PC to rea

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 11:21:50 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <50a_9410121049@wmeonlin.sacbbx.com>
Source record: 179315

```
IT> From: Ian_Taylor@a2w.maus.sub.org (Ian Taylor)
IT> Newsgroups: comp.sys.atari.st
IT> Date: Fri, 07 Oct 94 10:39:00 GMT
IT> References: <Cx64A7.25n@eskimo.com>
IT> Lines: 13
IT> X-Gate: MausGate/News 1.25/ac3
IT> Content-Transfer-Encoding: 8bit
IT>
IT> Anyone know where the ST & PC versions of Ghostlink are available?
IT> an ftp address would be nice.
IT>

Check for GHOSTLNK on Hensa (I think I saw it on that list)

IT> I still am hoping that someone will tell me the pin connections for
IT> both ends of an ST to PC serial load, *please*
IT>

Standard null modem cable is all you need to connect them,

TTYL

John
--
: Fidonet: John Stoff 1:203/1657.4 .. speaking for only myself.
: Internet: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
```

619. Mosaic for F030

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 11:36:59 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <37dtcr$c98@dux.dundee.ac.uk>
Source record: 179386

IS their a version of Mosaic (if thats the name of the hypertext software
for the WWW)?

Rod

--
Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk

University of Dundee

620. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 11:47:01 UTC
From: djs@jet.uk
Message-ID: <1994Oct11.114701.27972@jet.uk>
Source record: 179388

In <CxEw2q.8vF@ritz.mordor.com> ritz@ritz.mordor.com (Chris Mauritz) writes:

>Are there really any new titles? Where do you buy them? I haven't
>seen an Atari computer for sale in NYC in years (nor software).

>This isn't really a flame, just an honest couple of questions from
>a former Atari owner.
Go away, this is _not_ the advocacy group, so your contributions are not
useful, helpful, or welcome. Bog off.

--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

621. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 11:48:03 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <37du1j$a83@percy.cs.bham.ac.uk>
Source record: 179390

ritz@ritz.mordor.com (Chris Mauritz) writes:
>eva crouse (redhead@sys6626.bison.mb.ca) wrote:
>: ritz@ritz.mordor.com (Chris Mauritz) writes:
>
>: > Requiem (cm3hirjd@soc.staffs.ac.uk) wrote:
>: > : I assume there is no dedicated falcon newsgroup. I'd like to change
>: > : that, does anyone have the details for creating a comp.sys.atari.falcon,
>: > : I know it has to be voted in but I feel it is a worthy addition to the
>: > : very limited atari newsgroups available (great though they are).
>: >
>: >
>: > Why create a newsgroup for an orphaned computer? How many Falcons
>: > are actually out there?
>: I will have you know they are more than 120,000 Falcons by now world
>: wide. How do I know???
>
>: Because I am a dealer who keeps in touch with these figures.
>: There are new products continously being offered.
>
>: In my opinion, the Falcon is being supported quite nicely and I for one
>: are pleased with the hardware and software support and hope that all
>: other users will feel the same!
>
>A whole 120,000, eh? Why would a developer write programs for such a
>small niche market? You'd have to get the vast majority of owners
>to buy the product just to stay in the black, much less make a profit.
>
>Are there really any new titles? Where do you buy them? I haven't
>seen an Atari computer for sale in NYC in years (nor software).
>

Hisoft, Digital Arts, 2B, ROM, Gribnif, Oregon, Maxon, Steinberg,
Compo et al seem to be surviving.

Yes there are new titles (in Europe): Papyrus, NVDI 3, Magic 3,
Chagall, Papillon, DA Picture, DA Vector, etc etc.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

622. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 11:50:27 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <37du63$ab1@percy.cs.bham.ac.uk>
Source record: 179392

Graham.Irvine@mettav.exnet.com (Graham Irvine) writes:
>It was none other than Chris Ridd that wrote on 4 Oct 94 that ,
>
> CR> Sounds like 2B (the NVDI and MagiC authors) could do with some more
> CR> staff!
> CR>
> CR> Does anyone know what will be in MagiC 3 (apart from Falcon
> CR> compatibility), will the AES be improved to be more Atari-
> CR> compatible?
>
>MagiC 3 and the Falcon MagiC will be two seperate entities .IE the Falcon
>version will not run on ST's,TT's etc. I am being told

Why's that? The majority of the code would be identical for each
version...

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

623. Roland D5 Synth EDitor?

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 11:58:07 UTC
From: djsime@dux.dundee.ac.uk
Message-ID: <37dukf$drl@dux.dundee.ac.uk>
Source record: 179391

```
Does anyone know if there is a PD/Shareware Editor/Librarian
for the Roland D5 Synth anywhere on the net.
Any patches for it anywhere in sys-ex format?
Software must run on Atari STe (of course).
Many THanks,
DJ Sime.
```

624. Re: NECROMUNDA by PARANOIA

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 12:28:49 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <37e0e1$j2p@lyra.csx.cam.ac.uk>
Source record: 179334

sdb3@aber.ac.uk (The Magic Munchkin) writes:
>Is anyone out there into Demos?
>I have got hold of what I reckon to be the best ST music demo ever. It has
>more stylish music and little swirly objects than the mind can cope with -
>and a highly amusing and original scrolltext (for once). It runs on ALL
>STFM's and STE's.

Any chance of getting it via FTP?
(does it work on a falcon as well?)

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

625. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 13:31:14 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37e432$qpk@bs33n.staffs.ac.uk>
Source record: 179338
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: :>think you can at least send me a registered copy. The address is:
: :>Richard Davey
: :>Falcon Owners Group (UK)

: Its in the post. (disputes the 25 quid).

It had better be! I paid you 25 quid over a year ago (I have club bank statements to prove it matey!) for an advertising demo for FOG which you never managed to make. The deal was I paid you another 25 when it was complete but as you probably never started it I can't claim that 25 back ;)

I tried to get in touch over the summer but no-one was ever home, still... life goes on huh?

Richard Davey
Falcon Owners Group (UK)

626. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 13:44:36 UTC
From: ds@feldspar.geology.uiuc.edu
Message-ID: <37e4s4$fg9@vixen.cso.uiuc.edu>
Source record: 179339

Hi all,

In article <CxDspM.L0F@world.std.com> azog@world.std.com (azog) writes:
>redhead@sys6626.bison.mb.ca (eva crouse) writes:
>
>
>There is a serious lack of dealers for Atari
>in my area (northern NJ, USA), but I have the new Toad catalogue,

Can someone give the phone number for the folks who put out the Toad
catalogue? I'm assuming that if I call them, I can have a catalog sent to me.
Is that correct?

Dwight

627. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 13:59:22 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37e5nq$qpk@bs33n.staffs.ac.uk>
Source record: 179396

N.Jones-Rodway (nj1@ukc.ac.uk) wrote:
: I have a normal Falcon, although I find NVDI essential (who doesn't? :)). I
: have heard the PowerUP 2 accelerator is worth it if you want that extra bit of
: power though.... But for now, I'm happy.

: Neil.

thanks Neil, you have made my point perfectly - that the base 16MHz
system is fine for the majority of people, myself included. I don't
think I'd gain anything from the 32Mhz system except CPU trouble with
most my demos! I'd suggest an FPU to anyone here though esp. if you are
planning on raytracing. Failing that NVDI is essential and hopefully
version 3.0 will hold something special for the Falcon.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

628. Re: Apex Media where are you?

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 14:00:43 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37e5qb$qpk@bs33n.staffs.ac.uk>
Source record: 179341

Graham Irvine (Graham.Irvine@mettav.exnet.com) wrote:
: Full page advert in the november issue of ST user (The last ever one :-( )

Yes, I saw that one today in WHSmiths.... thank goodness!!! I was
beginning to panic!!!!! :-)

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

629. Re: Apex Media where are you?

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 14:02:31 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37e5tn$qpk@bs33n.staffs.ac.uk>
Source record: 179342

N.Jones-Rodway (nj1@ukc.ac.uk) wrote:
: BTW, I saw Apex running at the Bristol Atari Show - I can't wait!!!!

I saw Apex at the Bristol show too which is why I am wanting it so badly!!
What did you think of the show? I thought it was brilliant, esp. the
Brad Koda stand! :-)

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

630. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 14:04:36 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37e61k$qpk@bs33n.staffs.ac.uk>
Source record: 179343

Robert Komives (komives@lamar.ColoState.EDU) wrote:
: Why not just change the name of this group? I doubt people
: will be shy about posting ST questions in a Falcon group.

Because I for one wouldn't want the entire wrath of the ST owning
community upon me!! And besides it defeats the whole purpose of the idea
anyway.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

631. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 14:12:33 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37e6gh$qu2@bs33n.staffs.ac.uk>
Source record: 179344

Gert van der Knokke (gert@ttgk.textlitho.nl) wrote:
: The Falcon is an Atari, so it belongs into the 'standard' Atari areas,
: period.

No, no, no you are wrong. The Falcon _doesn't_ belong on the
comp.sys.atari.ST group because it isn't an ST and never was. If this
was called comp.sys.atari then perhaps it would be better, but it isn't.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

632. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 14:15:37 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37e6m9$qu2@bs33n.staffs.ac.uk>
Source record: 179345

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: But why have something *explicitly* for the Falcon? What can the
: Falcon *really* do that other ST/TT models can't? The DSP chip is the
: only major feature; and DSP articles could live in the .programming or
: .sound groups.

What can the Falcon *really* do that an ST can't ??? I'm sorry, I'm not going to even start to answer that, I don't have the time and besides it's not really related to this thread.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

633. Re: Figlet

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 14:19:31 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37e6tj$qu2@bs33n.staffs.ac.uk>
Source record: 179346

Julian Gifford (julian@loose.apana.org.au) wrote:
: I got a copy of Figlet and Figfonts but I can't get it to work.
: It does crash my STE very well 'though :-{
: I've tried lots of commands after double clicking on figlet.ttp.
: What am I doing wrong?

I've got Figlet up and running perfectly on my Falcon and I don't see it should be any different on the STE. I have a directory called Figlet in which I have the figlet.ttp and the entire set of fonts. I double-click figlet.ttp and enter:

-f roman

Then the screen goes blank and you type and lo and behold the figlatised words appear in the roman font. If you type:

-f roman -c

then it appears in centered on the screen. It's just a basic program I bet it works in 512K and on your STE fine, you may just have to jiggle the files about though - set it up like I have and see what happens.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

634. Re: SPeedo 5 and NVDI query

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 14:22:40 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37e73g$qu2@bs33n.staffs.ac.uk>
Source record: 179399

Philip Shore (avsec@westminster.ac.uk) wrote:
: I sort of got the idea that NVDI had SPeedo GDOS built into it.
: Surely this can't be correct!! 8-o
: Also, is NVDI 3 likely to be upgraded in the very near future for
: SPeedo 5 compatibility ?

Right, I am using Speedo GDOS 5.0 and NVDI 2.5. It goes something like this:
You run Speedo without NVDI and all goes according to plan, usual slow
screen updates but the font cache does improve programs like Atari Works,
Papyrus etc...

Run NVDI before Speedo and you get a little message saying:
NVDI found and used by Speedo
When you auto boot Speedo, the difference in screen redraws is amazing.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

635. Re: NECROMUNDA by PARANOIA

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 14:24:39 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37e777$qu2@bs33n.staffs.ac.uk>
Source record: 179400

The Magic Munchkin (sdb3@aber.ac.uk) wrote:
: Is anyone out there into Demos?

Love them mate, and I have LOADS of real killers on my Falcon.

: STFM's and STE's. The music is sooooo good, it has been recorded
: directly off the Atari ST and is now for sale as an EP through the pages
: of Future Music Magazine in the UK as the 'Wasting the Dawn EP'. The
: crew themsleves are featured in the November issue of ST Format. THIS
: DEMO WILL BLOW YOUR MIND!!!!
: 'sdb3@aber.ac.uk'

I don't have an ST but if it works on the Falcon let me know (I doubt it
though) however I'd very much like a copy of this EP - details about
where and from who would be _very_ much appreciated.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

636. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 14:33:11 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <37e7n7$a66@btmplq.god.bel.alcatel.be>
Source record: 179347

Mark van Wyk said:

> Call me dense ("hi, Dense'), but I now have access to USENET from two
> computers, a Mac at work on a UNIX based communications system; and on
an>
> Atari Mega STe emulating a Macintosh using Spectre GCR and logged
onto
> America On-Line - - - and I don't know how to adjust the margin width
on
> either system when posting to USENET! ON AOL I let the text wrap. On
the
> UNIX system at work, I hit returns at the end of each line or tab to
the
> next line. Depending on what kind of computer one is using, it
either
> looks OK or it looks goofy, with big blanks between lines. Asking
folks
> to restrict to 80 character width is not an unreasonable request,
it's
> just that lamers like me don't know how! Hope that's not too uncool
to
> admit on the net! ---Mark van Wyk

I don't know how to do it on mxrn either. I've fiddled with a few
menus
and even tried editing a file called mxrn.dat, but nothing happened.
Maybe
I should try inventing some environment variables with names like
mxrn.enableWrapMode...

(mxrn = Motif/X version of rn, I suppose...)

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve:
100065,2102

---

637. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 14:34:09 UTC
From: vctec@westminster.ac.uk
Message-ID: <CxIJ4y.Ewu@westminster.ac.uk>
Source record: 179398
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Griff

I e-mailed you about a week ago, but received no reply...so I ask you
here, as I see you have posted here *very* recently.

Where can I find PlayMPEG 0.68, the unreg version?

I can't find it anywhere...

Please upload it to hensa, or uuencode e-mail it to me.

I look forward to your reply..

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

638. LaTeX, Unix, MultiTOS... what's new??

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 14:55:24 UTC
From: budtz@dfi.aau.dk
Message-ID: <budtz.781887324@dfi.aau.dk>
Source record: 179348

[No readable article body recovered]

639. Announcing the FED text editor

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 15:05:05 UTC
From: slh100@tower.york.ac.uk
Message-ID: <Pine.SGI.3.90.941011155849.20852A-100000@tower.york.ac.uk>
Source record: 179397

```
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```

A folding text editor for the Atari ST

Hi folks. I'm posting this to announce the release of FED, a PD text
editor that I have been working on over the summer. It is online at
micros.hensa.ac.uk, or alternatively you can email me and I'll send
you a uuencoded arced copy.

FED features:

- reverse video text selection
- emacs style kill/yank
- automatic indentation
- block indent/unindent
- wordwrap
- can fold blocks of text out of sight, using code indentation
- brace match function
- incremental 'as you type' searching
- 'grep' function to search/replace through multiple files
- up to 20 files can be opened at once
- handles all 256 characters
- binary mode for hacking program and data files
- macros and key repeat
- shell function to run external commands from within FED
- supports Mark Williams C -e error handling
- can use 50 line mode in high rez, and 80 columns in low rez
- configuration utility to alter the key bindings
- built in tetris game

Shawn Hargreaves,
1 Salisbury Road,
Market Drayton,
Shropshire,
England,
TF9 1AJ
Email slh100@tower.york.ac.uk

640. Problem: upgrading ST with a better processor.

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 15:30:14 UTC
From: matej.kenda@uni-mb.si
Message-ID: <1994Oct11.163014@tferi4>
Source record: 179303

I would like to expand my ATARI MEGA ST2 with a faster processor e.g 68030 or 68040 at the highest possible speed for reasonable price.

Do you know any vendors ?

Matej.

Please send answers to matej.kenda@uni-mb.si

641. Re: NECROMUNDA by PARANOIA

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 15:36:04 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CxIM05.57A@exeter.ac.uk>
Source record: 179350

In article <37e777$qu2@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

> : Is anyone out there into Demos?
> Love them mate, and I have LOADS of real killers on my Falcon.

Really? What are they? I've only found a couple of Falcon demos that are
vaguely good - Laser and Xperience.
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| D2D version of SuperSam due to be released real soon now! |
+---+

642. Re: ARJ....

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 16:02:10 UTC
From: kucik@Leo1.Zlin.VUTbr.cz
Message-ID: <37ecu2$lvm@rhino.cis.vutbr.cz>
Source record: 179301

Roger Sheppard. <sheppard_r@kosmos.wcc.govt.nz> wrote:

>Hi does any one know any thing about this file on tu-clausthal.de
>
>arj992.tos sym-link arj.exe (dos) full kompatible
>
>Is this a full ARJ archiver for the Atari....??

AFAIK only ARJ packer for ST was done by J.Lamac (LEC), but unfortunatelly
he lost its sources (disk crash) and didn't want to release saved binaries.

Only his ARJPack (packing of executable files) is available. Very powerful,
with additional code optimizing.

Fufin

643. gnuplot

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 16:12:29 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <37edhd$ver@proffa.cc.tut.fi>
Source record: 179309

I would like to know if the current version of gnuplot (v. 3.5) has
been ported to atari. I have tested two atari versions of gnuplot,
v. 3.0 on a.a.u.e which is quite slow and v. 3.2 in uni-paderborn
which is faster but buggy (chrases badly on the bivariant demo file).

I'd rather have a compiled version 3.5 than compile it myself as
gnuplot distribution packed is quite large (2MB) and doesn't have a
makefile for atari (although it has a terminal driver).

- Eero -

644. Companies selling commercial Falcon Games

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 16:32:19 UTC
From: vdleij@phil.ruu.nl
Message-ID: <vdleij-1110941732190001@ana-dyn-30.mac.phil.ruu.nl>
Source record: 179317

Hi,

Our company is going to finish a demo of a new Falcon only game around 1-11-1994 to rouse interest. The demo will be PD. The game itself will be released around 1-12-1994 and will be commercial. Hold your breath and take a seat, although the net said it will total ridiculous the game will be: PONG 2000, it will feature Pong 2000, Pong Clasic and Pong Duel. It will have 101 levels divided in 6 sectors, which will have raving house beats. The game will use scroll. There will be power ups and fiendly aliens. All this in True Colour mode running on VGA, TV or RGB. The price will be fl 49.95, $29.95 or 19.95 pounds. If there are any companies out there who would want a demo and an acount aplication form, or any company you know who should receive this demo e.a., please send either their e-mail or snail adress to us. We will have a retailers discount of 30% (for 2-9 copies bought), or a wholesaler discount of 50% (more then 9 copies bought). Please spread this messages as fast and far as possible; only this way the Falcon can have it's quality software. Individuals can also order directly with us. All orders before 1-12-1994 will be granted an additional 5% discount. Please include payment if you do not have a trade account, or apply for one.

Joost.

--
Joost van der Leij,
Holland Game Design,
's Gravelandseweg 127,
1217 ER Hilversum,
The Netherlands.

e-mail: Joost.vanderleij@phil.ruu.nl

645. Re: Falcon And 350 Mb SCSI HD For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 16:35:06 UTC
From: shawnm@fcom.cc.utah.edu
Message-ID: <37eerq$1t3@u.cc.utah.edu>
Source record: 179316

Shane A Ziegler (zieg0008@gold.tc.umn.edu) wrote:
: For Sale:

: Atari Falcon 030 with 4 Megabytes Ram and 80 Megabyte Internal Hard Drive
: The HD is a little flakey, it does not lose data, but it is a
: little slow sometimes reading and writing.
: $800/BO

: 350 Megabyte External SCSI Hard Drive in Case with Powersupply
: with the SCSI-II cable for hooking up to Falcon
: $280/BO

: Send E-Mail to zieg0008@gold.tc.umn.edu

: --
: No .sig available

I would be very much interested in buying your FALCON if it is still forsale.
I can offer you $500.00 for it. Please email me back at either

smartinson@cc.weber.edu
or
shawnm@icarus.weber.edu

thanks a ton,

shawn g martinson

646. Re: Sorry for >80 chars

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 17:00:59 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410111609.AA08407@ilmen.lanl.gov>
Source record: 179302

In article 184841@empyr.dircon.co.uk, kevan@empyr.dircon.co.uk (Kevan Winch) writes:
>Hi all, quick note to apologise for the >80 chars msgs. My editor went
>wonky, removing carriage returns secretly. All sorted now I hope.

Hey, no problem, Kevin. Thanks for even bothering to try. :)

-Hutch- @ Fair Dinkum Tech

647. Re: Atari ST emulator for Mac??

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 17:17:18 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410111625.AA08417@ilmen.lanl.gov>
Source record: 179306

In article ml2@winx03.informatik.uni-wuerzburg.de, biot015@wrzx12.rz.uni-wuerzburg.de (Schmitt Joachim) writes:
>Douglas Frank Tarico (dtarico@OCF.Berkeley.EDU) wrote:
>: But back to the topic, does anybody know anything further about the above
>: mentioned emulator? I have my doubts that it really is a full ST emulator,
>: maybe it is just MacMINT or something.
>:
>Yes. There is a real ST emulator in progress. In the german maus.atari.soft
>group was an announcement for it.
>The first version will only support software that runs properly under Mag!X/
>Mag!C (Software free of BIOS/XBIOS routines or so).
>It seems that it will be released until the end of the year.

Anyone care to translate that announcement and post it here?

Thanks,

-Hutch- @ Fair Dinkum Tech

648. Re: Problem: upgrading ST with a better processor.

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 17:21:11 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <37ehi7$12o0@msuinfo.cl.msu.edu>
Source record: 179260

In article <1994Oct11.163014@tferi4>, matej.kenda@uni-mb.si writes:
>I would like to expand my ATARI MEGA ST2 with a faster processor e.g 68030 or
>68040 at the highest possible speed for reasonable price.
>
>Do you know any vendors ?

Fast Technology has one that I think they still sell, and the people I've
heard from that have it all love it. It's a 68030 running at 33MHz.
Should be enough room (just barely) in your Mega ST case to install it.

Try contacting TOAD (I think they carry it) for prices and info. Their
number is 1-800-448-TOAD.

>Matej.
>
>Please send answers to matej.kenda@uni-mb.si
>

649. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 17:21:37 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410111630.AA08422@ilmen.lanl.gov>
Source record: 179307

In article 89l@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>
>To me FDT is the bigest piece of crap that I have ever come accross,
>its writen in GFA, that can never be faster that assembly..
>
>And mostly used by teenagers....

Well, that puts me in good company, at least. :)

C'mon, Roger... just because a bit of software is written in GFA does not make it 'crap.' Granted, GFA has some memory management problems and requires some workarounds on the Falcon, but there is plenty of doggiedoo software out there written in C, too. :)

I wouldn't recommend GFA (or ANY language) for every project, but I wouldn't stereotype a program based solely on its language, either.

-Hutch- @ Fair Dinkum Tech

650. Re: NECROMUNDA by PARANOIA

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 17:25:32 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37ehqc$r79@bs33n.staffs.ac.uk>
Source record: 179304

D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
: In article <37e777$qu2@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

: > : Is anyone out there into Demos?
: > Love them mate, and I have LOADS of real killers on my Falcon.

: Really? What are they? I've only found a couple of Falcon demos that are
: vaguely good - Laser and Xperience.

Then you are not looking in the right place!!! The demos I have that I'd
recommend are:-

1) Are You Experienced by EKO - superb DSP effects, light sourced 3D
space battles, stunning plasma fire effect and real-time Cybermorph fly by.

2) Cycedelic Knockout by the Mugwumps - There really isn't anything close
that can touch this amazing demo, if you like hard tekkno effects that
make your room shake and melting 8-track modules this is where it's at.

3) Weltscmerz by Avena (sorry for bad spelling) - a very shocking but
interesting demo with a strong anti-war theme and pounding techno track.
Lots of graphical imagery of death and destruction, anims, pictures and
text with a meaning.

4) Strange Circumstances by New Trend - some very nice and clever effects
make this a worthy demo to watch a few times, but not in the 'top' league.

5) Autowashen Verbooten by Lazer - 6.5meg of pure, unadulaterated demo,
15 mins of non-stop mind blowing effects. morphing. vectors. great
music. clever and colourful effects. The one that no-one should be without.

I can name a _lot_ more if you like, I think I'll compile a
falcon.demo.faq soon as my PD library seems to be overflowing with the
things.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

651. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 17:28:27 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410111636.AA08427@ilmen.lanl.gov>
Source record: 179308

In article oe8@ccuf.wlv.ac.uk, ps1908@wlv.ac.uk (Steve H. Ridd) writes:
>>Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
>>
>>: To me FDT is the bigest piece of crap that I have ever come accross,
>>: its writen in GFA, that can never be faster that assembly..
>
>But I've heard Interpreted GFA is faster than compiled C or Pascal!

Well, in it's interpreted mode, there is no way that GFA could be
faster than a well written and compiled C or Pascal program. There
is simply too much work for the cpu to do in the 'interpretation'
of a high level language to cpu instructions.

Properly written, a compiled GFA program compares very favorably, in
most cases, to the speed of C or Pascal. But as Roger said, it will
never execute faster than assembly. Program _development_ time is
another matter, of course. ;-)

-Hutch- @ Fair Dinkum Tech

652. Re: for sale - Geneva/NeoDesk 4

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 17:30:31 UTC
From: shawnm@fcom.cc.utah.edu
Message-ID: <37ei3n$1t3@u.cc.utah.edu>
Source record: 179305
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

David Paschall-Zimbel (davidli@ogre.labmed.umn.edu) wrote:

: I have a copy of Geneva (rev 003) and NeoDesk 4 that I wish to sell as a
: set, for $75 postpaid. Reply by e-mail if you are interested.

: - David Paschall-Zimbel
: --
: -- David Paschall-Zimbel

Yeah, David,
I would be interested in buying NeoDesk 4 and Geneva. Let me know if they are still available.

shawn

653. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 17:46:18 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410111654.AA08443@ilmen.lanl.gov>
Source record: 179312

In article mva@bs33n.staffs.ac.uk, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>
>But I would like to do a small vote... who here uses their Falcon WITHOUT
>a 32MHz board? (This isn't a 'are you happy with it running this way'
>but a test to see if you _are_ running with this system).

Add me to the list. My Falcon is bone stock 16MHz. Not that I wouldn't
want it to be a bit faster, mind you. :)

-Hutch- @ Fair Dinkum Tech

654. Falcon Update 7 delay!

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 17:55:11 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37ejhv$r79@bs33n.staffs.ac.uk>
Source record: 179310

OK OK so it's about 15 days late... there is a good reason for this, but to be honest it has eluded me.

Anyway the next gripping installment of FALCON UPDATE DIGITAL Issue 7 _will_ be available (via FTP) on November the 1st 1994. That's it, nuff said. All FOG members will receive their copy a little earlier for obvious reasons.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

655. Re: NECROMUNDA by PARANOIA

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 18:12:24 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <37eki8$qr3@lyra.csx.cam.ac.uk>
Source record: 179313

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>Then you are not looking in the right place!!! The demos I have that I'd
>recommend are:-
[list deleted]
>I can name a _lot_ more if you like, I think I'll compile a
>falcon.demo.faq soon as my PD library seems to be overflowing with the
>things.

Where can I get these from?
I have quite a lot of demos as well, I'll try and get around to making a
list sometime too.

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

656. What Toad?

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 18:13:56 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37ekl4$ra6@bs33n.staffs.ac.uk>
Source record: 179314

OK, sorry for being a lame Brit, but who or what is Toad?
Can I assume it's some kind of American Atari software/hardware supplier?
Or am I barking up the wrong tree here? Is it like a US version of Compo
or something?

Cheers!

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

657. Re: What Toad?

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 19:01:21 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <37ene1$giv@msuinfo.cl.msu.edu>
Source record: 179322

In article <37ekl4$ra6@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk
(Requiem) writes:
>OK, sorry for being a lame Brit, but who or what is Toad?
>Can I assume it's some kind of American Atari software/hardware supplier?
>Or am I barking up the wrong tree here? Is it like a US version of Compo
>or something?

Yeah, you've got it exactly right. Probably the reason TOAD is so popular
here in the US is that they've got their own catalog, and no other Atari
dealer does.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

658. Re: Apex Media where are you?

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 19:24:40 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941011Z192440.423dbrewood@nest.demon.co.uk>
Source record: 179319

> Manual being delayed???
> I knew it.... it's a jinx.... it will just never appear will it?
> This is Chroma over again... sniff sniff :-)

Yep, myself and the other testers found a few bugs which had to be fixed, and
that delayed the start of the manual writing.

--


```
=============================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
=============================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Screen Eye and Audio/PhotoCD =
= Apex Media / Super SAM / JetMail / Semper / F-Search - beta tester. =
=============================================================================
```

659. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 19:37:21 UTC
From: healy@nosc.mil
Message-ID: <1994Oct11.193721.4928@nosc.mil>
Source record: 179320

If you want everybody to be able to read your posts, please
keep your posts < 80 columns wide.

James E. Baumgardner II, as long as you persist in your whining,
please keep your posts < 1 column wide :-)

Mike Healy

healy@nosc.mil

660. Re: HS Modem

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 20:01:59 UTC
From: s002893@RW420B15
Message-ID: <37eqvn$sim@mars.fb1.fhtw-berlin.de>
Source record: 179321
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Kevin Fason (kfason@csn.org) wrote:
: Another reason why he stil wants to use Modem1 is that both RTS/CTS are
: connected whereas Modem2/Serial2 (forgot what) has only RTS (or CTS)
: connected. Granted Modem2 worked fine with me when the Mega/STe was mine
: and I had it locked at 38400 using STalker.
FORGET IT!!
MODEM2 and SERIAL2 HAVE ALL LINES except RING!!!!!!!!!! The MegaSTE
Manual is wrong (it is "Atari", sorry)
MODEM2 and SERIAL2 on MegaSTE and TT (and MODEM2 on Falcon) have:
GND, DCD, DSR, RTS, CTS, TXD, RXD, DTR.
MODEM2 on TT and Falcon additionally has RING.

Greetings, HS

661. Re: Neodesk 3/4

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 20:35:23 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-1110941635230001@flash.comm.mtholyoke.edu>
Source record: 179324

In article <377kbd$kmp@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz wrote:

> I fully agree with you Steven, but I droped NEODESK 4 after 2 days, its a dog,
> I could not recommend it to any one, the memory fragmentation is very very bad
> with using NEODESK 4 on it own, and it looks like they stuffed up the icon
> editor...

Hi again Roger,

A couple of things. First, you might want to try the new release 002.
Second, you might want to read up on the memory configuration settings.
NeoDesk 3 did not have these options, and in certain settings they can
actually make things worse.

> That boot up message get on my nerves, if they ever fix it I will remove that
> message.....

The bootup message doesn't affect bootup speed. It is there for copyright
purposes. Most newer commercial programs have something similar.

> All this with NO TSR's or ACC's, come on Gribnif what went wrong, I don't like
> NEODESK 4 at all, far far to cluttered, features that are not needed, buttons
> to small, far to slow, (16mhz cpu) I don't need help on every thing, there is
> a Help button on every thing you select, this is going to far...

I must admit, I never thought I'd have a user say that they had too many
features. However, I don't understand how you can find the small HELP
button in each dialog distracting. It is out of the way, doesn't consume
any additional memory (help system is kept 100% separate to cut down of
memory usage). However, if you ever need help, you'll be glad its there.

Rick Flashman
Gribnif Software

662. Re: Neodesk 3/4

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 20:40:08 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-1110941640080001@flash.comm.mtholyoke.edu>
Source record: 179325

In article <377fmf$jtn@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz wrote:

> Well, after extensive testing, I've decided to stop using Neodesk 4 until
> Gribnif fixes it's problems, and if not done soon-ish, I'll be getting a
> refund as for what I do, it's unusably buggy. For now, v3.04 works very
> well though. (Being used with Geneva). Here's what results I came up
> with:
>
> All done on a 2-meg STE with a 30meg SCSI-drive with only 16K cache.
>
> [DELETED:...references to memory fragmentation with supporting tables...]

Hi Steve,

Two things. First, you should look at the new release 002 of NeoDesk. We just released a patch for it. It has some substancial improvements in memory management. I will be posting it on the Internet in the next day or two. Second, you should check your Memory Configuration. With the wrong setting here, you can substancially increase your memory fragmentation (NeoDesk 3 didn't offer this level of control.)

> Neodesk 4 took 4 minutes 23 seconds to do a partition-to-partition copy of
> 315 files, 21 folders from E: partition to D: partition. (5577K). And
> then took 26 seconds to delete them all.
>
> Neodesk 3 took 4 minutes, 17 seconds to copy them, and 43 seconds to
> delete them.
>
> The GEM desktop took 3 minutes, 51 seconds to copy them, and 22 seconds
> to delete them.

Did you turn off background file operations in NeoDesk 4? NeoDesk 4's file operations should be faster than version 3 (they are basically the same code cleaned up).

> Kobold took 35 seconds to copy them.

You can always copy faster by going direct to disk (trust me, we've tested that). The problem is that you are "breaking the rules" and are more likely to run into trouble with non-standard drives. NeoDesk tries to do things as "legally" as possible. NeoDesk 4 is one of the fastest ways to copy while staying "100% legal". This is an old debate that actually started back when we released NeoDesk 2, so I'd rather not get into all of it again.

> Everything was set-up as close to each other as possible. (All had
> verify on, memory limitations set to nil, run in single-tasking mode

> etc.)

Running NeoDesk 4 in single-tasking mode is not the same as turning off its background disk access (which is done right from the copy/move dialog).

> Hopefully the problems can be fixed. Neodesk 4 doesn't like copying
> large amounts of files to/from floppies... It tends to crash (Neodesk
> v3.04 doesn't). Memory fragmentation... Speed....

We haven't experienced this, but maybe you ran into some other unrelated problem that made it seemed that the copying was the problem. I would try release 002 and see if that fixes things.

Rick Flashman
Gribnif Software

663. Re: Nova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 20:45:00 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <37etgc$1c5@ugle.unit.no>
Source record: 179326

Lexicor@world.Std.Com,
In a message on 11 October, wrote :

LR> Btw, the box and the drivers are not for sale separately Jonal..

Fair enough.
But how about this; you have an existing Nova card, and want to upgrade the guts of it from, say - an ET-4000 to a Mach-32. Is that possible without exchanging the whole choo-bang ?

LR> Yat @ Lexicor

Erling

 ATP/Unix 1.40 This is my tagline.

664. Re: Stardust demoversion available on FTP

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 21:47:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <37f156$f2j@golem.wcc.govt.nz>
Source record: 179330
Cross-posted to: comp.sys.atari.st,maus.sys.atari.software,sfnet.atk.atari

In article <kkallio.781607766@vipunen.hut.fi>, kkallio@vipunen.hut.fi (Kiia Kallio)
writes:
>I have just uploaded a demo version of a tunnel-section of a game called
>"Stardust" to following ftp-sites:
>
> ftp.uni-kl.de
> ftp.funet.fi
>
>I will also upload it to atari.archive.umich.edu as soon as I can get a
>connection.

PLEASE PLEASE can you change the file name that you have used .lha
is not standard and you can't access that file via Gopher....

Please stick to MSDOS file extensions as their Gopher can't handle the Atari
ones....

I gather .lha is used by Amiga people, not by Atari people..!!

>Kiia Kallio
>Lance/Aggression
>kkallio@vipunen.hut.fi

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

665. Re: Is there a C package in existance...?

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 21:47:22 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxJ36z.702@cix.compulink.co.uk>
Source record: 179328

> Can anyone recommend a complete C-COMPILER (totally ANSI compatible
> so one can easily port source over to PC later) and LINKER, GEM-BASED
> (editor included) shareware or commercial for an STFM (4 megs) that
> has all regular libs stdio, maths, comms etc and with GRAPHICS?

Lattice C - will do everything you need - but it costs real money
though not very much compared with PC packages.

GNU C - is a UNIX style package which will also do everything you need.
Its free, but requires some setting up. If you go the whole hog and install
MiNT and MINIXFS partitions - then GNU C (GCC) gives you a C development
system very similar to that of the UNIX machine.

GCC is not GEM based in anyway - although I believe there is now a GEM
shell for it.

I run both. Its a case of horses for courses.

:-)

Roland.

@CiX

666. Re: Mac hd on atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 21:47:25 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxJ371.70r@cix.compulink.co.uk>
Source record: 179329

> What would I need to do to a External Mac drive (Scsi) to run it on
> my Atari? Is it possible, or am I dreanming?
> any help here would be great.

If you connect a Host Adaptor to the Atari DMA port - then it should be possible to use a Mac drive. The Host Adaptor will come with the necessary software - though you might have to have a cable made up - depending on what socket the Mac drive has on it.

After that its just a case of Parity, SCSI IDs and Termination - which you have to deal with whenever you connect a SCSI drive to anything (though if you buy an Atari drive from a dealer its mostly dealt with for you).

A good Host Adaptor would be:

ICD Link 2

Its not the cheapest - but it gives you the best chance of success IMO.

:-)

Roland.

@CiX

667. Re: Moderator for the group?

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 22:29:40 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37f3kk$dpv@mailer.fsu.edu>
Source record: 179331

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
> Are there any guidelines for what should be posted in comp.sys.atari and
> comp.sys.atari.tech ?

Tech stands for Technical, so things like "this game is super-cool" should probably not appear, unless it's _really_ complicated.... :-) :-).

> I know it sounds a stupid question, but a large
> proportion of messages are duplicated in both, which *is* a waste of
> bandwidth.

Crossposted articles are not sent more than once, nor do they take up more disk space (a link is used for multiple copies), so the computer related waste is virtually negligible. News distribution software is a bit smarter than that (the common UNIX versions, at least).

There can be waste in terms of people's time, if articles are grossly misplaced.

It occurs to me that this should be a fairly easy feature to implement in a newsreader : Mark any cross-posted articles as read in all newsgroups in which it appears (or maybe only the ones that you are subscribed to). Hmmm, it makes so much sense that it has probably been done already :-).

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****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

668. Re: What Toad?

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 22:57:35 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37f58v$dpv@mailer.fsu.edu>
Source record: 179335

hopper_t@msupa.pa.msu.edu wrote:
> In article <37ekl4$ra6@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk
> (Requiem) writes:
> >OK, sorry for being a lame Brit, but who or what is Toad?
> >Can I assume it's some kind of American Atari software/hardware supplier?
> >Or am I barking up the wrong tree here? Is it like a US version of Compo
> >or something?
>
> Yeah, you've got it exactly right. Probably the reason TOAD is so popular
> here in the US is that they've got their own catalog, and no other Atari
> dealer does.

Try calling 1-800-535-4290 (D&P Computers) and ask for their catalog-on-disk.
It is quite nifty. They have many hundreds of entries in a special database
program (allows you to do keyword searches on various fields). So, their
catalog is cool too (though in a different way)! Also, they seem to be
able to order just about anything that is still made/available. On the
down side, their prices are a bit high IMHO. It is definitely the case
that they can sell you more software than Toad can, as Toad does not
special-order stuff (in general). The D&P list has to be seen to be
believed, it is huge. The catalog is free. I find it useful to look up
programs whose names I cannot exactly remember, or for obtaining fairly
obscure programs.

I am not connected with them in any way, other than as a satisfied customer.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
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****

669. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-10-11 23:36:10 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <782015536.2@mettav.exnet>
Source record: 179332

Paul bibbled on 09 Oct 94 to All...

>> To me FDT is the bigest piece of crap that I have ever come accross,
>> its writen in GFA, that can never be faster that assembly..
>
> Just because it's written in GFA?

Some people, eh? Look at Towers, for instance: GFA (plus some assembler chucked in) and it's great.

> So it doesn't run on a Falcon properly or under multitasking systems
> but it's a good piece of comms s/w for a plain ST user like me.
>
> Different s/w for different environments, if you want to use comms on a
> Falcon or under m/t sofware then you can get Connect.

Have you seen the speed of Connect?? Blimey, talk about slow or what. With FDT the text just screams onto the screen. And that's at 8mhz!

>> And mostly used by teenagers....
>
> In this case you're right (I'm 19) but I can't understand how you can
> go around making stupid assumptions like that. Well I can, it's
> because you're Roger Sheppard.

:)

>> Try using FDT on a Vax....
> No I use it for dialling into bulletin boards and a good job it does
> too.

Yup. It gets my vote - but all this key business is preventing lots of people sending their money to Aaron.

Col.

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

670. Re: Shareware Developers - Read This!

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 00:06:17 UTC
From: renfro@bnr.ca
Message-ID: <37f99p$8l1@crchh610.bnr.ca>
Source record: 179333

This probably isn't what you were looking for, but I'll throw it in anyway. With the Atari market in the state it is currently in, we need to support our shareware authors as much as possible as they are virtually the only ones keep our machines going (yes I know there are still a few good commercial developers). And I don't mean just financial support. It is important to give developers feedback and sometimes even stroke their ego to encourge them to keep working on their projects. If they don't feel appreciated for what they are doing, then they will most likely tire of it and move on to something else.

You may have guessed that I am one such developer (and I use the term losely :)) who really likes to get feedback on my work. The first time I released a program for public distribution I got many letters back saying that they liked the program and could I add this or that. It was very exciting to think that my software was being used and appreciated by others that I spent many many hours improving the program just as I had been asked. Well I also decide I deserved some compensation for those many hours, so I decided to release this improved version as shareware. Though a good handfull of people did register this new version, the response was far less than what I had hoped and not even close to the feedback received on the free version. I soon realized that I wasn't going to make any money this way and my programming efforts have been so-so and just whenever I feel like it since. About the only time I get excited working on a new version or new program is when I have direct user feedback and somebody I know is looking forward to making use of my work.

So while I don't ever expect it to pay off, I do still release software as shareware 'cause I don't want to just give it away. But what I would really like as much as anything is for people to at least let me know that they like my programs and how I can make them better so they will be even more useful. And I think a good number of other developers (at least the part time hackers like myself) would appreciate the same.

RandyH

671. Encounter for ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 00:45:30 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37fbja$t0j@mailer.fsu.edu>
Source record: 179336

I just learned that my one of my all-time favorite Atari 8bit games was released for the ST: Encounter. The ST port was done by a company called Novagen, and it was released in 1991 or so. If anyone has this game, and would be willing to sell it or trade some other software for it, please send me email. Foreign readers, don't hesistate to respond! I'd be willing to pay a bit of shipping for this game. Thanks in advance.

Encounter is a lot like Battlezone (1st person perspective tank shoot'em up game). It was the one my college dorm buddies fell for in a big way. The closest I found to it was Backlash (also by Novagen, figures). Backlash is a decent game, but there is something missing from the original Encounter, even with the much fancier graphics and sound.

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****
* Mickey Boyd *
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****

672. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 01:03:41 UTC
From: sammcgee@crl.com
Message-ID: <37fcle$c1v@crl.crl.com>
Source record: 179337
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In the alt.binaries.multimedia and alt.cd.(something) groups there is
talk about movies on CD-I disks in a 'standard' format compressed in MPEG.

I think the newer CD-I disks are in a ISO9660 format which Atari
computers can read but I don't know the file structure. Is the whole
movie in one file (eg. STARWARS.MPG) or is it broken into several files?

Perhaps PLAYMPEG will someday replace the PC's Reelmagic board. :)

Sam

673. FORSALE: Spectre GCR etc

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 01:19:15 UTC
From: basil@blue.seas.upenn.edu
Message-ID: <37fdij$3jo@netnews.upenn.edu>
Source record: 179340

FOR SALE: (shipping not included)

ICD 85 Meg Hard Drive (not working, could be fixable) $100
Comes with FAST case, power supply, ICD host
adaptor and cables.

Spectre GCR w/ROMS (lets you run famous Mac programs including
Illustrator, Word, and Excel) $200 OBO
(Includes manual, box, software)

Software:

Laser C w/ 3 COMPUTE Programming Books
(ST development package, plus 3 books on GEM programming)
$65 OBO

Contact basil@eniac.seas.upenn.edu

Brian

674. Re: Kabold v MAXIfile..

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 02:03:22 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <37fg5a$is8@golem.wcc.govt.nz>
Source record: 179253

In article <1994Oct9.111955.28311@ac.dal.ca>, cordes@ac.dal.ca (John Cordes) writes:
>In article <3761rg$8us@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>> Kabold Help...
>>
>> I have found a feature with MAXIfile, but can Kabold do the same thing...??
>>
>>
>> MAXIfile has a Copy files option, that will Auto select files
>> that will fit the destination, good for copying files to floppy, it will select
>> the files that fit...

> How do you do that?

Its on Page 28 of my User manual, can be used for all Copy modes.??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

675. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 02:09:17 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <37fggd$is8@golem.wcc.govt.nz>
Source record: 179254

In article <CxCxsI.7Bz@ritz.mordor.com>, ritz@ritz.mordor.com (Chris Mauritz) writes:
>Requiem (cm3hirjd@soc.staffs.ac.uk) wrote:
>: I assume there is no dedicated falcon newsgroup. I'd like to change
>: that, does anyone have the details for creating a comp.sys.atari.falcon,
>: I know it has to be voted in but I feel it is a worthy addition to the
>: very limited atari newsgroups available (great though they are).
>
>
>Why create a newsgroup for an orphaned computer? How many Falcons
>are actually out there?

Yes there are only 2-3 Atari firms world wide, no Agents at all
here in OZZ or NZ, and the price of a Falcon is some 3-4 times a good
PC clone...

And from what I have been seing here Atari is dumping the Falcons now,
so it looks like there will never be any more Atari support, like
TOS 5.0 or Atari Works...

Atari has been pissing people around for so long people just get fed up with
it..

>Chris
>--
>Christopher Mauritz | Ask me about public access unix
>ritz@mordor.com | and interactive internet services.
>Mordor International BBS | BBS: (201)433-7343,(212)843-3451
>Jersey City, NJ | FAX: (201)433-4222

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

676. Re: WOI & Frontier help needed

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 02:13:30 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <37fgoa$is8@golem.wcc.govt.nz>
Source record: 179255

In article <CxFD8A.A38@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
> > from the auto folder on the floppy. Can anyone tell me how to get
> > it to run on the hard drive of a TT?
>
>I wouldn't run from the hard disk of my MSTE either. I've only tried it
>off floppy on the TT.
>
>I heard it was due to disk caches. Apparently it is very unstable if you
>are using ICD software with the cache turned on. Apparently turning the
>cache off solves it.

Nothing to do with it at all, what version of ICD utils are you using,
works on my Mega ST with TOS 1.4 and ADspeed and ICD 6.5.5....

>Roland.
>
>@CiX

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

677. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 02:24:56 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <37fhdo$is8@golem.wcc.govt.nz>
Source record: 179256

In article <8g0VTc2w165w@sys6626.bison.mb.ca>, redhead@sys6626.bison.mb.ca (eva crouse) writes:
>ritz@ritz.mordor.com (Chris Mauritz) writes:
>
>> Requiem (cm3hirjd@soc.staffs.ac.uk) wrote:
>> Chris
>> --
>> Christopher Mauritz | Ask me about public access unix
>> ritz@mordor.com | and interactive internet services.
>> Mordor International BBS | BBS: (201)433-7343,(212)843-3451
>> Jersey City, NJ | FAX: (201)433-4222
>
>
>I will have you know they are more than 120,000 Falcons by now world
>wide. How do I know???

NO THERE IS NOT, and Atari does not release figures on this, the last I ever read was 7000 in the UK....

Also from post here, Atari is now dumping these machines....

There is very little low end Home software for the Falcon and allmost nill Games, so why not tell the truth and get real...

The only software that is comming out is ether PD/DTP or Midi...

Must home users need more than that, and no 8 meg ram support...

>Eva Crouse

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

678. Typing tutor for ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 02:48:12 UTC
From: u943336@student.canberra.edu.au
Message-ID: <1994Oct12.024812.9788@csc.canberra.edu.au>
Source record: 179259

I a looking for a decent touch-typing tutor for my 1040ST. Either P.D (I have FTP access) or new/second hand via mail order.
Any help is appreciated.
--
Greg McBurney | " I always sit and wonder...
| Could my life be...
u943336@student.canberra.edu.au | A Rekall implant..? "

679. User Group meeting notice

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 03:27:47 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1994Oct12.032747.25052@vpnet.chi.il.us>
Source record: 179349
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Suburban Chicago ATarians (SCAT) user group will hold its October meeting on Tues. Oct. 18 at 7:30 PM (7PM setup), at the College of DuPage, Room K157 (the K building is located on 22nd St. just west of Lambert Rd., in Glen Ellyn). We will watch a video of the Summer Consumer Electronics Show, and we plan to have at least one demo (perhaps MagiX on a TT....).

Everyone is welcome to attend.

For more information, send me E-Mail at one of the addresses below. [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, feel free to stop by!]

Nick DiMasi, SCAT President

dimasi@ssd.comm.mot.com (temp., read M-F)
nickd@vpnet.chi.il.us ('perm.', read once or twice/week)
TURBONICK@delphi.com (" " " " " ")

680. Re: Typing tutor for ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 04:14:23 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37fnqv$frh@mailer.fsu.edu>
Source record: 179251

McBurney / Gregory (COM) (u943336@student.canberra.edu.au) wrote:
>
> I a looking for a decent touch-typing tutor for my 1040ST. Either P.D (I
> have FTP access) or new/second hand via mail order.
> Any help is appreciated.

See if you can find Mavis Beacon Teaches Typing. This is an excellent
package. In addition to various other exercises, it shows you proper
fingering position using transparent hands over a picture of the keyboard.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

681. Re: Tos 4.01/.04?

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 04:27:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199410120627.a38967@wi2.maus.de>
Source record: 179252

In article <37b6vn$sti@dux.dundee.ac.uk>, Rod McCall
(rmccall@mcs.dundee.ac.uk)
>Just out of curiousity is TOS 4 fully a 32 bit OS or simply a patched
>16bit version of earlier TOS's?

There is nothing like a '16 bit OS' for machines with Motorola chips (as
there's no distiction between a 16 bit and a 32 bit operating mode).

682. ST Software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 04:40:38 UTC
From: osteele@u.washington.edu
Message-ID: <37fpc6$8hi@nntp1.u.washington.edu>
Source record: 179257

These items are still available, and I've lowered prices. I will still accept a best offer (just make one and I'll let you know), as well as selling all of them for an offer price. Prices don't include shipping.

Also, I'm very interested in trading for anything that interests me (other software, hardware, stereo equipment, electronic equipment - Sharp Wizard organizers, etc. just let me know what you have).

Title	Maker	Price
3D Glasses	StereoTek	$69.00
520/1040 ST Clear Plexiglass	The STation	$15.00
A-Copier	MegaSoft	$2.00
Alcon	Taito	$3.00
Assempro	Abacus	$8.00
Balance of Power	Mindscape	$6.00
Battletech	Infocom	$9.00
Black Cauldron	Sierra	$9.00
Blood Money	Psygnosis	$9.00
Boulder Dash Cnst. Kit	Epyx	$4.00
Bureaucracy	Infocom	$4.00
Cable: TT to Image Systems		$5.00
Captain Blood	Mindscape	$7.00
Cartoon Capers	Mandarin	$8.00
Championship Wrestling	Epyx	$4.00
Chessmaster 2000	Software Toolworks	$9.00
Codename Iceman	Sierra	$12.00

Cosmic Pirate	Outlaw	$4.00
Crimson Crown	Polarware	$2.00
Crystal	Antic	$1.00
Curse of Azure Bonds	SSI	$14.00
Cyber Control	Antic	$9.00
Cybermate	Antic	$5.00
DAC Easy Accounting	DAC	$9.00
Dark Castle	360	$4.00
Dark Side	Spotlight Software	$4.00
Data Manager ST	Timeworks	$13.00
Datamap Collection I	Antic	$5.00
Death Sword	Epyx	$4.00
DEGAS	Electronic Arts	$6.00
Deluxe Paint	Electronic Arts	$19.00
Demon's Winter	Strategic	$9.00
DeskMaster	Startroniks	$1.00
Devon Aire	Epyx	$4.00
Digisound	Alpha Systems	$34.00
Digispec	Trio	$9.00
Discovery Cartridge	Happy Computers	$59.00
Dive Bomber	Epyx	$3.00
Dollars & Sense	Monogram	$9.00
Double Dragon	Melbourne	$4.00
Dragons of Flame	SSI	$12.00
Drakken	Draconian	$18.00

Drive Master	Practical Solutions	$19.00
Easy Draw Font Pak 1	Migraph	$7.00
Echo	MichTron	$9.00
Educational Graphics	Timeworks	$4.00
EmailMan	SRG	$5.00
Enchanter	Infocom	$6.00
eSTeem PILOT	eSTeem Inc.	$16.00
Eye of Horus	Fanfare	$3.00
EZ Track ST	Hybrid Arts	$21.00
Fast Basic	Computer Concepts	$9.00
Final Assault	Epyx	$6.00
Fire & Forget	Titus	$4.00
Firezone	PSS	$4.00
Flash	Antic	$4.00
Flexessory	EA Brown	$5.00
Flight Simulator II	Sublogic	$9.00
Font Writer Plus	Startroniks	$2.00
Fontz	Neocept	$9.00
Foundations Waste	Exocet	$3.00
Galdregon's Domain	Pandora	$5.00
Gauntlet	Mindscape	$4.00
GBA Championship Basketball	Gamestar	$4.00
GFA BASIC	MichTron	$7.00
GIST Sound Tool	Antic	$5.00
Global Commander	Datasoft	$4.00

Golden Path	Firebird	$4.00
Goldrunner	microdeal	$4.00
Goldrunner II	microdeal	$7.00
Great Battles	Royal	$6.00
Guild of Thieves	Rainbird	$3.00
Habaview	Haba	$1.00
Hammerfist	Vivid Image	$7.00
Hard Drive Turbo Kit	MichTron	$8.00
Heroes of the Lance	SSI	$7.00
High Roller	Mindscape	$2.00
Hippo Almanac	Hippo	$2.00
Hippo Spell	Hippo	$2.00
HiSoft BASIC Professional	HiSoft	$24.00
Hound of Shadow	Electronic Arts	$12.00
IB Drive	IB Computers	$24.00
Immortal	Electronic Arts	$13.00
Impossible Mission 2	Epyx	$3.00
Imprint	HAL	$7.00
Interlink	Intersect	$6.00
Internal Mega Host Adaptor	Supra	$29.00
International Soccer	microdeal	$6.00
International Soccer Challenge	Microstyle	$6.00
Jack Nicklaus Golf	Accolade	$12.00
Jet	SubLogic	$6.00
Jewels of Darkness	Firebird	$3.00

Jug	microdeal	$4.00
Juggler	MichTron	$9.00
Jupiter Probe/Karate Kid	microdeal	$5.00
K-Data	Kuma	$9.00
K-Graph 3	Kuma	$12.00
K-Resource 2.6	Kuma	$12.00
K-Roget	Kuma	$9.00
K-Word 2	Kuma	$9.00
Karate Kid 2	microdeal	$4.00
Kick Off	Anco	$5.00
Kid Talk	First Byte	$11.00
King of Chicago	Cinemaware	$6.00
King's Quest 3	Sierra	$12.00
King's Quest II	Sierra	$4.00
Knight Force	Titus	$12.00
Kult	Exxos	$6.00
Language Disk	Atari	$2.00
Lattice C	Metcomco	$14.00
LDW BASIC Compiler 2.0	LDW	$9.00
Leader Board Golf	Access	$7.00
Leatherneck	microdeal	$4.00
Leisure Suit Larry	Sierra	$12.00
Light Corridor	Infogrammes	$9.00
Link (Limited Edition: Clear	ICD	$89.00
Live and Let Die	Domark	$4.00

Logistix Spreadsheet	Precision	$16.00
M-Disk + RAMdisk	MichTron	$2.00
Mach 3	Loriciels	$4.00
Macro Assembler	Metcomco	$14.00
MacSee	Reeve Soft	$19.00
Magical Math III	Atari	$7.00
Make it Move	MichTron	$5.00
Mavis Beacon Typing	Software Toolworks	$15.00
Mean 18 Course #2	Accolade	$4.00
MegaFont	Xlent	$2.00
Metrocross	US Gold	$4.00
Micro C-Tools	Beckmeyer	$3.00
MicroLeague Wrestling	Micro League	$7.00
Milennium 2.2	Electric Dreams	$6.00
Mindshadow	Activision	$3.00
Mini Golf	Magic Bytes	$4.00
Mixed Up Mother Goose	Sierra	$8.00
ML '86 NL & AL Teams	Micro League	$6.00
ML '87 NL & AL Teams	Micro League	$5.00
ML Baseball Owners' disk	Micro League	$6.00
Modula 2 v. 2	TDI	$19.00
Modula 2 v. 3	TDI	$34.00
Moebius	Origin	$6.00
Molgraph	ST Club	$6.00
Monochrome Monitor	Atari	$79.00

Mortville Manor	European	$4.00
Mouse Master	Practical Solutions	$18.00
Mouse Trap	TDC	$3.00
Nether World	Hewson	$4.00
Obliterator	Psygnosis	$5.00
Oo-Topos	Polarware	$2.00
Outrun	Sega	$5.00
PageStream Fonts A & 1 to 13	SoftLogik	$22.00
PaintPro	Abacus	$9.00
Paintworks	Activision	$8.00
Pandora	Firebird	$5.00
Partner Fonts Disk 1	SoftLogik	$2.00
Pawn	Rainbird	$3.00
pc-ditto	Avante-Garde	$15.00
Phantasie III	SSI	$8.00
Phantasm	Exocet	$4.00
PM Interface	Xlent	$1.00
PM Interface	Xlent	$4.00
Police Quest	Sierra	$12.00
Populous	Electronic Arts	$12.00
Power Drift	Activision	$8.00
Power Struggle	PSS	$4.00
Precious Metal	Ocean	$7.00
Prince	ARC	$6.00
PrintMaster Art Gallery I	Unison World	$7.00

PrintMaster Art Gallery II	Unison World	$7.00
Procopy	Proco	$4.00
Publishing Partner (mono)	SoftLogik	$3.00
Q*Ball	Mindscape	$5.00
Quartet	microdeal	$14.00
Questron 2	SSI	$7.00
Quick ST 3.0	Branch Always	$12.00
RAMdisk	Power Systems	$1.00
Real BASIC	Real	$5.00
Red Lightning	SSI	$9.00
Replay 4	Microdeal	$49.00
Revolver	Intersect	$8.00
Rick Davis Soccer	Melbourne	$6.00
Road Wars	Arcadia	$4.00
Robocop	Ocean	$7.00
Rockford	Electronic Arts	$4.00
Running Man	Ocean	$8.00
S.D.I.	Cinemaware	$5.00
Scan Art	Migraph	$9.00
SF354 Disk Drive (non-working)	Atari	$9.00
Shackled	US Gold	$4.00
Shadowgate	Mindscape	$4.00
Shoot 'em up Construction Kit	Outlaw	$12.00
Shuffleboard	Shelbourne	$4.00
Shufflepuck Cafe	Broderbund	$6.00

Sidearms	Go	$4.00
Silent Service	Microprose	$6.00
Silicon Dreams	Rainbird	$3.00
Sinbad	Cinemaware	$4.00
Slaygon	microdeal	$4.00
Slicctop	Sliccware	$9.00
Space Ace II	Readysoft	$16.00
Space Cutter	Rainbird	$6.00
Space Rogue	Origin	$9.00
Space Station Oblivion	Epyx	$4.00
Spectrum 512	Antic	$7.00
Spellbreaker	Infocom	$6.00
Speller Bee	First Byte	$12.00
Spiderman	Adventure Int'l	$6.00
Spitfire 40	Avalon Hill	$6.00
ST BASIC & Sourcebook	Atari	$4.00
ST Floppy Drive Cable	Atari	$3.00
ST Karate	Eidersoft	$3.00
ST Logo	Atari	$5.00
ST Wars	Miles	$3.00
Stalker 2.0	Strata	$6.00
Starglider	Rainbird	$2.00
Stealth PMC 1.5	PMC	$4.00
Stellar Crusade	SSI	$6.00
Steno	Gribnif	$14.00

Stone Breaker	Softgold	$4.00
STOS BASIC	Mandarin	$13.00
Strider 2	US Gold	$9.00
Superbase Personal	Precision	$19.00
Superbike Challenge	Broderbund	$5.00
Supercharger	Migraph	$7.00
Switchblade	Gremlin	$8.00
Tass Times	Activision	$5.00
Tau Ceti	Thunder Mountain	$3.00
Tax Advantage '87	Double Eagle	$2.00
TCB Tracker	mph	$12.00
Techno Cop	US Gold	$6.00
Terramex	Victory House	$2.00
Terrorpods	Psygnosis	$6.00
Time Bandits	MichTron	$3.00
Top Gun	Ocean	$3.00
Tournament of Death	Infogrammes	$2.00
Tracker	Rainbird	$2.00
Trinity	Infocom	$7.00
Turbo Cup	Loriciels	$6.00
Turbo ST	Softrek	$7.00
Tusker	System 3	$7.00
TV Sports Football	Cinemaware	$8.00
Tweety Board	Practical Solutions	$14.00
Typhoon Thompson	Broderbund	$4.00

Typing Tutor/Word Invaders	Academy	$9.00
UltraScript ST-1	Imagen	$29.00
Untouchables	Ocean	$9.00
Video Vegas	Baudville	$6.00
Virus	Rainbird	$6.00
Wanderer	Pyramide	$3.00
Willow	Mindscape	$5.00
Winter Challenge	Thunder Mountain	$4.00
Winter Games	Epyx	$5.00
Wishbringer	Infocom	$8.00
World Championship Karate	Epyx	$3.00
Xtra-RAM MMU Adapter	Marpet	$4.00
Xybots	Domark	$7.00

683. Monochrome Monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 04:41:15 UTC
From: osteele@u.washington.edu
Message-ID: <37fpdb$8ho@nntp1.u.washington.edu>
Source record: 179258

Monochrome monitor in EXCELLENT shape for sale: $79 (or best offer) + shipping. If you want to make a lower bid, do it, I'll collect all and decide within a week who gets it.

684. FS: MegaSTe, SLM804 & TONS more

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 05:38:56 UTC
From: mbates@netcom.com
Message-ID: <mbatesCxJp0w.Crw@netcom.com>
Source record: 179261

HOOOOOOOkay, here goes, there is tons of STuff here. Prices do NOT
include shipping BUT are all open to "Best Offers" Everything works AND
is in GREAT shape but I would like a Powerbook Duo so it is going bye-bye.
Feel free to offer anything!

Mega STe 4 TOS 2.06 w/ 50 MB internal HD. Great shape $550
1040 ST TOS 1.2 DSDD drive (internal) $100
SC1224 (goldstar but controls are in front) $75
SM124 with screen expanded $75
PS3000 (JVC color monitor with built-in DSDD) lmtd production $200
SLM804 Laser Printer w/ extra toner kit and all sftwre/manuals $400
Spectre GCr w/ ROMs & software $150
90 MB HD with Atari interface Plug & Play $150
IB 5.25" drive $35
Talon OmniSwitch (monitor/multisynch/drive) $25
Calamus 1.09n and ver 2 $45
Mouse Master $15
ICD Link I HD interface w/ software $75
ExtenDOS 1.11 $15
SpeedoGDOS v4 & AtariWorks $75
GEMini CD-ROM $25
Populous I $15
SimCity $15
Dungeon Master & Chaos Strikes Back $25
Talon SuperCharger Hardware IBM Emulator w/ docs & softwr $100
Falcon/Operation CounterStrike/Operation FireFight $25
Star Fleet I $18
NeoDesk 3 $15
RoboKIT w/ software allows you to control motor thru cart port $35
Adaptec 4000a MFM to SCSI converter $40

I also have a TON of ST books and software if you are interested just
ask. I would also consider some sort of package offer at a reduced price.
mbates@netcom.com
-Marlin

685. ?ST->Mac, text files

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 06:14:43 UTC
From: pcook@io.org
Message-ID: <pcook-1210940114430001@sound.net3.io.org>
Source record: 179262

Checked the FAQ and couldn't seem to find this so . . .

A writer friend of mine who has been working for years on an Atari ST has just bought a Mac (Quadra 605) and is keen to get her files transfered to her new machine. Does anyone have any suggestions on how this could best be handled?

Thanks muchly for your valuable time.

Peter Cook
pcook@io.org

686. Re: Know a good comms pro

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 06:41:34 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <37g0eu$lk8@golem.wcc.govt.nz>
Source record: 179263

In article <CxFyGI.LMy@freenet.carleton.ca>, ac255@FreeNet.Carleton.CA (Dave Churchill) writes:
>
>
>In a previous article, julian@loose.apana.org.au (Julian Gifford) says:
>
>>: You definitely need an RTS/CTS fix if you've got TOS 1.2
>>: Regards...Julian
>>: julian@loose.apana.org.au
>>--
>> julian@loose.apana.org.au
>>
>
>??? Are you sure you meant TOS 1.2? I've used a USR Sportster 14.4 modem
>with my ST (1040STfm, TOS 1.2) at 14.4k without a hitch, and I don't use
>any type of patch program for RTS/CTS.

TOS 1.2 does need the patch, in fact TOS 1.2 is full of bugs in more way than one...

>
>I've always been under the impression that TOS 1.2 was one of the (few) TOS
>versions that handled RTS/CTS flow control properly...am I mistaken?

RTS/CTS Flow control, well if you don't upload then it does no matter, flow control is only used when you upload and the Data going to the modem is farster than the line rate....

>Dave C
>--
>+---+
>|Dave Churchill DoD# 0266 | "I'm always sober enough to know |
>|ac255@freenet.carleton.ca | when I'm drunk." - Andy Capp |
>+---+

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

687. Re: zoo21.ttp

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 06:46:09 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <37g0nh$lk8@golem.wcc.govt.nz>
Source record: 179264

In article <37b696$oe8@ccuf.wlv.ac.uk>, ps1908@wlv.ac.uk (Steve H. Ridd) writes:
>In article <378q3u$psj@lastactionhero.rs.itd.umich.edu>, jchung@umich.edu (John T. Chung) says:
>>
>>Hey fellas, I downloaded the file zoo21.ttp from archive.umich.edu
>>"x <filename>"
>>
>
>It sounds (reads ;-)) like you are trying to enter the parameters via
>the dialog box that comes up when you double click the .TTP file
>from the desktop - I also had this problem.

The other thing to try is the latest version of DC extract plus,
2.2c is the latest version, its my default de-archiver.....

>Hope this helps .... Steve

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

688. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 07:43:11 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CxJus0.443@hpbbrd.bbn.hp.com>
Source record: 179219

Andreas Kromke (and@sun1.mim.uni-hannover.de) wrote:
> 2B are not adding anything to MagiC3. It was always me who did the
> main things in MagiC. MagiC 3 will have 3D-Look (optional!!),
> Iconification, drag&drop, a lot of MiNT-functions and loadable device
> drivers and file systems and background floppy and harddisk access.
> And some more other things.

Can't wait to see it! Please drop us a note when it has been released.

Thanks,

Claus

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

689. Re: Problem: upgrading ST with a better processor.

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 08:25:16 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.Am5EX8hZe3Y@pluto.ping.de>
Source record: 179265

In <1994Oct11.163014@tferi4>, matej.kenda@uni-mb.si writes:
> I would like to expand my ATARI MEGA ST2 with a faster processor e.g 68030 or
> 68040 at the highest possible speed for reasonable price.
>
> Do you know any vendors ?

Hi,

I'm using a PAK3/030 (PAK ~ Prozzessor Austausch Karte = english: processor exchange card -> pec ;-))

It's a card with an 68030, optional fpu, 32 kb chache, an a 32 bit access to the TOS-ROMs on board. The cpu is running on my board with 42 MHz, a few net fellows tuned their cards up to over 50 MHz. A fast RAM extension is in development. For further details contact the german distibutor,
mw electronic
fax: 49-2223-26982

>
> Matej.
>
> Please send answers to matej.kenda@uni-mb.si
>
cu, michi
--
* *
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

690. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 09:01:35 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <37g8lf$5hm@percy.cs.bham.ac.uk>
Source record: 179266

```
cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
>: But why have something *explicitly* for the Falcon? What can the
>: Falcon *really* do that other ST/TT models can't? The DSP chip is the
^^
>: only major feature; and DSP articles could live in the .programming or
>: .sound groups.
>
>What can the Falcon *really* do that an ST can't ???

The only really *unique* feature on the Falcon is the DSP/sound
system. That is why there doesn't need to be a Falcon-specific group,
but there could be a need for subgroups on graphics, sound,
programming, etc.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix
```

691. FOG info.

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 09:15:38 UTC
From: avsec@westminster.ac.uk
Message-ID: <CxJz23.13o@westminster.ac.uk>
Source record: 179267

```
This one is directly mainly at Richard -
I tried to mail you but I got delivery faliures

How much is it to join the FOG ?
And what exactly do you get apart from PD software ?

Cheers,
Phil.

--
/*-------------------------------------------------------------------------*/
Phil Shore - email: avsec@wmin.ac.uk

Atari Falcon030 4mb/120HD/FPU
```

692. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 10:19:24 UTC
From: mdg@ukc.ac.uk
Message-ID: <10603@gos.ukc.ac.uk>
Source record: 179268
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <37e432$qpk@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>M.D.Griffiths (mdg@ukc.ac.uk) wrote:
:>: :>think you can at least send me a registered copy. The address is:
:>: :>Richard Davey
:>: :>Falcon Owners Group (UK)
:>: Its in the post. (disputes the 25 quid).

:>It had better be! I paid you 25 quid over a year ago (I have club bank
:>statements to prove it matey!) for an advertising demo for FOG which you
:>never managed to make. The deal was I paid you another 25 when it was
:>complete but as you probably never started it I can't claim that 25 back ;)
:>I tried to get in touch over the summer but no-one was ever home,
:>still... life goes on huh?

No, actually 'Richard' took it upon himself to use a disk editor to put an
advert for his Falcon Owners Group in my game 'Vertical Mayhem', (without my
permission). He then proceeded to advertise that this was an 'exclusive' for his
'group' and hence make lots of money of my back.

Could someone please teach this guy some netiquette?

:>Richard Davey
:>Falcon Owners Group (UK)

Griff
--

693. Re: Calamus Fonts, OR NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 10:29:46 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.781957786@paddington>
Source record: 179269

hemurphy@prairienet.org (Henry E. Murphy) writes:

>In a previous article, tasmeran@ars.ath.forthnet.gr () says:

>>IK>I used to use Calamus v1.09, and had LOADS of fonts - who doesn't?!
>>IK>I've since moved upto S, but a number of fonts won't load, and return
>>IK>the messages;
>>IK>incomplete font (or something similar)

> As a one-time commercial font developer, I can tell you that our company
>used to do some "tricks" to our Calamus fonts so that the Calamus font
>editor would not load the font, thus preventing modification of the font.
>Unfortunately, SL won't load those fonts either...
>New versions of our fonts have had these tricks removed and work fine in SL.
>Henry from MS Design

I am working on a program to find broken fonts and fix themso they will load into
things like SL without problems. I'll post more nearer the time (much work to do...)

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

694. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 10:38:21 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.781958301@paddington>
Source record: 179270

cm3hirjd@soc.staffs.ac.uk (R.Davey) writes:

>In my local newsagents I was flicking through a copy of ST Format (well
>you don't expect me to buy it do you?) and I noticed an advertisement
>from Silica Shops selling 1 meg Falcon's with no HD for 399 UK pounds a
>piece. This is a substantial price drop and now puts the Falcon base
>machine in the reach of a much larger proportion of the ST owning
>community who'd like to upgarde.

I saw this too, and am seriously thinking of getting a 'bird'.

>Now for the bad news. 1 meg Falcon's are like birds with no wings, they
>just don't function the way they should. You are severly limited in
>everything you do, 1 meg on an ST may be fine for most applications, but
>on a Falcon it just doesn't do the machine justice. Want to view some of
>those amazing True Colour graphics? Forget it. Heck even in 256 colour
>mode the 1 meg machines are pushing it a bit. The majority of Falcon Pd
>and Shareware will not operate on 1 meg machines, lots of the utils will
>but 99% of the demos will die, most the games will have problems and the
>other misc software will be a really hit and miss affair.

Well, I intend to get a SIMM board for the Falcon and wop me 4meg SIMMS that are currently sitting in my STE in that. Plonk the original 4 256K SIMMS back in the STE and flog it off.

>The other problem is the lack of hard drive. At least you have a high

Already got a SCSI+Link, so sell the Link and buy a SCS2 cable...

>Next there is the monitor to consider. For serious applications use you

My SM124 will do for the time being...

>My point? Well if anyone is thinking of treating themselves to a Falcon
>at the new price this Christmas then please consider the above carefully.
>Sure you get the beast for under 400 quid, but you really need it
>upgraded to 4 meg. Then a decent monitor (which you will hopefully
>already have, or could perhaps steal from work or something!) and then
>the hard drive. It does indeed all add up making a bargain buy something
>a little more nasty. But... you'll end up with a damn fine machine at
>the end of it!!!

It's certainly a lot cheaper than the original price of 600 smackers for 1meg machine. Anyone notice that in the same issue there is 1meg Falcons advertised (can't remember which advert) for 299 pounds (though I think this is a misprint... :-)

--
|> | | According to the latest official

|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

695. Re: Lattice C extended GEM Libraries

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 10:39:14 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <37geci$npo@whitbeck.ncl.ac.uk>
Source record: 179271

The EGEM library comes with a makefile for lattice, but requires the
lattice MiNT library as well to compile.

DULIB (my own creation) works with Lattice (5.52 +) or GNU C.
If you want the above, mail me (I've not written any real docs
yet so it hasn't recieved a general release). I've also done a
version for HiSoft Basic if anyone doesn't like Ofir's Library :)

Craig.

```
__ _
| \ | | / | Makers of CLA
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
---------------------------------------------- o ----------------------------
```
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

696. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 10:59:34 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <37gfim$75n@newshost.uni-koblenz.de>
Source record: 179272

In article <1994Oct10.132220.194@newsserver.rrzn.uni-hannover.de>,
and@sun1.mim.uni-hannover.de (Andreas Kromke) writes:
|> In article ka@percy.cs.bham.ac.uk, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
|> ...
|> >

|> 2B are not adding anything to MagiC3. It was always me who did the
|> main things in MagiC. MagiC 3 will have 3D-Look (optional!!),
|> Iconification, drag&drop, a lot of MiNT-functions and loadable device
|> drivers and file systems and background floppy and harddisk access.
|> And some more other things.
|>

|> ------------------------
|> ANDREAS KROMKE
|> UNIVERSITAET HANNOVER

Wow! This sounds very good! But will MagiC 3 also have memory protection
for machines with 68030 or 68040 processor? That would be very helpful.

Regards,

Christoph

697. Re: ?ST->Mac, text files

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 11:24:15 UTC
From: jws4p@Virginia.EDU
Message-ID: <CxK50G.KwL@Virginia.EDU>
Source record: 179275

To transfer files from a ST to a Mac you could download Diamond
Format from umich archives. This program can format ST disks
such that they can be written to and read by an IBM or a Mac
using AFE (Apple file exchange?)
-John Stanmeyer
p.s. is your friend interested in selling any of her old ST
hardware/software?

698. Re: Nova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 11:28:26 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <37gh8q$75n@newshost.uni-koblenz.de>
Source record: 179274

In article <CxHs87.GF2@world.std.com>, Lexicor@world.std.com (ysiu@lexicor.com) writes:
|> In article <37cl6j$hgs@uqcspe.cs.uq.oz.au>,
|> Warwick Allison <warwick@cs.uq.oz.au> wrote:
|> >gert@ttgk.textlitho.nl (Gert van der Knokke) writes:
|> >
|> >>Does anybody accidently know what kind of VGA card NOVA is using inside their
|> >>black box ?
|> >
|> >ET4000 (NOVA)
|> >ET4000/W32 (NOVAplus)
|> >????????? (SuperNOVA)
|>
|> ATI Mach32 2 Megabyte VRAM
|>
|> Btw, the box and the drivers are not for sale separately Jonal..
|>

It might be understandable that the box and the drivers aren't sold
seperately - then probably thousands of ATARI users would buy the
box and the drivers from Lexicor/Computerinsel and the PC cards from
a PC retailer at realistic, affordable price.

But fact is that currently, the average ATARI user cannot afford a
very common graphics card like a VGA ET-4000 W32 which actually
doesn't cost more than 150$ or even less, just because of the
price policy of the ATARI graphics cards vendors.

Neither is the NOVA adaptor and the driver software sold seperately
at an affordable price, nor is the price for the entire system reduced.
And nobody seems to realize that with a much lower price, sales could
increase dramatically so that the overall profit is the same as before
(ever heard of a mass market)? But with the effect that a lot more ATARI
users are satisfied with the capabilities of their machines and do not
change their computer platform.

Regards,

Christoph

699. For Sale: ST, Software, Hardware, Misc.

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 11:37:37 UTC
From: dunham@src.honeywell.com
Message-ID: <37ghq1$7td@moon.src.honeywell.com>
Source record: 179276

```
Individual ATARI ST Hardware/Software items FOR SALE:

--- H a r d w a r e ---

Atari ST 520 + P.S. + mouse (no monitor or drive) - best offer
--------------------------

Master 3S DSDD 3.5" external floppy drive & P.S. - $50
-----------------------------------------------

Monitor Master - $15
--------------
o Push button switching between color & mono monitors.
o Video & Audio RCA output jacks for VCR, TV, or sound system.

ComputerEyes Color Video Digitizer - $80
---------------------------------
o Color video digitizer saves to DEGAS format, BUT I'm also including:
o DIGISPEC.ACC: 512-color conversion of CE raw output saves to SPECTRUM.
o RAW2RAW.PRG: converts CE raw files (192 Kbytes) into True Color RAW format.
These are viewable with PCHROME.PRG in STE Photochrome Mode, and
displays 19,000 colors out of 32,768 (15-bit color) on STE's.

>>SPECIAL: Buy the above CE+Digispec+Raw2raw AND Spectrum 512 w/Unispec - $100

Canon BJ-200 inkjet printer - $175
---------------------------
o 360x360 dpi - 1 year old - works great - prints superb graphics too.
o BJ10, Epson LQ, IBM Proprinter emulations.
o Works with tons of ST software, including Pagestream, Cubase, STraight Fax,
GEM-View, IdeaList, Degas, screendumpers, etc.
o Has built in fonts and supports downloadable fonts.

LogiKhron Clock Module (for cartridge port) + software & lithium bat. - $15
----------------------

Dead SM124 Monochrome Monitor (I think it's the xformer or P.S.) - make offer
--------------------

Dead SM1224 Color Monitor [Goldstar] (flyback left the nest!) - make offer
-------------------------

--- S o f t w a r e ---

CUBASE SCORE 2.0 + dongle + manuals - all for $225.
---------------------------------
o Many >>new<< features added since 3.1 including:
o Obviously, improved Scoring, way beyond v3.1
```

o 128 tracks total (up to 31 tracks viewable in one editor at a time)
o Improved program performance in terms of speed
o All open editors follow song in real-time
o New, enhanced file selector module made for Cubase
o More free modules including Arrpegiator, General MIDI, and SysEX modules
o New "3-D" Mixer Maps with many improvements and new features
o New Groove Editor holds 64 grooves of ANY length
o Tons more - too much to mention!

Studio Module & Cuetrax Module (for CUBASE) - bundled - $100

Studio Module is a Librarian that loads into Cubase 3.0, 3.1, Cubase Score and Cubase Audio Falcon to load and:
o display all sounds of each keyboard, module, drum, and MIDI F/X device. Your total library now viewable in chart format within Cubase!
o Automatically renames Parts for you and inserts Bank & Program Changes!
o Features TOTAL RECALL of all your SYSEX dumps for everysong, or, if you already have all the correct sounds, offers name-only support of all voices.
o Supports 360, Akai, Alesis, ART, BIT, Casio, Digitech, DMC, EMU, Kawai, KMX, Korg, Kurzweil, LExicon, Oberheim, Peavy, Roland, Sequential, Voyetra, Waldorf, Yamaha, Zoom, and Generic and Universal drivers, plus you can author your own drivers using Dmaker.

Cuetrax is a graphical Mastertrack replacement Edit Module.
o Displays tempo as editable graphic
o Featuring time as SMPTE, frames, 16 & 35mm film, and 1/1000 seconds.
o Metered and time based graphic "hitpoints".
o "Fit" time feature added.
o Original mastertrack preserved & improved to display various time formats.

> Special: I will bundle this WITH Cubase Score 2.0 for $300

DigiDesign's Sound Designer - 16-bit sample editing - (payed $300) - $75

Supports many samplers, including Sample Dump Standard. Perform EQ, crossfades, loops, Fast Fourier Transform analysis and display, cut/paste + hand-draw, etc. Samples transfered via MIDI. Unlimited file/edit size (uses Hard Drive or floppies for "virtual" memory buffer).

SPECTRUM 512 Paint Program + UNISPEC + DIGISPEC + manuals - $30

This includes the oroginal SPECTRUM 512 & bound manual plus:
o UNISPEC.ACC, program & manual - many more features including Screen memory stealing & capture from other programs you traditionally can not save!
o DIGISPEC.ACC and program - GIF to SPECTRUM convertor and image processor.
o DIGISPEC.ACC and UNISPEC.ACC allow you to pass your picture to a suite of applications for rapid processing, thus combining many graphics features from many programs into a seamless session.
o UNISPEC also performs the most amazing SPECTRUM to DEGAS conversions using user-defined dithering and color pallete control.
o UNIPSEC has superior dithering and image processing features lacking in SPECTRUM 512.

More Software:
----
* NeoDesk 3.03 + bags of clever icons! - $15
* ICD CleanUp! ST - also includes a special version that supports up to 500+
Meg BGM partitions! (only works with ICD Link) - $10
* Degas Elite & truckloads of fonts - $10
* Antic's Flash 1.61 + Shadow (background transfers) - $15
* Hybrid Arts EZ-Track 20 track MIDI recorder - $5
* DMJ GIF Version 3.0 GIF to Spectrum/Degas processor + manual - $5
* Michtron TuneUp! Hard Drive optimiser - $5
* CZ Android - editor/librarian/generator for CZ-101, CZ-1, CZ-1000 - $15
* ProCopy - $5
* Atari STE "BASIC" Language program + manual - $10

Make offers via e-mail to: dunham_scott@htc.honeywell.com
chortles & guffaws to: alt.pong
and outright flames to: alt.weenie-roast!

Cheers,
Scott

|\ Scott Dunham \ooo| Internet: dunham_scott@htc.honeywell.com
|o\ Artist / Musician \oo|- -
|oo\ Celestial Echoes \o| Key fingerprint = 05 F9 73 23 9E 92 C5 71
|ooo\ M . U . S . I . C \| [PGP 2.6] DE 94 7B 75 7C 10 DF 4E

700. The BBS Directory - FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 11:44:43 UTC
From: mkw1@unix.brighton.ac.uk
Message-ID: <1994Oct12.114443.5457@unix.brighton.ac.uk>
Source record: 179280

The BBS Directory is still available from the author!

* Rated 85% in ST Format
* Rated four Star in Atari ST Review
* Over 620 UK Bulletin Boards listed
* Over 780 UK codes STD codes known and locations placed on a UK map
for easy location
* Cuts your phone bill by enabling you to search for local BBS's
* Can save search results and place them into popular comms softwares
dialing directories.
* Prints out BBS's directories for reference
* Extra information available on most boards
* Code de-coder and much more!

* ONLY FIVE POUNDS STERLING! *

Interested? Then mail mkw1@brighton.ac.uk for more information!

701. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 11:52:31 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Oct12.115232.1401@cathy.ijs.si>
Source record: 179277

In article <37bp4v$q8q@percy.cs.bham.ac.uk>,
Chris Ridd <C.J.Ridd@cs.bham.ac.uk> wrote:
>But why have something *explicitly* for the Falcon? What can the
>Falcon *really* do that other ST/TT models can't? The DSP chip is the
>only major feature; and DSP articles could live in the .programming or
>.sound groups.
I have an idea. How about if we, instead of comp.sys.atari.falcon, create
a group called comp.sys.atari.030 for all atari systems containing the 68030
Motorola? This would include Falcon, TT, PAK 030 accelerators and even
medusa....

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

702. Re: SPeedo 5 and NVDI query

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 11:53:35 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <37ginv$17h6@info2.rus.uni-stuttgart.de>
Source record: 179278

In <CxI6uF.Jnn@westminster.ac.uk> avsec@westminster.ac.uk writes:

>
> I sort of got the idea that NVDI had SPeedo GDOS built into it.
> Surely this can't be correct!! 8-o
> Also, is NVDI 3 likely to be upgraded in the very near future for
> SPeedo 5 compatibility ?
Read the GDOS FAQ:
<ftp::ftp.cs.tu-berlin.de/pub/atari/Gdos/gdosi22e.txt.gz>

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

703. Can't contact author of World Conquest

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 11:56:02 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-121094115603@ngalm099.gal.nt.com>
Source record: 179273

I have evaluated Alois Febler's game World Conquest (a world war type strategy game). I wanted to register for the latest version, but I cannot get a reply to my e-mail.

Does anybody know if Alois (e-mail = hubba@ezinfo.vmsmail.ethz.ch) is still around, or involved with the ST scene ?

I believe there may be some registered users in Northern Europe (according to the readme file); anybody got any ideas?

Regards

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

704. 520ST for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 12:27:16 UTC
From: sknox@us.oracle.com
Message-ID: <37gkn4$i3a@dcsun4.us.oracle.com>
Source record: 179285

AS the title states.

520ST enhanced to 1 meg with external 720K 3 1/2 drive,
Color monitor
40 meg HD

Some software(not sure what, selling for friend)

Best Offer - needs to sell quickly

Reply via EMAIL to me or you can call him directly:

802-223-9845, ask for Kevin.

Thanks
Steve

705. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 12:39:54 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <37gleq$hsu@mercury.dur.ac.uk>
Source record: 179279
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve H. Ridd (ps1908@wlv.ac.uk) wrote: : >Roger Sheppard.
(sheppard_r@kosmos.wcc.govt.nz) wrote: : > : >: To me FDT is the bigest
piece of crap that I have ever come accross, : >: its writen in GFA, that
can never be faster that assembly..

: But I've heard Interpreted GFA is faster than compiled C or Pascal!

Not true, I'm afraid - C is lower level and therefore potentially much
faster than either Pascal or GFA (especially interpreted GFA). But if you
don't write well optimised C code, then it could be slower.

ATB,

Martin

M.J.Maisey@durham.ac.uk

706. Re: NECROMUNDA by PARANOIA

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 13:10:34 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CxK9xM.3tK@exeter.ac.uk>
Source record: 179281

In article <37ehqc$r79@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

> : > Love them mate, and I have LOADS of real killers on my Falcon.
> : Really? What are they? I've only found a couple of Falcon demos that are
> : vaguely good - Laser and Xperience.

> Then you are not looking in the right place!!! The demos I have that I'd
> recommend are:-

:) I regularly scour German and French FTP sites for new demos. Unfortunately
most of them are either non-impressive or technically impressive whilst
not looking very impressive IYSWIM.

> 1) Are You Experienced by EKO - superb DSP effects, light sourced 3D
> space battles, stunning plasma fire effect and real-time Cybermorph fly by.

Got that one. Wasn't too impressed by the space battle (frame rate too low)
and it doesn't like my VGA monitor much. Plasma effect was good though.

> 2) Cycedelic Knockout by the Mugwumps - There really isn't anything close

The intro sequence is fun to watch, but this could easily have been done
on an STE - it doesn't show off the Falcon.

> 3) Weltscmerz by Avena (sorry for bad spelling) - a very shocking but

Basic stills and flashy text - again not showing off the Falcon.

> 4) Strange Circumstances by New Trend - some very nice and clever effects
> make this a worthy demo to watch a few times, but not in the 'top' league.

This one is better, it has effects that look good, look fast and is
professionally presented.

> 5) Autowashen Verbooten by Lazer - 6.5meg of pure, unadulaterated demo,
> 15 mins of non-stop mind blowing effects. morphing. vectors. great
> music. clever and colourful effects. The one that no-one should be

Got this one and was vaguely disappointed after all the hype. The vector
graphic frame rates are too low for it to look good. The 'Lanix' section
at the beginning is plain boring. Some of the effects look good.

One you might like to look at that impressed me was Xperience. (get it from
ftp.cnam.fr). Now this was very impressive, high speed fast updating effects
synchronised to the music. Includes amongst other things, very fast gourad
shaded vector graphics, texture mapping with various extra effects, and to
top it all a real-time fractal zoom on the mandelbrot which is texture mapped
onto each face of a rotating cube! Try that one on an amiga...
Only downside to this demo is a _very_ poor vector graphic sequence at the

end.

> I can name a _lot_ more if you like, I think I'll compile a
> falcon.demo.faq soon as my PD library seems to be overflowing with the

Please do, any I haven't got I can go and have a look at. I really wish
a group would code a demo with all the good effects in and none of the
bad - something you can run to show off the machine without having to say
well this bits crap, but in 6 minutes time it does a good effect...
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| D2D version of SuperSam due to be released real soon now! |
+---+

707. Demos

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 13:27:08 UTC
From: iagaw@cluster1.urz.uni-halle.de
Message-ID: <9410121326.AA11213@cluster1.urz.uni-halle.de>
Source record: 179282

Is anybody out there,who has the "Flashback"-Demo by TCB and the latest Mega-demo by Dune for the ST and could ftp them to ftp.uni-kl.de?

I've heard that Dune is making an Wolfenstein-Clone for the STE. Is this true, and when will it be out (I hope, very soon!) ?

MBS

708. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 13:40:38 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <37gp0m$euc@percy.cs.bham.ac.uk>
Source record: 179287

matija.grabnar@ijs.si writes:
>In article <37bp4v$q8q@percy.cs.bham.ac.uk>,
>Chris Ridd <C.J.Ridd@cs.bham.ac.uk> wrote:
>>But why have something *explicitly* for the Falcon? What can the
>>Falcon *really* do that other ST/TT models can't? The DSP chip is the
>>only major feature; and DSP articles could live in the .programming or
>>.sound groups.
>I have an idea. How about if we, instead of comp.sys.atari.falcon, create
>a group called comp.sys.atari.030 for all atari systems containing the 68030
>Motorola? This would include Falcon, TT, PAK 030 accelerators and even
>medusa....

:-)

Of course, the Medusa would need to be in comp.sys.atari.040 or maybe
even .060 when that version comes out.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

709. RE: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 13:49:01 UTC
From: matej.kenda@uni-mb.si
Message-ID: <1994Oct12.144901@tferi4>
Source record: 179205

I've seen a discussion about creating new news groups. Here's my suggestion:

Why don't we have different groups for software and hardware?

/|\

matej.kenda@uni-mb.si

710. Re: What Toad?

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 14:24:18 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94285.102418STIRRE31@MAINE.MAINE.EDU>
Source record: 179298

Actually, Tom, Run PC sent me a very nice catalog. They, too,
are in the States (Utah?). Anyway, just thought I'd let you
know :-).
-scott tirrell

711. Re: Stardust demoversion available on FTP

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 15:01:14 UTC
From: s9205525@otto
Message-ID: <37gtnq$jjm@aggedor.rmit.EDU.AU>
Source record: 179283
Cross-posted to: comp.sys.atari.st,maus.sys.atari.software,sfnet.atk.atari

```
: I gather .lha is used by Amiga people, not by Atari people..!!

: Err... isnt .lha sposed to be LHarc??? or as we know it .lzh

--
*************************************************************************
* *
* John Moon *
* (My Amp only goes to 19) *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* AUSTRALIA THE LUCKY COUNTRY????? *
* *
*************************************************************************
```

712. Re: Apex Media where are you?

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 15:12:31 UTC
From: nj1@ukc.ac.uk
Message-ID: <9929@falcon.ukc.ac.uk>
Source record: 179284

In article <37e5tn$qpk@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>I saw Apex at the Bristol show too which is why I am wanting it so badly!!
>What did you think of the show? I thought it was brilliant, esp. the
>Brad Koda stand! :-)

I thought the show was great, so I'll probably go to the one in London later this year as well!!! Seriously, there was so much enthusiasm there I really didn't care about what all my PC owning friends say about Ataris.....

I was one of the ones with an advance order for ChromaStudio 24, but Dave Encill of Titan Designs said I'd be getting a copy of Apex Media instead - the Bristol show was the first time I'd seen it running and quite frankly I was amazed!!!!

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

713. Re: What Toad?

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 15:56:52 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <37h104$k4m@btmplq.god.bel.alcatel.be>
Source record: 179286

In article <37ekl4$ra6@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>OK, sorry for being a lame Brit, but who or what is Toad?
>Can I assume it's some kind of American Atari software/hardware supplier?
>Or am I barking up the wrong tree here? Is it like a US version of Compo
>or something?
>

In article <37f58v$dpv@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>Try calling 1-800-535-4290 (D&P Computers) and ask for their catalog-on-disk.

Try calling any 1-800 number from the UK and see how far it gets you... (unless you have an AT&T calling card or similar, like me 8>).

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

---

714. Posting Binaries in c.s.a.s.

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 16:24:56 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410121533.AA08567@ilmen.lanl.gov>
Source record: 179288

First of all, this is just a REQUEST, OK?
=======

It's not a whine, a bitch, a gripe, a complaint, or a whinge... just
a polite request for everyone to consider (or ignore). Whew! ;-)

If at all possible, please do not post huge encoded binary files to
comp.sys.atari.st or any other newsgroup except those especially
intended for such files (such as .sources or .binaries).

You are not 'supposed' to post those files here anyway according to
the 'net rules of use' (call them guidelines, if you wish). Why?
For a number of reasons. First of these is that your encoded file
may have a limited audience. Not everyone might be interested in
it. In this case, posting a notice that said file is available in
the .sources group or emailing it to interested individuals would
be more appropriate and waste less of that proverbial bandwidth.

Secondly, some folks have to pay out of their own pocket for access
to the Usenet. Depending on their newsreader, they may have no choice
as to which post to read/download or no indication of how large a
given post is. Obviously, they won't be particularly pleased to d/l
a huge binary post that they don't care about in the first place.

Lastly, some may not have access to uudecoding/binhex utilties so
even if they have the file, they can't do anything with it anyway.

Personally, I have no problem with encoded files here (especially
short files of general interest) as I can just skip over them if
they don't interest me. But not all users are so fortunate. Your
future consideration on their behalf would surely be appreciated.

And once again, this is just a REQUEST for those who might not be
aware of the situation some users are faced with. And as with all
things on the nets, you are still free to make your own choices. :)

Thanks,

-Hutch- @ Fair Dinkum Tech

715. Re: What Toad?

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 16:43:12 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410121551.AA08583@ilmen.lanl.gov>
Source record: 179290

In article giv@msuinfo.cl.msu.edu, hopper_t@msupa.pa.msu.edu () writes:
>In article <37ekl4$ra6@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk
>(Requiem) writes:
>>OK, sorry for being a lame Brit, but who or what is Toad?
>>Can I assume it's some kind of American Atari software/hardware supplier?
>>Or am I barking up the wrong tree here? Is it like a US version of Compo
>>or something?
>
>Yeah, you've got it exactly right. Probably the reason TOAD is so popular
>here in the US is that they've got their own catalog, and no other Atari
>dealer does.

Well, they are not the ONLY US Atari dealer with a catalog, but I dare say they are probably the largest and most well known. Toad has been around for many years, having grown tremendously from their initial establishment as a hard drive supplier. They have managed to survive in a market where most of their competitors have fallen short or shut down. And while they still suffer growing pains, I venture to say that there are a lot more _satisfied_ Toad customers than angry ones out there.

And to top it all off, their catalogs are informative, even humorous. Dave and Jennifer Troy are two of the nicest folks you'll ever meet and long-time partner, Ray Mitchell, is a tech wizard.

Which reminds me... for those who can make it, they hold an annual ToadFest event each year at their store near Baltimore, Maryland with free booths for developers, door prizes, contests, etc. This year's event is 3 & 4 December so if possible, go check it out. You'll meet local developers, have access to many specials, and may walk away with a free prize. They also raffled off a Jaguar last year to benefit a local charity. See? I told you they were nice folks! :)

Toad Computers
570 Governor Ritchie Highway
Severna Park, MD 21146-2925 USA

800-448-TOAD (US & Canada Toll Free)
410-544-6943 (info & international)
410-544-1329 (Fax)
toad@genie.geis.com

-Hutch- @ Fair Dinkum Tech

716. Virtual memory on Atari ST with MC68010

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 16:55:34 UTC
From: Sole@EMBL-Hamburg.DE
Message-ID: <37h4e6$mdp@dscomsa.desy.de>
Source record: 179289

Hi,

I own an Atari STFM with 1Mb memory (sic) and I would like to work with it in a 3 to 4 Mb memory environment without spending a lot of money (it's difficult to justify a big investment on such machine).

I've read the 68010 is like a 68000 but it can support virtual memory. Does anybody know how one can take the 68010 advantages on an atari ST? Would be possible to run the Spectre emulator with it?

Do I have any other way ? -on the Macs with a 68030 the operative system takes care of virtual memory -

Thank you for your help.

Armando

717. TOS 1.4 Help

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 17:06:13 UTC
From: bign@iac.net
Message-ID: <37h525$spq@great-miami.iac.net>
Source record: 179296

I've just installed TOS 1.4 that I got from TOAD today. Trouble is that
it came with no documentation as to what is different from TOS 1.2. Could
somebody send me information on "features" and bug fixes.

--

____
|Todd Hogarth | Hazardous Waste Specialist. 2 Yrs Experience.
|bign@iac.net | RCRA, TSCA, DOT, OSHA, HAZWOPER. BS Degree.
|bign@fragile.termfrost.org | Relocation no problem.
----

718. FORSALE Atari 8bit system cheap!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 17:24:46 UTC
From: gcc@kookaburra.krldwa.mccaw.com
Message-ID: <37h64u$bnn@ftp-p.mccaw.com>
Source record: 179291
Cross-posted to: comp.sys.arari.8bit,comp.sys.atari.st,misc.forsale,seattle.forsale,pnw.forsale,mccaw.forsale

I have the followin for sale

Atari 800 8 bit b revs
1050 disk drive
850 interface
830 (300 baud modem)
Comstar 160 bps 9 pin printer (very close to epson compat)
Mono Monitor.
Plus all cables and a power strip if you want it.

Software
Tons including the following with manuals

Action programing language
Polly Parot (sound digitizer)
Music composition pakage (can't remeber the name)
Mail order monsters
Speller checker from antic mag

Fansastic starter package. Still a great computer with new software
still being written, or write you own with the award winning "Action"
langauge, worth $60 all by it's self.

All for $250 including shipping or $200 if you pick up in Seattle

Contact George Constantine at George.Constantine@mccaw.com

or call 206-828-2384 W 9-5 PST
206-771-5251 H after 6pm PST

719. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 17:41:02 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <37h73e$ic6@terminator.rs.itd.umich.edu>
Source record: 179297

I wouldn't say that the Falcon isn't an ST. In a way it depends
on what monitor you have. When I was running with a 1224 it seemed like
an STe+, but now that I have a multisync it's a whole new world.

There are a number of good reasons to create a Falcon owners group.

1. TOS 4.0x has it's own peculiar bugs that can be a pain to
figure out.

2. There is alot of new Falcon specific software coming out now.
And this would give us a place to discuss it without confusing
someone who is new to the net and just has an ST.

3. Why not maus net supports one. Who cares if it doens't get 200+
messages a day.

4. It gets hard to spot different subjects when you go through
comp.sys.atari.st. I usually only read my news once every
three days (gotta work sometime ;)) so when I come in
there is always a plethora of new messages. When you scan
down through the topic list its very easy to miss something
you could help people with or would want to know. A falcon
specific newsgroup would help falcon owners through our common
problems. We do have an abandoned machine after all ;)

Since the discussion seems to be implying a moderated (to some
extent) newgroup, cross posters could be dealt with.

One last thought if all else fails. Lets just start an alt
newsgroup. No where near as hard to get as a comp.sys group. And it
shouldn't be that hard to get sites to pick it up as it shouldn't ever
get to the point of costing much money or space.

Just my thoughts.

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu
dackerma@magnus.acs.ohio-state.edu

720. ST -> Falcon compatability??

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 18:08:40 UTC
From: v_white@ece.wisc.edu
Message-ID: <37h8n8$m0f@news.doit.wisc.edu>
Source record: 179207

Friends,

Having sold my old 520-ST and picked up a Falcon, I noticed
that a percentage of my ST programs do not run on the Falcon.

Anyone have the scoop on this?

In perticular, I have alot of old, but good, programs
written in the BASIC that came with the 520-ST (vintage-'86),
but I can not get it to run.

Any ideas? Patches? Useable BASICs out there for cheap? ideas?

thanks,

Victor White
v_white@janus.ece.wisc.edu

721. Re: -SC1224 monitor making

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 18:15:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199410122015.a32003@m4.maus.de>
Source record: 179292

>Hmm. My mono moniter makes a slight high-pitched noise if there's no ST
>signal going through it... I wasn't worried until now! (gulp)

Don't panic.

My SM124 eeks and squieks like it's going to explode when I press RESET on the computer. It started doing so somewhere in 1986, and it's still up and running.

722. Re: 1.44 MB with TOS 1.4?

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 18:18:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199410122018.a32004@m4.maus.de>
Source record: 179293

>>Hi! I would greatly appreciate finding out if a 1.44 MB drive can be
>>installed on a Mega 4 ST in such a way that I could actually read/write
>>1.44 MB disks? I have TOS 1.4 (1.04?) . . .
>
>>Thanks!
>
>>I think this was discussed a long time ago on this group . . .
>
>The earliest version of TOS that supported 1.44mb drives was 2.05,
>released with the first MSTes. 2.06 and up support 1.44mb (I dont know
>if the TT 3.05 supported them either, as it seems that Atari did
>some weird version changes)
>
>However, there is a nasty way to get 1.44mb from a 720k drive, all
>it requires is a hardware hack to divide the clock of the floppy
>in half, but then your stuck at 1.44 forever, unless you install
>a switch between the divider

Forget it. That's mere bullsh*t.

Any TOS will read and write 1.44 MB disks. You just need a (stock PC style) HD drive with auto-detection of disk type, and a hardware HD modification that switches the floppy controller chip from DD to HD when required. For extra reliability you might want to replace the WD1772 floppy controller chip with an Atari C302096-001A "AJAX" chip.

From TOS 2.05 onward, there is support for non-autoswitching drives, but this needs even more (and non-available) hardware. This hardware is included in Mega STE, TT and Falcon.
The only useful feature here is the "High Density" button in the "Format Disk" dialog box, which isn't there in TOS 1.x.

bye, Peter

723. Re: SPeedo 5 and NVDI query

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 18:36:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199410122036.a32005@m4.maus.de>
Source record: 179294

>I shall soon be getting NVDI 3 , but I also want SPeedo GDOS 5.
> I sort of got the idea that NVDI had SPeedo GDOS built into it. Surely
>this can't be correct!! 8-o Also, is NVDI 3 likely to be upgraded in the
>very near future for SPeedo 5 compatibility ?

NVDI 3 will have Speedo and TrueType font scaling built in as well as a GDOS.
So the only reason for using SpeedoGDOS 5 on top of it is that NVDI 3 doesn't
have an Adobe Type 1 font scaler.

bye, Peter

724. Re: Dodgy DMA Chip Number

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 18:37:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199410122037.a32006@m4.maus.de>
Source record: 179295

>Can someone please post the number found on DODGY DMA chips please - I
>saw it a few days ago but forgot to note it down.

There are no DMA chips that are dodgy "by number".

The problem is that only two types of DMA chip work properly in STEs and TTs
for fast hard drives, with the bad news being that early 1040 STEs didn't have
these chips yet.

The "good" chips for STE and TT machines are C398739-001A (DIL) and C398789-001
(PLCC). All others are "no-good".

bye, Peter

725. Re: APEX DEMO Wanted!

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 18:51:06 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941012Z185106.983dbrewood@nest.demon.co.uk>
Source record: 179225

In article <d93rkr.781822591@txfs1.hfb.se>
d93rkr@t.hfb.se "Robert Krenn - HFB T d93" writes:

> Does ANYONE else have this idea... (Maybe you Daron could tell Doug this

I asked about this long ago Rob, but it will not take place, as there isa
danger of people hacking into the code and making it full operant.

--


```
===========================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
===========================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Screen Eye and Audio/PhotoCD =
= Apex Media / Super SAM / JetMail / Semper / F-Search - beta tester. =
===========================================================================
```

726. Re: Kabold v MAXIfile..

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 20:00:07 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Oct12.170007.28433@ac.dal.ca>
Source record: 179299

In article <010929FMQDILKUQFNKWE@pplnet.com>, blade01@pplnet.com writes:
>
>
> IS>MAXIfile has a Copy files option, that will Auto select files
> IS>that will fit the destination, good for copying files to floppy, it will
> IS>select the files that fit...
>
> Really? How do you make it do that?
>
> Sign me puzzled...
>
> --
> ________ 30 lines of pleasure and friendship ________
> Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
> (713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
> Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE
>
This had me puzzled too. Eventually I decided to check the manual and
it really is there! I had totally forgotten about this feature - or
never realized it was there in the first place. I find this quite
often happens with a piece of moderately complex software. One may use
the manual quite a bit when starting out, but once you get the hang of
it the manual gets put aside. It's often an eye-opener to go back to
the manual just to see what else is in there!

John

727. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 20:24:48 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37hgmg$1nh@bs33n.staffs.ac.uk>
Source record: 179201
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: No, actually 'Richard' took it upon himself to use a disk editor to put an
: advert for his Falcon Owners Group in my game 'Vertical Mayhem', (without my
: permission). He then proceeded to advertise that this was an 'exclusive' for his
: 'group' and hence make lots of money of my back.

: Could someone please teach this guy some netiquette?

Hey thats bollocks Griff and you know it. I phoned you up to confirm
that edit and you said to remove one of the names (I can't remember which
but it was an ex-girlfriend of yours from Uni (ring any bells mate)) and
I never said in any doc files it was exclusive and I never actually sold
many copies either (about 5 I think) so get your facts right before
starting wild rumours. And yes I did PAY you 25 pounds and sent you a
load of demo ideas/gfx/music which you never did anything with, perhaps
you ought to be taught some netiquette too, or is it that reality bites hard.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

728. AtariWorks / CDROM software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 20:26:07 UTC
From: davidli@ogre.labmed.umn.edu
Message-ID: <DAVIDLI.94Oct12152608@ogre.labmed.umn.edu>
Source record: 179300

I have a copy of AtariWorks (with SpeedoGDOS) that I wish to sell. I am asking $75 postpaid.

I also have an ICD AdSCSI+ adapter card, ExtenDOS 1.21 and the Gemini Atari CD-ROM which I would like to sell, at a price of $30 for the card, $10 for the software and $15 for the CD-ROM.
(Or get all three for only $45...) Prices are postpaid.

Reply via e-mail please.

- David Paschall-Zimbel davidli@simvax.labmed.umn.edu
--
-- David Paschall-Zimbel

729. Re: FOG info.

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 20:34:54 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37hh9e$1nh@bs33n.staffs.ac.uk>
Source record: 179202

Philip Shore (avsec@westminster.ac.uk) wrote:
: This one is directly mainly at Richard -
: I tried to mail you but I got delivery faliures

Email sent to 'requiem@armory.com' shouldn't bounce at all.

: How much is it to join the FOG ?

I'd recommend getting issue 6 of our magazine via FTP and then seeing what you think. Issue 7 is out soon and will have even more details, the most current Pd listing, etc...

: And what exactly do you get apart from PD software ?

The magazine direct, but if you have FTP access it isn't worth joining, the PD library only charges a pound a disk (members only) and has over 179 disks in its collection. But if you are an avid FTP'er then chances are you'll not benefit from this. I'd recommend getting issue 7 when it appears (Nov 1st) and then decide. I'd be happy to advise you then.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

730. Black Scorpians/Apex/Dextrous News.

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 20:36:44 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941012Z203644.902dbrewood@nest.demon.co.uk>
Source record: 179226

```
Msg #51 / 1-54 Time: 12 Oct 94 20:17:54
From: Daron Brewood
To : All
Subj: Black Scorpians - Hot News!
---------[N.FALCON.MISC]-------------------------------------------
Latest news from the Black Scorpians (12/10/94)
==============================================

* Apex Media - Manual 95ompleted.
- Program 100ompleted.
- Release now very close, looking at mid-to-end of November.
- Next week the Scorpians fly over to Germany to record a
3 minute TV demonstration about Apex. He's not sure how
the clip will be used, but in some sort of computer
'news and latest technology' program. More details when
he gets back (with a tape of the recording - maybe
possible to FLX this and send it out over the net if the
Scorpians will allow it). [HOT NEWS - Scorpians have no
objections to this being done, but warn uit may be a big
file].

* BSS Debug - Black Scorpians 68030 Debugger now on sale.
- Contact Titan Designs.
- As used to develop Apex Media & Dextrous.
- The team are currently adding in source level debugging for
'C'
programmers.

* Impro - Video titling software for use with Titan Designs
genlocking hardware.
- Now being completed.

* Dextrous - Development continuing.
- Kernal of code completed.
- Work on GUI continuing, windows and sliders appearing.
- Speed in 256 colours, faster than a standard Falcon in
16 colours (running NVDI) is confirmed.

* Demo's - Apex Media - a demo program has been produced for press
review purposes. However no release is planned out into
the networks at this time. I have suggested that the
demo is released after Apex has been on sale for a few
weeks. The suggestion was taken well, so may be taken up.
- Falcon demo's. They 'lost demos' haev been found and
will definately be posted down to me soon, hopefully
before the german trip. Some of these can not be
```

released over the nets, and some are RGB only. However
the team will let me know which I can send into NeST,
and Hensa.

* NeST Ad's - Adverts for the above will hopefully soon be appearing
within NeST (Network ST's) comercial advertisement
message echo, with prices and availability. It's a good
possibility that NeST users will get slightly discounted
prices.

If anyone has any queries concerning availability of the programs, or
wants to place an order, then please contact david Encill at Titan
Designs. Remember I'm only a beta tester with hot info and news, and
you can't buy the program from me!

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Screen Eye and Audio/PhotoCD =
= Apex Media / Super SAM / JetMail / Semper / F-Search - beta tester. =
==

731. Re: Apex Media where are you?

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 20:42:46 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37hho6$1nh@bs33n.staffs.ac.uk>
Source record: 179203

N.Jones-Rodway (nj1@ukc.ac.uk) wrote:
: I was one of the ones with an advance order for ChromaStudio 24, but Dave Encill
: of Titan Designs said I'd be getting a copy of Apex Media instead - the Bristol
: show was the first time I'd seen it running and quite frankly I was amazed!!!!

That makes two of us then! (being amazed that is) ;-)
See you at the London show - Dec the 11th

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

732. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 20:45:17 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37hhst$1nh@bs33n.staffs.ac.uk>
Source record: 179204
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: Could someone please teach this guy some netiquette?

Could someone teach this guy the difference between truth and utter shit
please.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

733. Re: ST -> Falcon compatability??

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 21:25:14 UTC
From: azog@world.std.com
Message-ID: <CxKwu2.JrB@world.std.com>
Source record: 179206

v_white@ece.wisc.edu (Victor White) writes:

>Friends,

>Having sold my old 520-ST and picked up a Falcon, I noticed
>that a percentage of my ST programs do not run on the Falcon.

>Anyone have the scoop on this?

>In perticular, I have alot of old, but good, programs
>written in the BASIC that came with the 520-ST (vintage-'86),
>but I can not get it to run.

>Any ideas? Patches? Useable BASICs out there for cheap? ideas?

Probably the best bet is to get one of the 'backwards' apps for the
Falcon. Take a peek in any a.a.u.e mirror, under Falcon somewhere,
there is a file, forget what its called, but something like BACK*.TOS
(I think its a self-extracting archive). It offers a lot of switches
to help older 'nastier' programs run on the Falcon: turn down the
CPU and blitter speed, change memory access, turn off cache, and
the like...

I havent used it all that much, but I have had a little bit of luck
with it. None of my old ST games would work, tho. Not a big loss,
since I didnt have that many to begin with!

(btw: I thought that the old ST Basic came with the Falcon? I cant
find my distribution disks, so dont hold me)

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

734. Re: What Toad?

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 21:46:38 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37hlfu$omh@mailer.fsu.edu>
Source record: 179218

Chris Gray (cgra@se.bel.alcbel.be) wrote:
> In article <37ekl4$ra6@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk
> (Requiem) writes:
> >OK, sorry for being a lame Brit, but who or what is Toad?
> >Can I assume it's some kind of American Atari software/hardware
> supplier?
> >Or am I barking up the wrong tree here? Is it like a US version of
> Compo
> >or something?
> >
> In article <37f58v$dpv@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey
> Boyd) writes:
>
> >Try calling 1-800-535-4290 (D&P Computers) and ask for their
> catalog-on-disk.
>
> Try calling any 1-800 number from the UK and see how far it gets you...
> (unless you have an AT&T calling card or similar, like me 8>).

You edited out the portion of the post I was responding to. I didn't mean
the original poster, whom you have quoted above. I replied to a reply, so
to speak.

--

* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

735. Re: **FOR SALE: ICD AdpeedSTE + other **

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 22:01:15 UTC
From: dunham_scott@htc.honeywell.com
Message-ID: <dunham_scott-121094170503@mac153-61.mn09.honeywell.com>
Source record: 179208

In article <dunham_scott-101094171130@mac153-61.mn09.honeywell.com>,
dunham_scott@htc.honeywell.com (Scott Dunham) wrote:
>
> Individual ATARI ST Hardware/Software items FOR SALE:
>
> *ICD AdSpeed STE 16 MHz accelerator board - $100
SOLD
> * Monitor Master - $15
SOLD
> * Studio Module & Cuetrax Module for CUBASE - both for $100
SOLD
> * START Magazines + disks - the entire collection! - (make offer)
SOLD

I couldn't kill this post from my lame newsreader -- see >new< post from
"Dunham" for more ST items (i.e. ignore this thread).

Thanks,
Scott

736. ST Computer & printer FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 22:04:10 UTC
From: psmolin@netcom.com
Message-ID: <psmolinCxKyMy.2FC@netcom.com>
Source record: 179214
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,misc.forsale

I'm posting this for a friend in New York who doesn't currently have net access...

520 ST upgraded to 1 meg *** SLIGHTLY FLAKEY ***

- he thinks a chip just needs to be reset in it's socket

mono monitor

2 disk drives

1200 baud modem

good 9-pin printer

all cables, some software, etc...

Best (or only) offer received by Sunday 10/16 gets it.
Buyer pays shipping, or if you're in the New York city area, a pickup can be arranged. Either send an offer to this account (and I'll forward it to him) or call him at (718)-372-7440.

Ask for Vern.

737. Re: For Sale: ST, Software, Hardware, Misc.

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 22:09:15 UTC
From: dunham_scott@htc.honeywell.com
Message-ID: <dunham_scott-121094171027@mac153-61.mn09.honeywell.com>
Source record: 179209

In article <37ghq1$7td@moon.src.honeywell.com>, dunham@src.honeywell.com
(Dunham) wrote:
>
> Individual ATARI ST Hardware/Software items FOR SALE:
>
> Monitor Master - $15
SOLD
> Studio Module & Cuetrax Module (for CUBASE) - bundled - $100
SOLD
> * Michtron TuneUp! Hard Drive optimiser - $5
SOLD

These were sold, along with previously posted items:

> ICD AdSpeed STE 16 MHz accelerator
SOLD
> STart Magazines & disks
SOLD

Thank you - all other items still available for sale.

Cheers,
Scott

|\ Scott Dunham \ooo| Internet:
dunham_scott@htc.honeywell.com
|o\ Artist / Musician \oo|- -
-
|oo\ Celestial Echoes \o| Key fingerprint = 05 F9 73 23 9E 92 C5
71
|ooo\ M . U . S . I . C \| [PGP 2.6] DE 94 7B 75 7C 10 DF
4E

738. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 22:11:27 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxKyz3.75E@cix.compulink.co.uk>
Source record: 179216

> My problem is with the title - where do TT users go? Many 'Falcon'
> specific topics would be of interest to us too.

I'll second this. Maybe we need a comp.sys.atari.030 group. That would
cover the PAK3 users as well.

Like it or not, the Falcon *is* very closely aligned to the ST and TT. If
Falcon owners really want to go off into a huddle on their own - then so
be it, but note - when a Falcon owner asks a question here - its not *just*
Falcon owners who answer.

Roland.

@CiX

739. Re: ST -> Falcon compatability??

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 22:26:23 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <37hnqf$hc6@msuinfo.cl.msu.edu>
Source record: 179210

In article <37h8n8$m0f@news.doit.wisc.edu>, v_white@ece.wisc.edu (Victor White) writes:
>
>Friends,
>
>Having sold my old 520-ST and picked up a Falcon, I noticed
>that a percentage of my ST programs do not run on the Falcon.
>
>Anyone have the scoop on this?

Different processor, different TOS...

Try Backwards (v2.22 is, I think, the current one). This program tries (and succeeds pretty well, from what I've heard) to emulate the older TOSes.

>thanks,

You're welcome, ;-)
Tom
hopper_t@msupa.pa.msu.edu

>Victor White
>v_white@janus.ece.wisc.edu
>
>

740. Re: Nova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 22:35:07 UTC
From: Lexicor@world.std.com
Message-ID: <CxL02K.K22@world.std.com>
Source record: 179211

>Fair enough.
>But how about this; you have an existing Nova card, and want to upgrade the
>guts of it from, say - an ET-4000 to a Mach-32. Is that possible without
>exchanging the whole choo-bang ?

I am afraid not, however the policy has always been to upgrade the unit
for the cost of the difference of the unit + shipping, at least with
Lexicor Software Corporation.

Yat @ Lexicor

741. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 22:38:02 UTC
From: Lexicor@world.std.com
Message-ID: <CxL07E.LCD@world.std.com>
Source record: 179212

>I have an idea. How about if we, instead of comp.sys.atari.falcon, create
>a group called comp.sys.atari.030 for all atari systems containing the 68030
>Motorola? This would include Falcon, TT, PAK 030 accelerators and even
>medusa....

The Medusa has a 68040, otherwise the idea sounds feasible :)

Yat @ Lexicor

>
>--
>"My name is Not Important. Not to friends.But you can call me mister Important"
> - Not J. Important
>Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
>Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

742. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 22:42:12 UTC
From: Lexicor@world.std.com
Message-ID: <CxL0EC.n3E@world.std.com>
Source record: 179213

>NO THERE IS NOT, and Atari does not release figures on this, the last I ever
>read was 7000 in the UK....

the UK isn't were the most falcons are though, it's still Germany

>The only software that is comming out is ether PD/DTP or Midi...
>

Is it? well there are a whole new set of Graphics Packages released ever
since the falcon appeared, picture processing tools, object renderer and
raytracers (Phoenix-Xenomorph, Raystart, DA Picture, DA Render Kit, Morpher,
etc.)

Yat @ Lexicor

>
>Must home users need more than that, and no 8 meg ram support...
>
>
>
>>Eva Crouse
>
>
>***
>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
>* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
>***
>

743. Re: ?ST->Mac, text files

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 22:48:10 UTC
From: hjv@phil.ruu.nl
Message-ID: <37hp3a$3r1@chico.staf.phil.ruu.nl>
Source record: 179220

>A writer friend of mine who has been working for years on an Atari ST has
>just bought a Mac (Quadra 605) and is keen to get her files transfered to
>her new machine. Does anyone have any suggestions on how this could best
>be handled?

Your friend should have a copy of the Mac program "Access PC" (a must have).
This allows Macs to read PC-disks. Now if you format a floppy on a ST with TOS
1.4 or up, the Mac will be able to read this floppy. If she has TOS <1.4, you
should dig up some formatting utility from a.a.u.e that will allow you to
format PC-compatible disks.
I have a Mac and ST standing next to each other on my desk, and I drag files up
and down this way every day.

Minor additional problem: if you save a plain (ASCII) text file on the ST, all
lines will end in CR/LF, whereas the Mac only uses CR -- which means that upon
opening a ST text file on the Mac, every line will begin with an annoying LF
character. Solution: preform a search/replace on the Mac, or find a utility
that strips all linefeeds from a textfile (I think I have such a beastie
somewhere on my HD...).

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)

... I'd rather die than find myself betrayed again ...

744. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-12 23:13:42 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EJNAAJUQ@ttgk.textlitho.nl>
Source record: 179230

In <37e6gh$qu2@bs33n.staffs.ac.uk> Requiem wrote :

>Gert van der Knokke (gert@ttgk.textlitho.nl) wrote:
>: The Falcon is an Atari, so it belongs into the 'standard' Atari areas,
>: period.
>
>No, no, no you are wrong. The Falcon _doesn't_ belong on the
>comp.sys.atari.ST group because it isn't an ST and never was. If this
>was called comp.sys.atari then perhaps it would be better, but it isn't.

Yeah, sure, what am I doing here anyway, I have a TT........
So let's vote for an 'comp.sys.atari' with no extensions attached !

Suppose you have a ST, you are happlily reading all sorts things in your
'comp.sys.atari.st' area and things are starting to dry up, you will never
know anything about the truly amazing other Atari's because no one is
posting anything about it in 'c.s.a.ST'
Result, you throw away your ST and buy a PC.....

Gert

--

-- --
Atari TT-Point
-- --

745. Re: sh204 = scsi or what?

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 00:07:22 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EJNAAJUX@ttgk.textlitho.nl>
Source record: 179195

In <CxI8o9.44u@cs.vu.nl> Ivo van Poorten wrote :

>>Funny enough, this oldest of all Atari hard drives is the only one that works
>>on the Falcon030: Just remove the host adaptor.
>>Furthermore, one can remove the Adaptec and the drive and replace with a plain
>>SCSI drive.
>
>And if I keep the host adaptor in it, but replace the Adaptec+drive by a
>plain SCSI drive, will it still work on a 1040STE?
>
>Ivo

A few years ago (when I still had a ST instead of a TT) I 'upgraded' my SH204 with a Seagate ST296N. I removed the Adaptec board and the ST225 and put in the ST296N, connected the flatcable from the ACSI board to the drive and formatted the whole bunch with AHDI. Although the drive ran fine, I couldn't get the thing to autoboot... So I was forced to leave a floppy with the AHDI driver in the floppy drive. After a couple of months I replaced the ACSI adapter with a SCSI adapter from the German magazine 'CT'..... The system autobooted just fine with this SCSI adapter, I could even set the interleave to '1' which seemed to be quite special for a ST296N (small buffer), with the SH204 board the interleave had to be set to '2' to get a 'decent' throughput. So I guess it's just going to be some 'trial and error'...

Gert

--

-- --
Atari TT-Point
-- --

746. Alternate desktops with TOS 2.xx and greater

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 00:38:38 UTC
From: azog@world.std.com
Message-ID: <CxL5sE.CxF@world.std.com>
Source record: 179215

I am just curious as to who uses replacement desktops, with a TOS of 2.06 and up, and why?

I used to have an STe with 1.62, and purchased NeoDesk 3.2 for it, and for this version, NeoDesk was great. I had tried an older version of Gemini (sp?) but was not fond of it.

Soon, I replaced the 1.62 with 2.06, and had all or most of the features of NeoDesk in that: desktop icons, and other nifties. Now I am running a Falcon with 4.04, and I am seeing that NeoDesk 4 has been released, and am wondering if I should spend my money on the upgrade from 3>4? What will NeoDesk 4 give me that I dont have with TOS 4? Dont say 'multitasking', cause I use MTOS, and am quite happy with that. Altho, I shouldnt judge MagX or whatever its called, since I havent used it.

I am the kind of person who really hates having all these 'layered' things on top of everything, its a holdover from days gone by when machines had less than 64k, and you needed all the memory you can spare. But, now with a 14mb Falcon, I can start practicing the abhorrant PC style of, 'who cares? Ive got 16mb'.

Now, I am not putting anything like NeoDesk or Gemini down, but want to see what other folks opinions are, and waht these things will give me that I dont have already

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for help but they hear not a sound ... summon the dead ... blood on my hands ...

747. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 00:41:37 UTC
From: azog@world.std.com
Message-ID: <CxL5xD.E1z@world.std.com>
Source record: 179217

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > My problem is with the title - where do TT users go? Many 'Falcon'
> > specific topics would be of interest to us too.

>I'll second this. Maybe we need a comp.sys.atari.030 group. That would
>cover the PAK3 users as well.

Well, I dont think .030 is a good name, as others have said, since
Medusa has an 040, and it seems that 040 options exist for the Falcon.
A nice politically correct name is in order :-)

>Like it or not, the Falcon *is* very closely aligned to the ST and TT. If
>Falcon owners really want to go off into a huddle on their own - then so
>be it, but note - when a Falcon owner asks a question here - its not *just*
>Falcon owners who answer.

Like others have said, even if a split or new alt group gets created,
Ill read 'em all, so no matters to me

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

748. Re: Neodesk 3/4

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 01:28:35 UTC
From: dowdle@delphi.com
Message-ID: <BQzU5Zj.dowdle@delphi.com>
Source record: 179221

Rick Flashman <rflashma@mhc.mtholyoke.edu> writes:

>A couple of things. First, you might want to try the new release 002.

Gee whiz, where can I get a copy of release 002... or an upgrading
patch?

749. For Sale: Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 01:33:31 UTC
From: rhammond@mcmail.cis.mcmaster.ca
Message-ID: <37i2pb$i3e@mcmail.cis.McMaster.CA>
Source record: 179229

I have an Atari 1040ST I'd like to sell. The package includes:
Hardware:
Atari 1040ST
60 Mb Hard drive
Colour monitor
Roland Pr-1012 dot matrix printer
Mouse and joystick

Software:
Timeworks desktop publisher
Timeworks word processor
Laser C compiler
Financial spreadsheet
+ about a dozen games

If interested please e-mail me at rhammond@mcmail.cis.mcmaster.ca
--
==========
"Chemists do not usually stutter. It would be awkward if they did, seeing
that they have at times to get out such words as methylethylamylophenylium."
-William Crookes, 1865

750. Re: ?ST->Mac, text files

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 02:27:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37i5tk$ksl@mailer.fsu.edu>
Source record: 179223

Hendrik Jan Veenstra (hjv@phil.ruu.nl) wrote:
> >A writer friend of mine who has been working for years on an Atari ST has
> >just bought a Mac (Quadra 605) and is keen to get her files transfered to
> >her new machine. Does anyone have any suggestions on how this could best
> >be handled?
>
> Your friend should have a copy of the Mac program "Access PC" (a must have).
> This allows Macs to read PC-disks.

With system 7 (undoubtedly on this person's Mac), you just stick a PC
disk in and it works. No additional software is necessary.

> Now if you format a floppy on a ST with TOS
> 1.4 or up, the Mac will be able to read this floppy.

If she would like to "PC-ize" existing disks, DC Format can write MSDOS
compatible bootsectors to disks (available on atari.archive.umich.edu in
/Utilities/Dc/dcfmt302.lzh). The disks must have been formatted with
80 tracks, 9 sectors per track (this is the standard desktop format, er,
format).

> If she has TOS <1.4, you
> should dig up some formatting utility from a.a.u.e that will allow you to
> format PC-compatible disks.

I have had best results from ps2form.tos, in /Diskutils on a.a.u.e.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

751. Shareware Piracy...

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 03:41:14 UTC
From: frank@theshack.demon.co.uk
Message-ID: <941013Z034114.211frank@theshack.demon.co.uk>
Source record: 179222

Hi Everybody,

Just to say thanks to everyone who has responded to my earlier plea
about opinions and info on Shareware Piracy - I don't have time to email
all of you yet, but I will do! :-)

If anyone hasn't offered opinions on the original list of questions I
posted, please do - your input is greatly appreciated.

Cheers,
Frank.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP 2.6 Public Key available on request

752. SC1224 for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 04:31:20 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <124794@cup.portal.com>
Source record: 179224

I'd like to get around a $100 for it OBO. I'd also be willing to trade
it for a sm124 + maybe $30. Buyer in the SF South Bay would be REALLY
apreciated so I wouldn't have to ship.
Rick[A

753. Printers

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 05:19:55 UTC
From: c-hjr@solitude.math.utah.edu
Message-ID: <C-HJR.94Oct12231955@solitude.math.utah.edu>
Source record: 179234

Hello!

I am a novice on computers and I have a question for more
experienced users about printers. I went to the store to buy a printer
for my ST. I also thought that any printer will work on any computer....
Apparently not. I found the exact same printers, one made for PC's and
others made for MACS. When I asked which printer to buy for an Atari
the salesman responded, "I don't think they make atari computers anymore."

In short, I need to know how to choose a printer for my Atari.

Thanks in advance,

Jeff Healey
c-hjr@math.utah.edu
--

Jeff Healey
c-hjr@math.utah.edu
---

754. Re: PEARL for Ataris ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 07:43:00 UTC
From: frauke@quark.hn.bawue.de
Message-ID: <H.ekBL.F_euvThrW&k@quark.hn.bawue.de>
Source record: 179227

[No readable article body recovered]

755. Re: PEARL for Ataris ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 07:44:38 UTC
From: frauke@quark.hn.bawue.de
Message-ID: <H.ekBL.duFVPjLsDoA@quark.hn.bawue.de>
Source record: 179228

Hi!

>The Subject says it all. Is there an implentation of the textprocessing
>language PEARL for Atari ST ??

Well, there's an implementation of PERL for the Atari ST, if that's what
you mean.. I have PERL rel 4.19 on my BBS...

Tschuellewuess, Meinereiner!--

Frauke Cremer | Quark Heilbronn BBS
frauke@quark.hn.bawue.de | +49-7131-507329
sysop@hn.maus.de | Gemeinsam sind wir Quark!

756. Re: Mosaic?

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 08:36:12 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37irhs$3l6@bs33n.staffs.ac.uk>
Source record: 179152

Christian Roth (Christian_Roth@a2w.maus.sub.org) wrote:
: MP>keep on cruisin' thru the web with youre Atari and lynx. It's "only" a
: MP>text browser but it makes fun anyway.

: isn't all this graphic www stuff boring slow anyway?

I remember someone saying they had written a HTML viewer for the Atari,
nothing quite like the full Mosaic but useable anyway. I am sure it was
in the advocacy section this post appeared. Have a root around.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

757. Re: NVDI 3.0 available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 08:38:32 UTC
From: michrm@central.susx.ac.uk
Message-ID: <37irm8$dqh@infa.central.susx.ac.uk>
Source record: 179155

Hendrik Mylius (Hendrik_Mylius@pb2.maus.de) wrote:
: On Thursday October 6th at about five past three
: sammcgee@crl.com (*Sam McGee*) happened to write:

: SM>Is NVDI 3.0 currently available?

: All registered German User received an update-mailing during the last couple
: of days. I immediately returned mine and now I'm waiting for the disk to
: arrive. It should happen next week I believe.

Thats good for you...but what about other registered users...like in the UK.

I phoned System Solutions who I brought mine from and they could not get a
price for me for the upgrade from 2.5 to 3 yet because they did not have
any in stock.

758. Re: Mosaic?

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 08:45:11 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <37is2n$k6b@nyheter.chalmers.se>
Source record: 179153

```
In article <37irhs$3l6@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>I remember someone saying they had written a HTML viewer for the Atari,
>nothing quite like the full Mosaic but useable anyway. I am sure it was

Isn't lynx a html-viewer? It crashed on my Falcon, but anyway...
Is there a version of lynx that works with a Falcon?
```

Christer.
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

759. Re: Is there a C package in existance...?

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 09:09:52 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <37ith0$seo@whitbeck.ncl.ac.uk>
Source record: 179231

In article <CxJ36z.702@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>Lattice C - will do everything you need - but it costs real money
>though not very much compared with PC packages.
>

Lattice 5.52 is available for 40 pound sterling from HiSoft UK. It's great....
...but I still wish Pure C was available in the UK.

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4105928
Stevenage,England.|| Snail-mail: 12 Ashvale Avenue, Kibblesworth, Gateshead,
|| Tyne & Wear, NE11 0XT, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

760. FS: Atari 1040ST & SC1224 Color Monitor. $120 each!

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 09:32:21 UTC
From: bensmith@teleport.com
Message-ID: <37iur5$sgm@linda.teleport.com>
Source record: 179232
Cross-posted to: pdaxs.ads.computers,pdx.forsale,or.forsale,pnw.forsale,comp.sys.atari.st

Just like the Subject Header Says. I have a 1040STF Computer and some SC1224
Color Monitors for Sale. $120 each.

All Interested Parties Reply in E-Mail:

bensmith@teleport.com

or Call Ben Anytime at (503)256-9974!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

761. Re: ScreenBlaster2 v BlowUP

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 09:42:51 UTC
From: srp20@cam.ac.uk
Message-ID: <srp20-131094104252@mac123.nmus.pwf.cam.ac.uk>
Source record: 179233

Well, all me silly but I got bored one night and using BlowUp
Hard II I got a mono mode, interlaced at 50Hz (eek!) of 1280*1280
on my SVGA monitor. Probably not good for either my mon or my eyes
but at least it can be done!

762. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 09:58:00 UTC
From: Oliver_Michalak@bi.maus.de
Message-ID: <199410131158.a30738@bi.maus.de>
Source record: 179101

n> I have a normal Falcon, although I find NVDI essential (who doesn't? :)). I
n> have heard the PowerUP 2 accelerator is worth it if you want that extra bit
of
n> power though.... But for now, I'm happy.

But how about preparing to buy a 68k-Mac? As stated, MagiC (former
Mag!x) will be ported to run on 68K-Macs in order get advantage of ATARI-
GEM-soft (a modified beta-NVDI was presented at the MacExpo).
cu Oliver

763. SpeedoGDOS drive question

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 10:00:39 UTC
From: sanders@sci.kun.nl
Message-ID: <CxLvt3.L8B@sci.kun.nl>
Source record: 179235

Hi all,

When installing SpeedoGDOS from the distribution disks, you are
asked to pick a printer driver from a popup-menu. I pick the Deskjet
500 driver (as I got one :-) and continue installing. But I can't
find what Speedo does with this info, as there is no DESKJET.SYS or
whatever, only a Laserjet (which is compatible anyway). Is the driver
which I select at installation patched into Speedo as default or something?

Thanks for any replies,

Sander STOks
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

764. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 10:12:12 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <37j15s$fa0@infa.central.susx.ac.uk>
Source record: 179236

Jeffrey Ray Healey (c-hjr@solitude.math.utah.edu) wrote:
: Hello!

: I am a novice on computers and I have a question for more
: experienced users about printers. I went to the store to buy a printer
: for my ST. I also thought that any printer will work on any computer....
: Apparently not. I found the exact same printers, one made for PC's and
: others made for MACS. When I asked which printer to buy for an Atari
: the salesman responded, "I don't think they make atari computers anymore."

: In short, I need to know how to choose a printer for my Atari.

: Thanks in advance,

: Jeff Healey
: c-hjr@math.utah.edu
: --
: ---
: Jeff Healey
: c-hjr@math.utah.edu
: ---

Basically, you can use almost any printer on the atari, apart from Mac
ones sice they're usually machine specific.

Just get yoursel an Atari printer cable. Most software comes with a wide
range of printer drivers. If yours is not directly supported, most
likely another driver will work just as well. For example, for Calamas S
DTP software does not provide a driver for the Star 24pin colour printer
- I use the Canon bubblejet colour printer driver with perfect results.

It's easy really....

Steven

765. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 10:18:07 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <37j1gv$fb7@infa.central.susx.ac.uk>
Source record: 179237

Jeffrey Ray Healey (c-hjr@solitude.math.utah.edu) wrote:
: Hello!

: I am a novice on computers and I have a question for more
: experienced users about printers. I went to the store to buy a printer
: for my ST. I also thought that any printer will work on any computer....
: Apparently not. I found the exact same printers, one made for PC's and
: others made for MACS. When I asked which printer to buy for an Atari
: the salesman responded, "I don't think they make atari computers anymore."

: In short, I need to know how to choose a printer for my Atari.

First you want to look at what you want the printer for, ie, home use, home office use, DTP, just for the ocasional letter, etc.

Now once you have decided what you want if for, then you dedcide what type would best suit the task, ie, laser, 24-pin, inkjet, etc.

Once you have decided that then you can decide on the make and, more importantly, the price.

Many printers work on the Atari computers, I have a Star 24 pin (LC24 200), Hewlett Packard printers work, Citizen, Cannon, and many others. So being able to find a printer to match what you want should be no trouble, and these days you can find a driver for almost all printers.

Hope this helps a little

Andy

--
Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk
---
I _DO_ have reason why I do what I do - I just can't remember them
---

766. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 10:19:16 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Oct13.101916.4733@bay.cc.kcl.ac.uk>
Source record: 179238

```
! >But I would like to do a small vote... who here uses their Falcon WITHOUT
! >a 32MHz board? (This isn't a 'are you happy with it running this way'
! >but a test to see if you _are_ running with this system).
!
! Add me to the list. My Falcon is bone stock 16MHz. Not that I wouldn't
! want it to be a bit faster, mind you. :)

Me too.

Simon. (waiting for an '040 board before upgrading :-)
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
```

767. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 10:44:03 UTC
From: mdekker@fwi.uva.nl
Message-ID: <37j31j$lqk@turing.fwi.uva.nl>
Source record: 179156
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

griff and richard: please continue your "discussion" via E-mail.

--
Martijn Dekker +-------------= PFF - Software =---------------+
University of Amsterdam | coding for:c64/appleMac/AtariST/PC/Unix/X |
department of Mathematics +---+
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

768. Re: What Toad?

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 11:11:04 UTC
From: avg@cwi.nl
Message-ID: <avg.782046664@news.cwi.nl>
Source record: 179239

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>OK, sorry for being a lame Brit, but who or what is Toad?
>Can I assume it's some kind of American Atari software/hardware supplier?
>Or am I barking up the wrong tree here? Is it like a US version of Compo
>or something?

>Cheers!

I am awfully sorry for answering this question, and for being Dutch
for that matter, but Toad is more like a mail-order/Atari distributor.
As far as I know, Compo is more like a UK version of Application Systems
Heidelberg, isn't it?

ta,

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

769. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 11:12:42 UTC
From: Daniel Cohen <D.E.Cohen@qmw.ac.uk>
Message-ID: <37j4na$ogr@beta.qmw.ac.uk>
Source record: 179240

In article <37e6gh$qu2@bs33n.staffs.ac.uk> Requiem,
cm3hirjd@bs47c.staffs.ac.uk writes:
>
>No, no, no you are wrong. The Falcon _doesn't_ belong on the
>comp.sys.atari.ST group because it isn't an ST and never was. If this
>was called comp.sys.atari then perhaps it would be better, but it isn't.
I've changed my mind about having comp.sys.atari.falcon. I now say NO.
Two reasons. Quite a bit of the stuff on comp.sys.atari.st is of interest
and
I would still have to read it. Also, if we had anew group, I would have
to ask
our system administrator to take it, which he might not want to do.

770. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 11:17:21 UTC
From: mdg@ukc.ac.uk
Message-ID: <10619@gos.ukc.ac.uk>
Source record: 179159
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <37hhst$1nh@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>M.D.Griffiths (mdg@ukc.ac.uk) wrote:
>: Could someone please teach this guy some netiquette?

:>Could someone teach this guy the difference between truth and utter shit
:>please.

Richard, you are making nothing but a fool of yourself, I have been posting
to USENET for several years, your doing yourself no favours acting like some
jumped up schoolboy, remember your magazine exists because of programmers
like myself. If you must criticise me, can u at least show some netiquette
and do it a polite manor :-)

:>Richard Davey
:>Falcon Owners Group (UK)

Griff
--

771. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 11:21:09 UTC
From: mdg@ukc.ac.uk
Message-ID: <10620@gos.ukc.ac.uk>
Source record: 179241
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <37fcle$c1v@crl.crl.com> sammcgee@crl.com (Sam McGee) writes:
:>In the alt.binaries.multimedia and alt.cd.(something) groups there is
:>talk about movies on CD-I disks in a 'standard' format compressed in MPEG.
:>I think the newer CD-I disks are in a ISO9660 format which Atari
:>computers can read but I don't know the file structure. Is the whole
:>movie in one file (eg. STARWARS.MPG) or is it broken into several files?
:>Perhaps PLAYMPEG will someday replace the PC's Reelmagic board. :)

I've managed to get hold of some MPEGs on CD, that contain audio and video
data interleaved - be sure that one day PLAYMPEG will support this type of
MPEG stream. I'd imagine that a whole Movie would be a single stream, (to avoid) pauses
between file access.

>Sam

Griff
--

772. Gemfast 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 11:31:57 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <CxM01A.BB2@cee.hw.ac.uk>
Source record: 179163

During the recent messages about the current state of Heat and Serve C, somebody mentioned a Gemfast v2.0. I'd like to know if it's available via ftp or whatever. If the source code is available that would be quite good as well.

Thanks in anticipation.

Stuart.

773. Gemini 2 English .RSC

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 11:37:15 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <CxM0A4.BEn@cee.hw.ac.uk>
Source record: 179164

I'm currently converting (for my own use) the GEMINI.RSC file with the package from German to English. What I would like to know is that once I have completed the conversion, would I be able to upload it to ftp sites? If the authors have no objection, I'd like to.

However, this is not nearly as good as a complete English conversion. The alerts still come up in German and the shell commands still have German messages and manual pages. But the menu bar and the dialogues connected are in English.

If I am allowed to, I expect to upload the new .RSC file within the next week or so.

Stuart.

P.S. It really is an excellent piece of software - the built in console window is superb. Throw away Gulam and get this!

774. Lint

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 11:39:08 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <CxM0D9.BHG@cee.hw.ac.uk>
Source record: 179165

Is there a version of Lint for the ST? There's a German one with the Sozobon X release and there's a program called Varlint about but there does not appear to be a reasonably full implementation of it in English. If anyone knows otherwise, I would appreciate the details.

Stuart.

775. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 11:48:10 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <37j6pq$vh0@msuinfo.cl.msu.edu>
Source record: 179242

In article <C-HJR.94Oct12231955@solitude.math.utah.edu>, c-hjr@solitude.
math.utah.edu (Jeffrey Ray Healey) writes:
>Hello!
>
> I am a novice on computers and I have a question for more
>experienced users about printers. I went to the store to buy a printer
>for my ST. I also thought that any printer will work on any computer....
>Apparently not. I found the exact same printers, one made for PC's and
>others made for MACS. When I asked which printer to buy for an Atari
>the salesman responded, "I don't think they make atari computers anymore."

You need an IBM- or Epson-compatible printer. The Macintosh uses a
different (and generally more "intelligent") method of communicating between
computer and printer, so you would need a special hardware adapter. It
wouldn't be worth the extra cost.

Tom
hopper_t@msupa.pa.msu.edu
> In short, I need to know how to choose a printer for my Atari.
>
> Thanks in advance,
>
> Jeff Healey
> c-hjr@math.utah.edu
>--
>---
>Jeff Healey
>c-hjr@math.utah.edu
>---
>

776. Re: SpeedoGDOS drive question

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 11:50:50 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <37j6uq$2do5@info2.rus.uni-stuttgart.de>
Source record: 179243

In <CxLvt3.L8B@sci.kun.nl> sanders@sci.kun.nl writes:

> When installing SpeedoGDOS from the distribution disks, you are
> asked to pick a printer driver from a popup-menu. I pick the Deskjet
> 500 driver (as I got one :-) and continue installing. But I can't
> find what Speedo does with this info, as there is no DESKJET.SYS or
> whatever, only a Laserjet (which is compatible anyway). Is the driver
> which I select at installation patched into Speedo as default or something?
If you bought Speedo 4.x you have a DJ5.SYS

With speedo 5.0 you have...
DJ550C	11.10.93	68870	Speedo 5.0		n		LS,SPD,TT,T1
DJ_550C2	14.04.94	68746	Speedo 5.0		n		LS,SPD,TT,T1
DJ_500C	14.04.94	68761	Speedo 5.0		n		LS,SPD,TT,T1
DJ_510	17.05.94	61921	Speedo 5.0		n		LS,SPD,TT,T1
DJ_510T	17.05.94	61925	Speedo 5.0		n		LS,SPD,TT,T1

Speedo writes the info in your ASSIGN.SYS.

Gerd

Everything else in
<ftp://ftp.cs.tu-berlin.de/pub/atari/Gdos/gdosi22e....>

777. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 12:15:19 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Oct13.121519.1695@bradford.ac.uk>
Source record: 179245

On Wed, 5 Oct 1994 12:06:14 GMT, Annius Groenink wrote:

: Atari and MultiTasking are a hype. When it comes to doing serious
: work most people reboot and run plain TOS anyway. So why not admit
: this and save loadsa bucks, quid or whatever you use to pay for your
: software?

I don't agree. I always have MagiC running on my ST. I regularly can continue with my comms program, text editing, word processing, dtp, whilst letting the computer get on with downloading/archiving/compiling etc.

I would not be without MagiC, although I agree MagiCdesk is nothing to get excited about.

BTW: I do all this comfortably with a 2.5Mb STFM!

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

778. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 12:35:50 UTC
From: dburns@world.std.com
Message-ID: <CxM2zq.KBw@world.std.com>
Source record: 179246

[Lots of stuff deleted. . .]

> >> To me FDT is the bigest piece of crap that I have ever come accr
> > but it's a good piece of comms s/w for a plain ST user like me.

>Yup. It gets my vote - but all this key business is preventing lots of people
>sending their money to Aaron.

>Col.

I sent my money to Aaron. He cashed the check and I never got a key or
anything else. I found the pirate key.

FDT is a great term, but because it doesn't run under Geneva
(z-modem download crashes it on my system), I now use STalker 3.

Dave Burns
Lowell, MA

779. Re: Atari ST Offline-reader for usenet?

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 13:03:00 UTC
From: frauke@quark.hn.bawue.de
Message-ID: <H.ekBL.6wddqkaPGYE@quark.hn.bawue.de>
Source record: 179244

Hi!

>> The next version of the UUCICO will be faster and bug reduced. I' hope that the
>> new version will be ready to the 5. Elmshorner computer day's.

Btw: Does anyone know an online-newsreader for Atari TT and Hermes? I mean
really online, no GEM, no Windows, just TTY and working over serial Ports
too... MAIL and TASS included with Hermes 1.14 cannot be redirected
correctly...

Tschuellewuess, Meinereiner!--

Frauke Cremer | Quark Heilbronn BBS
frauke@quark.hn.bawue.de | +49-7131-507329
sysop@hn.maus.de | Gemeinsam sind wir Quark!

780. RE: Printers

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 13:09:29 UTC
From: talbote@wc5
Message-ID: <13OCT94.13092932@wc5>
Source record: 179173

c-hjr@solitude.math.utah.edu (Jeffrey Ray Healey) wrote:
>... I found the exact same printers, one made for PC's and
>others made for MACS. When I asked which printer to buy for an Atari
>the salesman responded, "I don't think they make atari computers anymore."
>
> In short, I need to know how to choose a printer for my Atari.

I believe the parallel printer port on the Atari is completely compatible with the equivalent parallel printer port on PCs (both are based on the Centronics parallel interface). I bought an Olivetti ink-jet printer with parallel port and an ordinary parallel cable which would be used to connect the same printer to a PC. It works. I think most modern parallel printers would work equally well.

However, not all parallel printers will work with the ST using a stock printer cable. My previous printer, a Silver-Reed EXP550 daisy-wheel printer, did not work with the ST. Even though the EXP550 printer is from the same era as my ST (1983 vs 1985), I think it uses slightly different signal timing conventions than the true Centronics interface specifications (Maybe someone else can correct me on the difference between the EXP550 interface and the Centronics interface?).

Emile

781. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 13:12:15 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <37jbnf$gob@info2.rus.uni-stuttgart.de>
Source record: 179162

In <37j6pq$vh0@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:

> I went to the store to buy a printer
> >for my ST. I also thought that any printer will work on any computer....
> >Apparently not. I found the exact same printers, one made for PC's and
> >others made for MACS. When I asked which printer to buy for an Atari
> >the salesman responded, "I don't think they make atari computers anymore."

> You need an IBM- or Epson-compatible printer. The Macintosh uses a
OR HP- or NEC compatible.

> different (and generally more "intelligent") method of communicating between
> computer and printer, so you would need a special hardware adapter. It
> wouldn't be worth the extra cost.

The only restriction: you need a centronics port (that's usually "made for PC")

The rest is a question of price and quality.

Gerd

782. Re: Cool cheap printer

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 13:14:58 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Oct13.131458.14830@bradford.ac.uk>
Source record: 179249

On 6 Oct 1994 19:10:38 GMT, Mickey Boyd wrote:

: There is a commercial program called Outburst that is similar to Fast Print,
: but I have not tested it.

Outburst is the commercial optimized version of FPprint, and comes also with an
allegedly bery good printer spooler.
As I use MagiC, and therefore already have fast printing routines in my operating
system, would I be right in thinking that I would get no benefit from using
FPprint/Outburst ?

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

783. Re: Neodesk 3/4

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 13:49:23 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-1310940949230001@flash.comm.mtholyoke.edu>
Source record: 179250

In article <BQzU5Zj.dowdle@delphi.com>, dowdle@delphi.com wrote:

> Rick Flashman <rflashma@mhc.mtholyoke.edu> writes:
>
> >A couple of things. First, you might want to try the new release 002.
>
> Gee whiz, where can I get a copy of release 002... or an upgrading
> patch?
>

It's been posted on GEnie and CompuServe. I also sent it to the Atari Binary newsgroup, I imagine it will make its way out there soon.

If your e-mail can take a 400K+ uuencoded file, I'll gladly e-mail it to you. Just drop me some mail.

Rick @ Gribnif

784. Re: What do these two programs do?

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 13:50:48 UTC
From: frauke@quark.hn.bawue.de
Message-ID: <H.ekBL._CO3_coaq0Q@quark.hn.bawue.de>
Source record: 179247

Hi!

In <374c41$euc@agate.berkeley.edu>, clubok@physics10 (Kenneth S. Clubok) writes:

>So if anybody knows what "DC Right" or the "Start Selector" are for, I'll
>be much obliged.

DC Right puts the doubleclick on the right mousebutton, so if you press the
right mousebutton it would be the same as if you had double-clicked on that
icon...

Tschuellewuess, Meinereiner!--

Frauke Cremer | Quark Heilbronn BBS
frauke@quark.hn.bawue.de | +49-7131-507329
sysop@hn.maus.de | Gemeinsam sind wir Quark!

785. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 13:56:46 UTC
From: frauke@quark.hn.bawue.de
Message-ID: <H.ekBL.lgtMDyDAkIY@quark.hn.bawue.de>
Source record: 179248

Hi!

>> Having seen and used NeoDesk 4.0 running with Geneva installed on a
>> Falcon you can kiss MagiC good-bye...!

I think I won't. No preemptive multitasking. This means for me: Each time
a user enters my BBS (running on a TT as background task under MagiC) I
could stop working and get me a cup of coffee... no thanks...

>Until then: Geneva/NeoDesk are pretty useless for me and many others..

I can her myself talking one year ago... have you ever _tried_ MagiC or
Geneva?? You'll never miss it again...

Tschuellewuess, Meinereiner!--

Frauke Cremer | Quark Heilbronn BBS
frauke@quark.hn.bawue.de | +49-7131-507329
sysop@hn.maus.de | Gemeinsam sind wir Quark!

786. Re: Is there a C package in existance...?

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 14:22:17 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <CxM7x6.EG6@cee.hw.ac.uk>
Source record: 179151

```
Hisoft C is a C interpreter. This means you cannot generate code with it.
^^^^^^^^^^^
However, it does allow the programmer to view variables and single-step the

code entered.

The other thing is that it isn't ANSI.

Stuart.
```

787. Re: Gemfast 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 14:32:52 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <37jgek$13im@msuinfo.cl.msu.edu>
Source record: 179168

In article <CxM01A.BB2@cee.hw.ac.uk>, sbrown@cee.hw.ac.uk (Stuart Brown)
writes:
>During the recent messages about the current state of Heat and Serve C,
>somebody mentioned a Gemfast v2.0. I'd like to know if it's available
>via ftp or whatever. If the source code is available that would be quite
>good as well.

That was me, Stuart. I *think* I saw it on GEnie. If no one can say
whether or not it's available via FTP, I'll d-l it and upload to Hensa
and/or umich. As I said, though, what I saw mentioned something about it
still being buggy (I think think the source was included), but since it was
the last version that will be developed by Ian Lepore...

Regards,
Tom
hopper_t@msupa.pa.msu.edu

>Thanks in anticipation.
>
>Stuart.
>

788. Converting QL disk to PC/Atari format

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 14:44:08 UTC
From: damon@comp.lancs.ac.uk
Message-ID: <CxM8xK.5x9@comp.lancs.ac.uk>
Source record: 179074
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.atari.st

Hi,

Can anyone help me convert a disk in Sinclair QL format to either
PC or Atari ST format?

Please email any replies.

Thanks,

789. Re: NVDI 3.0 available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 15:21:08 UTC
From: alpldbia@w250zrz.zrz.tu-berlin.de
Message-ID: <37jj94$glm@brachio.zrz.TU-Berlin.DE>
Source record: 179154

michrm@central.susx.ac.uk (Michael May) wrote:

>I phoned System Solutions who I brought mine from and they could not get a
>price for me for the upgrade from 2.5 to 3 yet because they did not have
>any in stock.

In Germany the upgrade from NVDI 2.5 to 3 costs 50 DM + shipping. So I'd say you should expect something about 20-30 pounds. I was in the UK two weeks ago and the exchange rate was 1 pound = 2.38 DM then (that's what my VISA-receipt tells me). I hope this helps.

Andre

Andre Leistner, Berlin

790. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 15:26:37 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37jjjd$4ir@bs33n.staffs.ac.uk>
Source record: 179171
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: Richard, you are making nothing but a fool of yourself, I have been posting
: to USENET for several years, your doing yourself no favours acting like some
: jumped up schoolboy, remember your magazine exists because of programmers
: like myself. If you must criticise me, can u at least show some netiquette
: and do it a polite manor :-)

I wasn't criticising you, but the things you were saying which
considering they were quite inaccurate wasn't so wrong of me.
When I realised you had purchased a Falcon all those months ago and were
coding for it I was really pleased that there were some fine coders on
the machine. And then when I approached you with the demo idea, the
one time I called upon your services, because I have always admired your
work on the ST (Decade demo etc.), you let me down completely and then
have the gaul to post messages like you did. It's like having a famous
hero/TV star who turns out to be a real git when you finally meet them or
something. And you expect me to be able to take your post in a light
hearted manner? Considering there were a few rather 'vital' details left
out I find that hard to do.

Richard

791. Re: Alternate desktops with TOS 2.xx and greater

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 15:55:38 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-1310941155380001@flash.comm.mtholyoke.edu>
Source record: 179157

In article <CxL5sE.CxF@world.std.com>, azog@world.std.com (azog) wrote:

> I am just curious as to who uses replacement desktops, with a TOS of
> 2.06 and up, and why?
>
> I used to have an STe with 1.62, and purchased NeoDesk 3.2 for it, and
> for this version, NeoDesk was great. I had tried an older version of
> Gemini (sp?) but was not fond of it.
>
> Soon, I replaced the 1.62 with 2.06, and had all or most of the
> features of NeoDesk in that: desktop icons, and other nifties. Now
> I am running a Falcon with 4.04, and I am seeing that NeoDesk 4
> has been released, and am wondering if I should spend my money on
> the upgrade from 3>4? What will NeoDesk 4 give me that I dont have with
> TOS 4? Dont say 'multitasking', cause I use MTOS, and am quite happy
> with that. Altho, I shouldnt judge MagX or whatever its called, since I
> havent used it.

Multitasking is a not a desktop feature, but one offered my the operating system. MultiTOS and MagiX are both options to that end. We publish our own multitasking environment, called Geneva. Its main advantages are speed and compatibility with older applications.

NeoDesk 4 has a number of new features over the previous version, which include (but are not limited to):

- Background file operations (with or without a multitasking environment)
- Background disk operations (same as previous)
- Compatible with standard multitasking environments (Geneva, MagiX, MultiTOS)
- Window specific commands are now located in window based menus
- New icon editor with support for reading Windows icon files
- Ability to read most picture formats on the desktop
- Support for GDOS and SpeedoGDOS fonts (windows, desktop, etc)
- Most previous limits have been eliminated
- Customizable 3D look (release 002)
- Groups (special grouping icons that let you group multiple related items)
- Program Information file (a set of parameters for running a program that also serves as an alias for the original file)
- Built-in, online, context-sensitive hypertext help system.
- All dialogs can be displayed in windows, allowing access to different dialogs at the same time.

--
Rick Flashman, Gribnif Software rflashma@mtholyoke.edu
P.O. Box 779 Tel 413-247-5620
Northampton, MA 01061 Fax 413-247-5622

792. Re: Hardware for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 16:02:07 UTC
From: peseb@freeport.uwasa.fi
Message-ID: <37jllv$d4u@zippo.uwasa.fi>
Source record: 179111

Yes!
A DSP-modem with ISDN and upgrade capabilities would be
needed for the Falcon, and as for marketing, I doubt that
the little piece of Hardware between The DSP-port and phone jack
could be too expensive to make that the whole thing would become
not-worthwhile.
Make It, Atleast I'll bey it. :)

-Von

Opps...bey=Buy.

Ps. Roland, How Do You Then Propose to make the Atari Range
More Profitable If Not with new Hardware/Software/Newsgroups?
I for one think that one of the greatest advantage the Falcon has
has is All The hardware it has as Standard, ie. LocalTalk-Lan,
SCSI-II, Analogue & Digital Joystick Contr. etc.
(We Actually Found That A PC-clone (This Compared with a
386dx/40 !!) with all the stuff the Falcon has would cost
Atleast 2/3 more then the Falcon. If We could also offer a
cheap upgradable DSP ISDN modem, maybe even include it in
standard packages, then the Falcon would once again be a
more attractive buy.

Ps. Roland, Get A PC. You Seem to think that the Atari's are long
dead anyway.
--
Here's the Known and Unknown and inbetween are the
Doors....Open the Doors! -Jim Morrison.
##

793. GFA Help needed

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 16:02:37 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.782064157@paddington>
Source record: 179158

Can anyone out there help me with a recursive file/directory search routine in GFA basic - I've got the right algorythms, but FSNEXT doesn't seem to work properly.

I won't start posting code yet 'cos it'll probably annoy people, but help would be grateful... Thanks

Also, I've done an ST-Guide (excellent prog.) version of the GFA Basic 3.5 command reference detailing all the commands and their syntax. If anyone wants it, then please mail me...

Thanks
--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

794. Re: ST Software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 16:07:35 UTC
From: shawnm@fcom.cc.utah.edu
Message-ID: <37jm07$2i0@u.cc.utah.edu>
Source record: 179160

```
: ------------------------------------------------------------------------
: | Balance of Power | Mindscape | $6.00 |
: ------------------------------------------------------------------------
: | Eye of Horus | Fanfare | $3.00 |
: ------------------------------------------------------------------------
: | Lattice C | Metcomco | $14.00 |
: ------------------------------------------------------------------------
```

I am definitely in the first two. I would like to know if Lattice C is an ANSI compatible C compiler. If so I would like that one also. Let me know if they are still available.

Thank you very much.
shawn

795. MacMagiC

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 16:07:54 UTC
From: alpldbia@w250zrz.zrz.tu-berlin.de
Message-ID: <37jm0q$glm@brachio.zrz.TU-Berlin.DE>
Source record: 179161

In article <9410111625.AA08417@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:

|> Anyone care to translate that announcement and post it here?

Well, there hasn't been a 'real' announcement. The person who does the main work (Thomas Tempelmann) mentioned a possible MagiC for Mac after the MacWorldExpo in Frankfurt/Germany. Now he's answering quite a lot of questions about it...

Here's a little summary of what I can remember of (sorry, I'm not at home right now, where I could just run my MausNet-Newsreader to give more details):

As mentioned above, the Atari emulator will be a modified version of MagiC. If you insert an Atari disk and double click an Atari program the emulator will run it automatically. Cut/Copy/Paste to the Mac clipboard could be possible, and there's going to be a solution for the right mouse-button problem (additional key to be pressed on the keyboard or even a driver for a mouse with 3 buttons).
MacMagic will run co-operatively with the Mac-OS and presumably switching between Mac and Atari applications will be no problem.
As it seems, a first version has been shown at the MacWorldExpo and many people asked when it would be available. There were lots of questions whether Calamus will run on it, even from Mac-only-users.

That's all I remember. I hope it makes you as excited as me.

Andre

PS: How much costs a second hand Apple Powerbook with a 68040 inside? I like the idea of my own portable Atari...

Andre Leistner, Berlin

796. Re: Stardust demoversion available on FTP

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 16:47:16 UTC
From: vicb@clark.edu
Message-ID: <37joak$78k@clark.edu>
Source record: 179172
Cross-posted to: comp.sys.atari.st,maus.sys.atari.software,sfnet.atk.atari

This game looks very impressive indeed. My only gripe with it is that the up and down controls are backwards from the way I feel a first-person flying game should be: pulling back on the stick should bring the ship up, not down. Otherwise, no complaints at all-- very impressive indeed. I look forward to the game's release.

Victor Bruhn
vicb@clark.edu

797. Re: Virtual memory on Atari ST with MC68010

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 16:56:35 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.782067395@acp5>
Source record: 179166

Sole@EMBL-Hamburg.DE (V.A. Sole) writes:

>I've read the 68010 is like a 68000 but it can support virtual memory.
>Does anybody know how one can take the 68010 advantages on an atari ST?

You won't be able to profit from the 68010 because for virtual memory in the
sense of swapping pages out to disk you need a chip with a PMMU (Paged
memory management unit), i. e. a 68030.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

798. Re: Timeworks on F030

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 17:55:50 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CxMHt3.AFA@cix.compulink.co.uk>
Source record: 179167

In message <1994Oct10.101842.15041@jet.uk>, djs@jet.uk said:
> > Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> > : To put it simply does it work?
>
> > To put it simply... version 2 does, yes.
> Really? The generally-released version hangs as soon as the mouse
> goes into the menu bar. (TOS 4.4)
It shouldn't work! I beta tested the fix for GST. It works OK-ish but
doesn't really support Speedo properly. Speedo fonts just appear as normal
GDOS fonts with a range of fixed pitches. Apart from that it was fine.
Obviously not enough cash in it to make it worth GSTs time releasing it
- I believe the beta only came about because people on CIX discussed it
and told GST what to change.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user

799. No more confirmations please!

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 18:22:52 UTC
From: blade01@pplnet.com
Message-ID: <27884MPHESHKIEMSJHH@pplnet.com>
Source record: 179178

```
II>Many many thanks to the following people who have confirmed that
II>MausNet is gated *into* comp.sys.atari.st

II> Blair Dean
II> Mickey Boyd
II> Jochen Skupin
II> blade01@pplnet.com (whoever you are!)

That would be me:

```

```
                                                                    
```

```
 Rich Tietjens aka Captain Blade * from The Captain's Lounge 
 Home of GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org 
 STarship BBS * Quark's Holosuites * Hubworld 
 1-713-550-2620 * 24 hours/7 days * 14.4k bps * v.32bis/v.42bis 
 1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn 
 9:1992/6969.0@survnet.ftn * 51:2/10.0@atarinet.ftn 
 300:300/2.0@heatnet.ftn 
```

```
                                                                    
```

```
--
________ 30 lines of pleasure and friendship ________
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE
```

800. 3.5" IDE drives inside a Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 18:22:52 UTC
From: blade01@pplnet.com
Message-ID: <27891MPHESHKIEMSJHH@pplnet.com>
Source record: 179179

IR>I posted this to st.tech with no luck....

IR>What I'm looking for is info on what is required to swap the internal Falcon
IR>IDE drive with a 3.5" Connor IDE drive. Will the cables that come with the
IR>kit plug right in, or do I need special adapters, etc? I know I will have t
IR>remove the internal speaker (that doesn't bother me too much:).

IR>In short, could someone post any information, or detailed instructions on th
IR>operation?

Electrically, it's easy - just swap the plugs.

Hope you have a shoehorn, though.

--
_____ 30 lines of pleasure and friendship _____
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

801. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 18:40:10 UTC
From: gaghon@nevada.edu
Message-ID: <37juua$9d5@news.nevada.edu>
Source record: 179174

azog (azog@world.std.com) wrote:
: rgivan@cix.compulink.co.uk ("Roland Givan") writes:

: >I'll second this. Maybe we need a comp.sys.atari.030 group. That would
: >cover the PAK3 users as well.

: Well, I dont think .030 is a good name, as others have said, since
: Medusa has an 040, and it seems that 040 options exist for the Falcon.
: A nice politically correct name is in order :-)

How about comp.sys.atari.0x0 That way anyone with a 010 :) or better
could use this section. (and we won't offend anyone.)

Vince

P.S. I use an 030. :)

802. Wanted: STE Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 18:59:17 UTC
From: garnerg@esu.edu
Message-ID: <37k025$lgo@jake.esu.edu>
Source record: 179175

===> Does anybody own a external, roughly 100+ meg hard drive that they
can part with for around $100? The hard drive with the most megs for the
least price will be my choice (so make an offer!) Thanks!

--
****
"That's just the way it is. Some things will never change. That's just the
way it is. * Oh, but don't you believe them *" - B. Hornsby, 1986

If anything in the above message sounds interesting, please respond at:

===> garnerg@esu.edu ** George W. Garner **

Thank you, drive through.
****

803. System Power Problems

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 19:02:23 UTC
From: "CALARCO,PASCAL VINCENT,MR" <FBIU000@MUSICB.MCGILL.CA>
Message-ID: <13OCT94.15163007.0141@VM1.MCGILL.CA>
Source record: 179169

Hello Atarians.

I think I have a major problem. I don't know whether its a bad power supply, a nasty virus, or a voltage surge problem from the electrical outlet. Here's my setup:

- Atari STe <TOS 1.6>
- XT case with Maxtor 345Mb SCSI & ICD AdSCSI+
- Magnavox Professional series colour monitor

Here's the problem:

I get a voltage surge <or something> which causes the screen to blank first <with accompanying high "tweek" when the screen blanks>. Next, after perhaps 2 seconds, the drive & computer reboot. When it reboots, I get 4 bombs in low resolution across the screen. I have tried running programs with the HD off as well, and I still have the same problems <so presumeably its not the HD power supply>. I have also waited perhaps a minute or so to let the RAM clear, just in case its a virus. So I feel that its either the monitor or the power supply in the STe itself. Any suggestions?

Thank you very much in advance!

Pascal Calarco

804. Re: Neodesk 3/4

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 19:07:12 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <37k0h0$cth@golem.wcc.govt.nz>
Source record: 179177

] Sounds like you need more RAM to work with. Upgrade from 2MB to
] 4MB and many of your arguements will disappear. The vast majority of
] upgrades require more memory... especially when talking about application
] or utility software. I haven't found anything about NeoDesk 4 that makes
] me want to return it. It still has some bugs but Dan is working on them...
] and how many times in one sitting do you need to run the icon editor???

Shove in another 2meg to fix programming faults, sounds like a PC
solution.....

If I'm doing a lot of editing & testing, then I have in the past loaded
& exited the editor up to around 10 times in a session by which time
memory is a _mess_....

805. Re: zoo21.ttp

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 19:18:01 UTC
From: Sascha Djuric <sascha@nora>
Message-ID: <Pine.SUN.3.90.941013201525.23021B-100000@nora>
Source record: 179170

```
Hi there!
I thought the programm 'zoo21.ttp' is in itself an archive and
a depacker which contains a 'zoo.ttp'.
Bye
Sascha
```

806. Laser Printer

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 19:39:20 UTC
From: mark@forsyth.demon.co.uk
Message-ID: <782077160snz@forsyth.demon.co.uk>
Source record: 179051

Help I have just aquired a DIGITAL LN03plus Laser printer and am looking for any software with a printer driver for it. I have Calamus, Timeworks 2, and a numerious word processors. If anyone knows of any sw that has a driver then please Email me.

--

Mark Forsyth
mark@forsyth.demon.co.uk

807. Re: Stardust demoversion available on FTP

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 20:55:06 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37k6ra$pb8@mailer.fsu.edu>
Source record: 179180
Cross-posted to: comp.sys.atari.st,maus.sys.atari.software,sfnet.atk.atari

Vic Bruhn (vicb@clark.edu) wrote:
>
> This game looks very impressive indeed. My only gripe with it is that the
> up and down controls are backwards from the way I feel a first-person
> flying game should be: pulling back on the stick should bring the ship up,
> not down. Otherwise, no complaints at all-- very impressive indeed. I
> look forward to the game's release.

I agree. If the tunnel sequence is representative of the rest of
the game, Stardust will set a new standard for what to expect from STE
games! The demo hunk is excellent (sdtunnel.lzh on atari.archive). Anyone
with an STE should keep this around just to show off the machine.

As for the controls, I would really like to see that particular portion
of the game have a mouse option. It could be sort of like Super Space
Harrier :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

808. Re: zoo21.ttp

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 20:56:48 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37k6ug$pb8@mailer.fsu.edu>
Source record: 179181

Sascha Djuric (sascha@nora) wrote:

> Hi there!
> I thought the programm 'zoo21.ttp' is in itself an archive and
> a depacker which contains a 'zoo.ttp'.

I don't think so. The full distribution of Zoo is in there as well, but
the .ttp was thrown in to give folks a way to get to it :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

809. Re: Dodgy DMA Chip Number

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 21:24:04 UTC
From: bdean@hpb.hwc.ca
Message-ID: <37k8hk$7ai@m.ehd.hwc.ca>
Source record: 179102

Steven Constantine (kaps3@central.susx.ac.uk) wrote:
: Can someone please post the number found on DODGY DMA chips please - I
: saw it a few days ago but forgot to note it down.

: Cheers,

: Steve

On a 1040STe; the 'dodgy' DMA chip is part number C025913-38.

the 'correct' DMA chip is part number C398739-001.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

810. Re: SoftPC

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 21:26:33 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CxMrKA.5KE@cix.compulink.co.uk>
Source record: 179188

In message <89B825C.08330000D4.uuout@cccbbs.cincinnati.oh.us>,
mike.hill@cccbbs.cincinnati.oh.us said:
> I asked him about Insignia's SoftPC software and mentioned that someone
> on the net was talking with Insignia and trying to get it released
That's me!

> as shareware. I mentioned that Insignia said they had to get Atari's
> approval before the release it for some reason.
Correct.

> Although Bob is no longer with Atari he was around during the time
> SoftPC was developed. He said there is absolutely no reason Insignia
> can't release it. He said they need no approval or anything from
> Atari. He said Atari had a contract with them for doing SoftPC for
> the dead Atari Unix operating system, but Atari cancelled that
> project. He said Insignia must be saying what they are for some other
> reason.
The one Insignia have is for TOS, not Unix. Atari are being less than
helpful. Atari in the UK reckon it's a waste of time trying as Atari US
will need to check the contract with their lawyers which takes time and
money for something they will get no revenue for.

> Not sure who it was here who was trying to get it released. I wish
> you luck and hopefully this info will help you out.
If anyone knows of an email address for *anyone* moderately high up Atari
US, can they mail it to me please. Otherwise the PD release of SoftPC is
dead in the water c/o Atari US.

I don't want to start any blasphemous rumours,
But I think that God's got a sick sense of humour - ML Gore
---
ilaskey@cix.compulink.co.uk | Iain R Laskey | Atari Falcon & Unix user

811. Who is working on MiNT?

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 21:58:29 UTC
From: flinn@cs.ubc.ca
Message-ID: <37kai5INN5n8@carib.cs.ubc.ca>
Source record: 179187

The only version of MiNT I have used is 0.95, since I haven't the necessary tools or resources to compile a 1.x version. My dimming recollection tells me that this version was produced directly by Eric Smith, before he began work in Sunnyvale.

Since then I have heard two related rumours: Eric is now working on Jaguar things, and a binary distribution of some new version of MiNT or a MiNT based MultiTos (version 1.10?) is planned. Does anyone know who is making these plans, or who is continuing to develop MiNT or MiNT derivatives?

Thanks in advance for whatever you can tell me/us.
Scott

812. Re: **FOR SALE: ICD AdpeedSTE + other **

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 22:26:43 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <37kc73$eq4@golem.wcc.govt.nz>
Source record: 179190

In article <dunham_scott-101094171130@mac153-61.mn09.honeywell.com>,
dunham_scott@htc.honeywell.com (Scott Dunham) writes:
> Individual ATARI ST Hardware/Software items FOR SALE:
>
>*ICD AdSpeed STE 16 MHz accelerator board - $100
>(plugs directly into processor socket)

THe NEW price is $100us or $120 for the STE version, ICD had a clear out
sale....

>
>Make offers via e-mail: dunham_scott@htc.honeywell.com
>
>Cheers,
>Scott

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

813. Re: Dodgy DMA Chip Number

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 22:38:13 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <37kcsl$eq4@golem.wcc.govt.nz>
Source record: 179191

In article <37di3s$21t@infa.central.susx.ac.uk>, kaps3@central.susx.ac.uk (Steven Constantine) writes:
>Can someone please post the number found on DODGY DMA chips please - I
>saw it a few days ago but forgot to note it down.
>
>Cheers,
>
>Steve

They are not dodgy, they just don't like the STE...

C025913-38 old
C398739-001A new..

There are other DMA chips....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

814. 2.5" IDE drives anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 22:58:15 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <37ke27$o2p@nntp.Stanford.EDU>
Source record: 179194

Does anyone have any nice 2.5" drives for placement in a Falcon?
The cheaper and bigger the better! (well, that's kinda obvious isn't it)
Anyway, does anyone have any used drives for sale?

815. Re: Dodgy DMA Chip Number

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 23:53:52 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EJNXDJUWUp@dksoft.ping.dk>
Source record: 179176

In <37di3s$21t@infa.central.susx.ac.uk> Steven Constantine wrote :

>Can someone please post the number found on DODGY DMA chips please - I
>saw it a few days ago but forgot to note it down.
>
>Cheers,
>
>Steve
>

The number is: C025913-38

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\--/-
\--/

816. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st
Date: 1994-10-13 23:57:18 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <782102008.1@mettav.exnet>
Source record: 179182

On 11 Oct 94 at 18:36:10 (Colin Campbell) wrote the following:

>> Just because it's written in GFA?
>
> Some people, eh? Look at Towers, for instance: GFA (plus some assembler
> chucked in) and it's great.

Never seen Towers myself. IMO compatible GFA programs can be written if you write them properly, like any language really. Applying that GFA_patch thing looks to be a great aid in this department (replacing a lot of the nasty calls with legal ones).

>> Different s/w for different environments, if you want to use comms on
>> a Falcon or under m/t sofware then you can get Connect.
>
> Have you seen the speed of Connect?? Blimey, talk about slow or what.

Well I'm not surprised, GEM programs are always a little slower..

> With FDT the text just screams onto the screen. And that's at 8mhz!

Exactly.

>> In this case you're right (I'm 19) but I can't understand how you
>> can go around making stupid assumptions like that. Well I can, it's
>> because you're Roger Sheppard.
> :)

:-)))))))))

>> No I use it for dialling into bulletin boards and a good job it does
>
> Yup. It gets my vote - but all this key business is preventing lots of
> people sending their money to Aaron.

Yes, I don't think I'd send him any money. Shame than Ben has closed down his BBS, I don't think he is still doing registrations.

-Paul-

--
||| Serious computing? Subscribe to ST Applications! [Mail me for info..]
/ | \ Internet: paul.civati@mettav.exnet.com It's pronounced 'sivarty' ;-)

... You _must_ be bored if you're reading this.
* Origin: Paul's Point [InterNet/UseNet] London/Surrey UK (100:1011/0.1)

817. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 00:12:32 UTC
From: millert@grad.csee.usf.edu
Message-ID: <37kidg$j1d@mother.usf.edu>
Source record: 179183

James E. Baumgardner II (jbaumgar@bronze.coil.com) wrote:
: In article <9410031452.AA07562@ilmen.lanl.gov>,
: Hutch <hutch@ilmen.lanl.gov> wrote:
: >In article AA07248@ilmen.lanl.gov, hutch@ilmen.lanl.gov (Hutch) writes:
: >>
: >>PLEASE... when you post a message to ANY newsgroup on the Usenet, keep
: >>your messages to a width of 80 columns or less and use a hard carriage
: >>return at the end of each line. [...]
: >
: >In regards to my earlier post, above, I got a really nasty (and very
: >childish) email flame from James Baumgardner <jbaumgar@bronze.coil.com>
: >which suggested I get a 'real term program' or 'feign computer literacy'
: >and not to 'whine' about my 'inadequacies.'

: Hi there. Since you are obviously not civilized enough to restrict
: E-mail conversations to E-mail, I have no qualms about raking you over
: the coals in public. I must apologize to the denizens of the net who are
: reading this, but Hutch (that's right, Hutch <hutch@ilmen.lanl.gov>)
: decided that he prefers whining in a public forum rather than dealing with
: criticism in a constructive manner.

It seems that he is being most productive. You are arguing against
common sense, which gives you little credibility among UNIX people.

: Hutch, I merely suggested that you should not expect a flow of 100+
: messages a day from thousands of people world-wide to conform to
: standards that suit your purpose. Certainly, you provide a great service
: to G*nie and the customers therein. But isn't it bad enough that G*nie
: charges for free information without you asking for that information to
: be pre-processed at OUR expense?

It's not pre-processed that he's asking for. He's asking people to hit
return at the end of the physical line. Not too difficult unless your
return key doesn't work.

: I suggest that if you want to continue providing this service for G*nie
: customers, you should be inconvenienced. A `real term program' or `one
: than can handle >80 columns/line and/or LFs rather than CR/LFs,' to quote
: my own message, would easily fix your problem. When you replied and
: stated that you had a SUN w/ a 21" monitor, I seriously could find no
: reason for your concern. Even a modest programmer such as myself could
: write a little GFA program in five or six minutes that could word-wrap to
: 80 columns and convert LFs to CR/LFs. With all of the resources
: available to you that you had mentioned, there is NO POSSIBLE WAY that
: unformatted postings could be a problem to you.

There is NO POSSIBLE WAY that properly formatting posts should be a problem for you. It requires less effort for people to follow the rules than for him to process every unformatted message, program or not.

And it's not just him. It's ALL of us! I have yet to find a newsreader that didn't really screw up when it got improperly formatted messages. When a message is just slightly too widely formatted, I hate to read it, and when it's not formatted at all, I can't read it.

Just format your messages. Why is it such a difficult concept for so many people?

: I can't fix your problems. Occasionally, though, I'm inclined to help.
: However, when I see someone who whines, cannot back up his whines with a
: logical argument, is too lazy to perform even the most rudimentary of
: text manipulation, and when questioned is forced to twist the facts and
: whine in public, I find myself devoid of pity.

He didn't ask you to fix his problems. He asked EVERYONE to format their messages properly. His arguement is perfectly logical, and it is not our fault that you can't see it.

Format your messages properly.

From you, all I see is someone who whines because he can't perform even the simplest text formatting by hitting his return key when he's supposed to. You are too lazy to perform even the most rudimentary of text manipulation, and therefore I find myself devoid of pity.

: At this point, I must turn the soapbox off. I suggest you do the same,
: and in future, I certainly hope that you are mature enough to keep E-mail
: discussions where they belong.

You obviously know little of maturity.

818. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 00:19:59 UTC
From: millert@grad.csee.usf.edu
Message-ID: <37kirf$j1d@mother.usf.edu>
Source record: 179184

Hutch (hutch@ilmen.lanl.gov) wrote:
: In article mva@bs33n.staffs.ac.uk, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
: >
: >But I would like to do a small vote... who here uses their Falcon WITHOUT
: >a 32MHz board? (This isn't a 'are you happy with it running this way'
: >but a test to see if you _are_ running with this system).

: Add me to the list. My Falcon is bone stock 16MHz. Not that I wouldn't
: want it to be a bit faster, mind you. :)

: -Hutch- @ Fair Dinkum Tech

Me too. Ich habe nicht genug Geld. Haben Sie etwas Geld dass Sie kann mir
geben?

<grin>

819. Re: Virtual memory on Atari ST with MC68010

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 00:35:49 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <37kjp5$ijg@news.CCIT.Arizona.EDU>
Source record: 179185

In article mdp@dscomsa.desy.de, Sole@EMBL-Hamburg.DE (V.A. Sole) writes:
> Hi,
>
> I own an Atari STFM with 1Mb memory (sic) and I would like to work with it
> in a 3 to 4 Mb memory environment without spending a lot of money (it's
> difficult to justify a big investment on such machine).
>
> I've read the 68010 is like a 68000 but it can support virtual memory.
> Does anybody know how one can take the 68010 advantages on an atari ST?
> Would be possible to run the Spectre emulator with it?
>

According to my docs, the 68010 is identical to the 68000 physically, and
its instruction set is a superset of the 68000, so you should be able to
plug one in and use it as normal. The exception processing commands are
apparently the same as for the 68020 (& 68030), so virtual memory software
for those processors just might work (I wouldn't be positive).

> Do I have any other way ? -on the Macs with a 68030 the operative system
> takes care of virtual memory -

The Mac operating system from the start (with a 68000) sort of supports
virtual memory, in that only part of a program is loaded into memory at
a time. The Atari OS doesn't support this (unless a specific program
can load pieces of itself). Real virtual memory (ie., it looks like
there's more memory than there really is) on Macs didn't come along until
System 7, and I'm not sure (I'm sure I'll be corrected), but I think even
then virtual memory requires an 030. But since Spectre still can't
handle System 7.....(Dave? You out there Dave?)....

>
> Thank you for your help.
>
> Armando

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

820. Re: Gemfast 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 00:50:55 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.782095855@BIX.com>
Source record: 179186

hopper_t@msupa.pa.msu.edu writes:

> In article <CxM01A.BB2@cee.hw.ac.uk>, sbrown@cee.hw.ac.uk (Stuart Brown)
> writes:
>>During the recent messages about the current state of Heat and Serve C,
>>somebody mentioned a Gemfast v2.0. I'd like to know if it's available
>>via ftp or whatever. If the source code is available that would be quite
>>good as well.

> That was me, Stuart. I *think* I saw it on GEnie. If no one can say
> whether or not it's available via FTP, I'll d-l it and upload to Hensa
> and/or umich. As I said, though, what I saw mentioned something about it
> still being buggy (I think think the source was included), but since it was
> the last version that will be developed by Ian Lepore...

Yes, version 2.0 is available on GEnie as well as BIX. 2.0 is not
necessarily buggy, it's just never been fully tested. (I uploaded it at
these sites for Ian.) Full source code is included, as well as
documentation. However, the docs right now are only in Word Perfect
format. I plan on doing a conversion to text output fairly soon and when
I do, that too will be uploaded both to GEnie and BIX.

~~~~~~
John R. Trautschold	j.trautschold@bix.com
""""""""""""""""""""	j.trautschold on BIX * 71333,1003 on CIS
Missionware Software	J.TRAUTSCHOL on GEnie * MISSIONWARE on Delphi
~~~~~~

821. Re: Falcon Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 03:05:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.XH8V4IQxNRg@semprini.waterloo-rdp.on.ca>
Source record: 179189

In <37d7rg$58t@golem.wcc.govt.nz>, Roger Sheppard. writes:
> Why can't we have 8 megs like PC clone users can, I think the jump from 4 to 14
> megs is far to much for a home user....

Basically because Atari decided on some pretty (IMHO) stupid design
limitations. The worst one is the 16-bit bus (though the
video-in-main-RAM comes in a close second)...

> Another thing Atari stuffed up on, I think the Jag will be next...

I'm hoping it's not. We'll see in the next three-four months though.

> We can't even get PAL Jags here....

You might want to wait 'til it's _released_; the Jag is still (amazingly
enough) still in limited release. The only real excuse for this is the
lack of games; they really need to light a torch under some of those
developers (or possibly under production).
--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

822. Programmers & Atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 03:29:06 UTC
From: jtempril@uoguelph.ca
Message-ID: <Cxnz28.D8E@world.std.com>
Source record: 179134

A programmers group.... now we're getting somewhere.!!!

--
==_/_/_/_/ _/_/_/_/
[]+[] Whats wrong with being drunk? Ask a glass of water! _/ _/_/
===========<jt@snowhite.cis.uoguelph.ca>================== _/ _/_/
_/ _/ + _/_/ +
_/_/_/ _/_/

823. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 04:00:56 UTC
From: ross@cscns.com
Message-ID: <Cxn9tK.BoM@usa.net>
Source record: 179192

Yat Siu (ysiu@lexicor.com) wrote:

: Proposal for a new newsgroup
: Request for Discussion: comp.sys.atari.programmer

: by: Yat Siu (Lexicor@world.std.com)
: ----------------------------------

: Group name: comp.sys.atari.programmer
: Status: unmoderated (ysiu@lexicor.com)
: Distribution: world-wide
: Summary: a newsgroup for the discussion of programming on the atari
: TOS or 8bit computer and any clones or otherwise

: Justification:

: There are currently several comp.sys.atari.* newsgroups, however
: none cover the aspect of programming questions. Atari Computer systems
: (8bit, 16 or 32bit and clones) have various development tools from other
: third party developers, some of which are very good. Atari Users require
: a forum where they can ask questions about programming in any language.

: This new newsgroup is also meant to encourage programming on the
: atari and asking questions regarding programming. Very often programming
: questions are asked in other forums, but they either don't get a reply or
: ignored because it is not related to the topic. Atari Computers have got
: a user base of programmers who need to support each other on the usenet on
: a more global scale, and it should also help third party developers for
: atari development tools read and see what programmers use/require/want.

: Charter:

: The proposed group will provide a forum for the discussion of
: programming queries, discussions of techniques or anything else that is
: related to programming on the atari for any language that exist on the
: atari (scheme, gcc, c, basic, pascal, assembler etc.)

: NOTE

: This RFD is being issued in concordance with the guidelines set in the
: "How to create a new usenet newsgroup" FAQ regularly posted to
: news.announce.newgroups. Please refer to this article if you have any
: questions about the newsgroup creation.

: Unless the discussion indicated a need to resubmit a new RFD, the CFV will
: be posted approximately three to four weeks after the posting of this RFD.

: This RFD was (cross)-posted to the following groups:
: news.announce.newgroups, news.groups, comp.sys.atari.st,
: comp.sys.atari.8bit, comp.sys.atari.announce and mailed to the gem-list
: and lexicor-list

--
I'm all for it !!!

It's a well needed newsgroup.

824. Re: SoftPC

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 04:38:29 UTC
From: bobbro@delphi.com
Message-ID: <5wyW5ZI.bobbro@delphi.com>
Source record: 179193

Hi Iain,

I didn't really expect to find this when I logged on tonight, but as long as I'm here....<grin>

Perhaps the thing that is confusing is if you're doing a PD release of SoftPC, I don't understand why you need Atari to do _anything_ related to the product! This should be no different than any other 3rd party product that is being sold for the ST. Lord knows there are plenty of things that have been produced by developers that were not registered developers. The only thing that I can think of that might require Atari's approval is a TOS license. But since you're going to be running DOS on a TOS machine, even that should not be an issue.

Atari UK always liked to blame Atari US for their problems. :-) The real issue is probably that they don't want to spend any time on a PD program, which is somewhat understandable.

If you'd like an email address for someone high up at Atari, try this one:

75300.3443@compuserve.com

That's Sam Tramiel. Can't guarantee that he'll answer, or what answer you'll get. But there's an address to use. Have fun.

And as for the rest of you....please don't fill up Sam's mailbox with flames. We've been trying to get him more active online for years, and he's finally sneaking out a bit. So be kind!

Best regards,

Bob Brodie

825. Re: Announcing the FED text editor

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 05:53:51 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <37l6df$jtl@golem.wcc.govt.nz>
Source record: 179199

```
] you a uuencoded arced copy.

People still use arc? :)
```

826. RE: Problem: upgrading ST with a better processor

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 07:26:58 UTC
From: matej.kenda@uni-mb.si
Message-ID: <1994Oct14.082658@tferi4>
Source record: 179105

>Hi,
>
>I'm using a PAK3/030 (PAK ~ Prozzessor Austausch Karte = english: processor
>exchange card -> pec ;-))
>
>It's a card with an 68030, optional fpu, 32 kb chache, an a 32 bit access to
>the TOS-ROMs on board. The cpu is running on my board with 42 MHz, a few
>net fellows tuned their cards up to over 50 MHz. A fast RAM extension is in
>development. For further details contact the german distibutor,
>mw electronic
>fax: 49-2223-26982
>
>cu, michi

How much does PAK3/030 cost approximately?

Is it possible to build it in MEGA ST together with AT-BUS card and 3,5"
hard disk?

What are the performances of the upgraded computer?

Lep pozdrav, Matej

matej.kenda@uni-mb.si

827. Re:Virtual memory on Atari ST with 68010

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 08:32:00 UTC
From: Sole@EMBL-Hamburg.DE
Message-ID: <37lfm0$csm@dscomsa.desy.de>
Source record: 179123

```
In article <37kjp5$ijg@news.CCIT.Arizona.EDU>,Paul Harris wrote write:
|> In article mdp@dscomsa.desy.de, Sole@EMBL-Hamburg.DE (V.A. Sole) writes:
|> > Hi,
|> >
|> > I own an Atari STFM with 1Mb memory (sic) and I would like to work with it
|> > in a 3 to 4 Mb memory environment without spending a lot of money (it's
|> > difficult to justify a big investment on such machine).
|> >
|> > I've read the 68010 is like a 68000 but it can support virtual memory.
|> > Does anybody know how one can take the 68010 advantages on an atari ST?
|> > Would be possible to run the Spectre emulator with it?
|> >
|>
|> According to my docs, the 68010 is identical to the 68000 physically, and
|> its instruction set is a superset of the 68000, so you should be able to
|> plug one in and use it as normal. The exception processing commands are
|> apparently the same as for the 68020 (& 68030), so virtual memory software
|> for those processors just might work (I wouldn't be positive).
|>
|>
|> > Do I have any other way ? -on the Macs with a 68030 the operative system
|> > takes care of virtual memory -
|>
|> The Mac operating system from the start (with a 68000) sort of supports
|> virtual memory, in that only part of a program is loaded into memory at
|> a time. The Atari OS doesn't support this (unless a specific program
|> can load pieces of itself). Real virtual memory (ie., it looks like
|> there's more memory than there really is) on Macs didn't come along until
|> System 7, and I'm not sure (I'm sure I'll be corrected), but I think even
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^ ;-)

I remember an apple menu accesory running with System 6.XX which allowed
virtual memory with a 68030.

|> then virtual memory requires an 030. But since Spectre still can't
|> handle System 7.....(Dave? You out there Dave?)....

Anybody has tried that accesory with a Mac emulator on a TT?

|>
|> >
|> > Thank you for your help.
|> >
|> > Armando
|>
```

```
|>
|>
|> ---
|>
|> -Paul Harris @ @
|> paul@vega.ame.arizona.edu \___/
|>
|>
```

Armando

828. Re: Mag!X release for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 08:41:00 UTC
From: Oliver_Michalak@bi.maus.de
Message-ID: <199410141041.a30785@bi.maus.de>
Source record: 179103

```
>> Having seen and used NeoDesk 4.0 running with Geneva installed on a
>> Falcon you can kiss MagiC good-bye...!

Is GENEVA running on 68K-MAC-Harware? MagiC will...

Ciao Oliver
```

829. Re: MacMagiC

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 08:41:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410141449.AA09117@ilmen.lanl.go>
Source record: 179196

In article glm@brachio.zrz.TU-Berlin.DE, alpldbia@w250zrz.zrz.tu-berlin.de (Andre Leistner) writes:
>
>Well, there hasn't been a 'real' announcement. The person who does the main work >(Thomas Tempelmann) mentioned a possible MagiC for Mac after the MacWorldExpo in >Frankfurt/Germany. Now he's answering quite a lot of questions about it...

Thanks for the info, Andre. Keep us posted on any new developments of this product you might hear about, OK?

>PS: How much costs a second hand Apple Powerbook with a 68040 inside? I like the idea of my own portable Atari...

Well, Apple 040-powered notebooks (aka, 'BlackBird') have just hit the streets so they bring a premium price right now and used ones will be scarce. One of the better deals on the portable Apple units is the Duo 230. This is the lightweight (4.4 pound) unit with no internal floppy, active matrix greyscale screen and a 33MHz 030 (fpu-less, I think). I've seen it new in catalogs for $995 and it can probably be had for less with a little shopping. In contrast, the active matrix color 040 PowerBooks are around $4000, I think. Ouch! :)

-Hutch- @ Fair Dinkum Tech

830. Re: GFA Help needed

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 08:45:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410141454.AA09130@ilmen.lanl.go>
Source record: 179197

In article 782064157@paddington, cb170@city.ac.uk (HALL B J) writes:
>Can anyone out there help me with a recursive file/directory search routine in
>GFA basic - I've got the right algorythms, but FSNEXT doesn't seem to work
>properly.

Sorry, Ben, but I've never tried to do anything like that with FSNEXT. Maybe
some GFA gurus could help you on this via email?

>I won't start posting code yet 'cos it'll probably annoy people, but help would
>be grateful... Thanks

Sounds like just the thing to support Yat's recommendation of a new newsgroup
comp.sys.atari.programmer. :)

-Hutch- @ Fair Dinkum Tech

831. Re: Announcing the FED text editor

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 08:52:33 UTC
From: vctec@westminster.ac.uk
Message-ID: <CxnnBL.GKy@westminster.ac.uk>
Source record: 179104

Shawn Hargreaves (slh100@tower.york.ac.uk) wrote:
: editor that I have been working on over the summer. It is online at
: micros.hensa.ac.uk, or alternatively you can email me and I'll send

At hensa, this is in the path:

micros/atari/tos/o/o145/fed.arc

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

832. Re: SoftPC

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 08:53:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410141501.AA09135@ilmen.lanl.go>
Source record: 179198

In article bobbro@delphi.com, bobbro@delphi.com () writes:
>
>I didn't really expect to find this when I logged on tonight, but as long
>as I'm here....<grin>

[...]

>If you'd like an email address for someone high up at Atari, try this one:
>
>75300.3443@compuserve.com
>
>That's Sam Tramiel. Can't guarantee that he'll answer, or what answer
>you'll get. But there's an address to use. Have fun.

Hey! It's the Brodiemeister!

And boy... I'm sure that Sam will thank you for -every= piece of mail
he gets now that you let the cat (a Jaguar?) out of the bag. :)

Good to see you back on the nets, Bob.

-Hutch- @ Fair Dinkum Tech

833. Re: 2.5" IDE drives anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 09:01:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410141509.AA09140@ilmen.lanl.go>
Source record: 179200

In article o2p@nntp.Stanford.EDU, darmok@leland.Stanford.EDU (Philips Dilworth Patton) writes:
>Does anyone have any nice 2.5" drives for placement in a Falcon?
>The cheaper and bigger the better! (well, that's kinda obvious isn't it)
>Anyway, does anyone have any used drives for sale?

Hmmm... used 2.5" drives will probably be a bit hard to find in this forum. Unfortunately, 2.5" units bring a premium price compared to their larger 3.5" cousins.

You can shop around, but some of the best prices I've seen for new 2.5" SCSI Quantum units are from LaCie (a popular Mac vendor) at 800-999-1283:

170Mb $229
256Mb $299
340Mb $379
514Mb $499

-Hutch- @ Fair Dinkum Tech

834. Re: Gemini 2 English .RSC

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 09:01:39 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cxnnqs.H0o@westminster.ac.uk>
Source record: 179106

Stuart Brown (sbrown@cee.hw.ac.uk) wrote:
: I'm currently converting (for my own use) the GEMINI.RSC file with the
: package from German to English. What I would like to know is that once I
: have completed the conversion, would I be able to upload it to ftp
: sites? If the authors have no objection, I'd like to.

Hi Stuart

Have you not heard? Joe Connor and I are doing the translations for
Gemini 2. The RSCs have mostly been done, by Chris Ridd, for this
package, and I will be changing it a bit more. What Joe and I have
/are doing, has been agreed by Stefan (the author). Joe is translating
the documentation...

Should be available withing the next three weeks or so....and full
support for the program provided by Joe and I, as well as registration
for the English version....

We hope to have a semi-English version on a coverdisk near you, soon...
:-)

Regards
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

835. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 10:28:37 UTC
From: thed@mtek.chalmers.se
Message-ID: <37lmgl$s63@nyheter.chalmers.se>
Source record: 179107

I'd _like_ all newsreaders to format the text for the reader. That way one can write whole paragraphs without pressing return and they will look good on all screens, even if they only have 20 columns.

But:
Most (all?) newsreaders just prints the text as it was written by the author and some even screws up the text if one line exceeds X characters.

So if I and others who don't like being restricted to 80 columns wants our texts to be read by the great public, we have to adapt outselfs.

If that's not a reason good enough, there are news rules, and as always, if you don't follow the rules, you'll make people angry with you.

So until most of the newsreaders are rewritten and the rules have changed, adapt yourselfs. If you think this subject is really important to you, contact the creators of the newsreaders and explain your point of view.

I don't think that writing texts the way you like and then when you receive complaints by the readers, you tell _them_ your point of view, will ever make a differece.

I don't like this restriction either but that's the way it is...

Kind regards,
Ted Lyngmo
--
Swedish ministry of making people adapt themselfes. 99.6% satisfied customers.

836. Re: Is there a C package in existance...?

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 10:31:00 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Oct14.103100.4744@bay.cc.kcl.ac.uk>
Source record: 179117

In article <37ith0$seo@whitbeck.ncl.ac.uk>, Craig Graham <Craig.Graham@ncl.ac.uk> writes:
> In article <CxJ36z.702@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>>Lattice C - will do everything you need - but it costs real money
>>though not very much compared with PC packages.
>>
>
> Lattice 5.52 is available for 40 pound sterling from Hisoft -snip-

....erm.. was available for bargain price of 40 sovs! One can
now by v5.6 for a mere 169 quid with a 30% discount for students from Hisoft.
Wait until Earls Court Computer Show starts later this month, approach
Hisoft stand (if they'll be there) n' barter a bit.

-Alastair MacLeod Kings' College London-
-udem148@uk.ac.kcl.cc.bay-

837. X-oR profiles ...

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 10:48:20 UTC
From: urbansky@bailey.com
Message-ID: <CxnsoL.6Ju@bailey.com>
Source record: 179108

Hello all ...

I currently use a Mega ST4 for MIDI sequencing, synced to a PowerMac 6100 for hard disk recording. On the ST side I run Dr.T's Omega II because it has a lot of MIDI tools included with it. I also have an older version of X-oR, I think v1.1. X-oR is great, but I don't have profiles for my Yamaha SY77 and TG33, and my ART SGX2000 (mondo cool effects box). Does anyone know where I can get these? Also, does anyone have the KMX/Ensoniq 15x16 MIDI patchbay for sale? I would _love_ to get one of these things.

John

838. Priam Hard Disk Help Need

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 10:58:00 UTC
From: phillip.davey.
Message-ID: <57830a3a@f98.n250.z1.tor250.org>
Source record: 179109

TYPE:LOST
AREA:COMP.SYS.ATARI.ST

From: pd@mole.bio.cam.ac.uk (Phillip Davey (Path))

I need some help with a Priam 330mb SCSI hard disk.
I have connected it up to my Falcon and it powers up OK.
However when it gets to SCSI 0 it says unit not responding still. (the drive does click a couple of times when it says this)

I think the problem is that it is set to the wrong SCSI id number, but I can't tell how to change it! There are no obvious switches on the drives except for a row of ten jumpers next to the SCSI connector.

I have looked through lots of adverts to find a company selling Priam drives, to see if they can help, but I can't find any...

The drive is formatted for a PC at the moment. This shouldn't matter should it? (as far as recognizing the drive, obviously I will have to reformat it to use it)

Thanks for any help,
Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

839. Priam hard disk help needed

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 10:58:28 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <37lo8k$fih@lyra.csx.cam.ac.uk>
Source record: 179110
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I need some help with a Priam 330mb SCSI hard disk.
I have connected it up to my Falcon and it powers up OK.
However when it gets to SCSI 0 it says unit not responding still. (the drive does click a couple of times when it says this)

I think the problem is that it is set to the wrong SCSI id number, but I can't tell how to change it! There are no obvious switches on the drives except for a row of ten jumpers next to the SCSI connector.

I have looked through lots of adverts to find a company selling Priam drives, to see if they can help, but I can't find any...

The drive is formatted for a PC at the moment. This shouldn't matter should it? (as far as recognizing the drive, obviously I will have to reformat it to use it)

Thanks for any help,
Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

840. Req: *.Pi1 --> *.Pcx Ibm

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 11:14:00 UTC
From: wayne.burland@f98.n250.z1.tor250.org
Message-ID: <663c3209@f98.n250.z1.tor250.org>
Source record: 179112

TYPE:LOST
AREA:COMP.SYS.ATARI.ST

From: wburland@solano.community.net (Wayne Burland)

I need a program that will run on an intell box (I don't care what OS, DOS/WINDOWS/OS2/NT) that will convert an Atari ST Degas *.PI1 picture format to something I can read on an IBM (ie PCX, BMP, GIF, whatever).

I know there was an intell based program called OPTIKS that just might do the trick, but I don't know where to find it. The reason I need this is to convert a bunch of *.PI1 bitmaps to the intel for I game I wrote on the ST that I'm porting to OS/2 (I'm using the new DIVE API's in Warp II). If I still had access to my ST, I'd simply convert them to GIF's using the myriad of graphics converters native to the Atari, but I don't, so I need a PC version to do it. Any help would be MUCHLY appreciated. Also, Atari FTP site listings could be a help. Thanks......

841. REQ: *.PI1 --> *.PCX IBM Pic Converter

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 11:14:07 UTC
From: wburland@solano.community.net
Message-ID: <37lp5v$8ud@odin.community.net>
Source record: 179113

I need a program that will run on an intell box (I don't care what OS, DOS/WINDOWS/OS2/NT) that will convert an Atari ST Degas *.PI1 picture format to something I can read on an IBM (ie PCX, BMP, GIF, whatever).

I know there was an intell based program called OPTIKS that just might do the trick, but I don't know where to find it. The reason I need this is to convert a bunch of *.PI1 bitmaps to the intel for I game I wrote on the ST that I'm porting to OS/2 (I'm using the new DIVE API's in Warp II). If I still had access to my ST, I'd simply convert them to GIF's using the myriad of graphics converters native to the Atari, but I don't, so I need a PC version to do it. Any help would be MUCHLY appreciated. Also, Atari FTP site listings could be a help. Thanks......

842. Re: Winx 2.3G

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 11:33:00 UTC
From: h..mauch@f98.n250.z1.tor250.org
Message-ID: <3472514@f98.n250.z1.tor250.org>
Source record: 179114

TYPE:LOST
AREA:COMP.SYS.ATARI.ST

From: stud29@iris1.csv.ica.uni-stuttgart.de (H. Mauch)

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:

: Any idea when it will be finished? :) :)

Well, shouldnt be long. The 2.3 beta is out since, well, I cant
remember, long, long ago. :-)))

Ciao
Uwe

843. Re: WINX 2.3g

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 11:33:25 UTC
From: stud29@iris1.csv.ica.uni-stuttgart.de
Message-ID: <37lqa5$2ler@info2.rus.uni-stuttgart.de>
Source record: 179116

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:

: Any idea when it will be finished? :) :)

Well, shouldnt be long. The 2.3 beta is out since, well, I cant
remember, long, long ago. :-)))

Ciao
Uwe

844. Re: SpeedoGDOS drive question

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 12:04:12 UTC
From: sanders@sci.kun.nl
Message-ID: <Cxnw71.94o@sci.kun.nl>
Source record: 179120

In <37j6uq$2do5@info2.rus.uni-stuttgart.de> GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE (Gerd Castan) writes:

>In <CxLvt3.L8B@sci.kun.nl> sanders@sci.kun.nl writes:

>> When installing SpeedoGDOS from the distribution disks, you are
>> asked to pick a printer driver from a popup-menu. I pick the Deskjet
>> 500 driver (as I got one :-) and continue installing. But I can't
>> find what Speedo does with this info, as there is no DESKJET.SYS or
>> whatever, only a Laserjet (which is compatible anyway). Is the driver
>> which I select at installation patched into Speedo as default or something?
>If you bought Speedo 4.x you have a DJ5.SYS
Woops, probably missed that one. But my question remains: What
happens with the printer selection I make when installing Speedo? Is
it hardcoded? If I need to select it with DRIVERS.ACC, why should I
pick one out at installation at the first place?

Sander SToks
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

845. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 12:09:42 UTC
From: sanders@sci.kun.nl
Message-ID: <CxnwG6.9BJ@sci.kun.nl>
Source record: 179121
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <10620@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:

>In article <37fcle$c1v@crl.crl.com> sammcgee@crl.com (Sam McGee) writes:
>:>In the alt.binaries.multimedia and alt.cd.(something) groups there is
>:>talk about movies on CD-I disks in a 'standard' format compressed in MPEG.
>:>I think the newer CD-I disks are in a ISO9660 format which Atari
>:>computers can read but I don't know the file structure. Is the whole
>:>movie in one file (eg. STARWARS.MPG) or is it broken into several files?
>:>Perhaps PLAYMPEG will someday replace the PC's Reelmagic board. :)

>I've managed to get hold of some MPEGs on CD, that contain audio and video
>data interleaved - be sure that one day PLAYMPEG will support this type of
>MPEG stream. I'd imagine that a whole Movie would be a single stream,
>(to avoid) pauses between file access.

Could you add WAV-playing to PLAYMPEG? I have some MPEG's with
accompanying WAV's. How would you synchronize audio and video?

Oh, and about registering; Could you email me a registered version if
I sent you a #5 cheque (I'm not in the UK) or am I being Dutch here ? :-)

Sounds like #5 extra for crossing the Canal is a bit unfair :-)

Regards,

Sander SToks
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

846. ?ST->Mac, text files

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 12:20:02 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <558_9410160306@softtech.brisnet.org.au>
Source record: 179070

Hi Peter,

Your friend will have to format some 3&1/2 disks to the IBM (standard)
720K type format (an STe will do this standard or yse Fastcopy III or
Maxifile etc.

Then if the Mac was not supplied with the PC Exchange software package
they will have to purchase it.

Copy the files onto the MSDOS formated disks(720K). Then use PC Exchange
to import them on to the Mac.

Seeyoulatermate.
..

_-_|\
/ *<-- Geoff of OZ.
_.-._/
v
Geoffrey W. Larsen., Brisbane, Queensland, Australia.

847. Re: SoftPC

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 12:25:49 UTC
From: sanders@sci.kun.nl
Message-ID: <Cxnx72.9q1@sci.kun.nl>
Source record: 179131

In <5wyW5Zl.bobbro@delphi.com> bobbro@delphi.com writes:

>Atari UK always liked to blame Atari US for their problems. :-) The real
>issue is probably that they don't want to spend any time on a PD program,
>which is somewhat understandable.

...but not in this case. The availability of a PC emulator will be a
major selling point for the Falcon. Include it with every unit!

>If you'd like an email address for someone high up at Atari, try this one:
>
>75300.3443@compuserve.com
>
>That's Sam Tramiel. Can't guarantee that he'll answer, or what answer
>you'll get. But there's an address to use. Have fun.
>
>And as for the rest of you....please don't fill up Sam's mailbox with
>flames. We've been trying to get him more active online for years, and
>he's finally sneaking out a bit. So be kind!

Hmmm, it might not be too wise to post this address. I can see
Sinclap sending Mac drivel to Sam already...

Regards, (and great that you still read c.s.a.st, Bob!)

Sander STOks
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

848. Re: Gfa Help Needed

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 12:41:00 UTC
From: benj@f98.n250.z1.tor250.org
Message-ID: <f69bf61e@f98.n250.z1.tor250.org>
Source record: 179118

TYPE:LOST
AREA:COMP.SYS.ATARI.ST

From: BenJ <cb170@city.ac.uk>

On Thu, 13 Oct 1994, George Seto wrote:

> In comp.sys.atari.st you write:
>
> >Also, I've done an ST-Guide (excellent prog.) version of the GFA Basic 3.5
> >command reference detailing all the commands and their syntax. If anyone
wants > >it, then please mail me...
>
> Maybe you might post it to some of the ftp sites for circulation?--

Will do soon...

|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Law of Communications: The result of enlarged communications
is a vastly increased area of misunderstanding.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

849. Re: GFA Help needed

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 12:41:19 UTC
From: BenJ <cb170@city.ac.uk>
Message-ID: <Pine.SOL.3.90.941014134109.233B-100000@shepherds>
Source record: 179132

On Thu, 13 Oct 1994, George Seto wrote:

> In comp.sys.atari.st you write:
>
> >Also, I've done an ST-Guide (excellent prog.) version of the GFA Basic 3.5
> >command reference detailing all the commands and their syntax. If anyone wants
> >it, then please mail me...
>
> Maybe you might post it to some of the ftp sites for circulation?--

Will do soon...

|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Law of Communications: The result of enlarged communications
is a vastly increased area of misunderstanding.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

850. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 13:01:06 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <37lvei$11q9@msuinfo.cl.msu.edu>
Source record: 179133

In article <199410131158.a30738@bi.maus.de>, Oliver_Michalak@bi.maus.de
(Oliver Michalak) writes:
>n> I have a normal Falcon, although I find NVDI essential (who doesn't? :)). I
>n> have heard the PowerUP 2 accelerator is worth it if you want that extra bit
>of
>n> power though.... But for now, I'm happy.
>
> But how about preparing to buy a 68k-Mac? As stated, MagiC (former
>Mag!x) will be ported to run on 68K-Macs in order get advantage of ATARI-
>GEM-soft (a modified beta-NVDI was presented at the MacExpo).

Does anyone know how the 68K Mac version of MagiC will compare to a stock
Atari? Is if faster than a 520? Faster than a TT030? Off hand, I would
guess that it wouldn't be any faster than a 520, and probably slower. If
this is the case, the next thing to ask is: when will there be a
PowerPC-native version?

Thanks,
Tom
hopper_t@msupa.pa.msu.edu

851. Re: SpeedoGDOS drive question

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 13:16:50 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <37m0c2$2reb@info2.rus.uni-stuttgart.de>
Source record: 179141

In <Cxnw71.94o@sci.kun.nl> sanders@sci.kun.nl writes:

> Woops, probably missed that one. But my question remains: What
> happens with the printer selection I make when installing Speedo? Is
> it hardcoded? If I need to select it with DRIVERS.ACC, why should I
> pick one out at installation at the first place?

You can find this answer in my last posting, too:
Have a look in you ASSIGN.SYS (probably) on drive C:

Gerd

852. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 13:37:50 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Oct14.133750.19768@abo.fi>
Source record: 179122

In <781842362snz@theshack.demon.co.uk> acurtis@theshack.demon.co.uk writes:

> In article <36uf2v$mtq@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:

> Speaking as an STF reviewer, I can say quite catagorically that the
> "American-ness" of a program has no real effect in any way on the
> rating which I give. It's the quality of the program that matters.
> Features are only a part of it. A program like KCS Omega has features
> for breakfast, dinner and tea, but the user interface, manual and
> learning curve make it a complete turkey for the beginner. Breakthru
> has far less features but has a nice feel to it and works well. Who
> can say which is the better program?? The advanced KCS user will
> swear by it, but the reviewer has other considerations. It's a
> complex issue, all I can really say is that the origin of a program
> has no, but NO, effect on the rating attained. Period.

There are a couple of things in ST-Format I find extremely annoying, and I don't think I'm the only one... It'd be great, if you could at least discuss these subjects at STF, and maybe (?) hopefully improve the mag.

1) STF's Falcon support is poor =-(I don't know whether it's because of those kids not wanting to read about "how great Falcon is", as they "only have 520 STs and that's the way they like it.." - but STW _very_ seldom bothers to tell readers e.g. if some game (or utility on cover disk) works on F-030, or not... And (especially when speaking of ST-games!) it would be very nice to tell Falcon-owners, if the game reviewed works on Falcon with BACKWARDS ST-emulator - and if yes, with which settings...

It seems like STF is trying to please ST-using kids?

2) A little more professional touch would be welcome; screenshots from word processors or spreadsheets taken in ST-med rez look horrible... They make Atari look like a toy; an old games computer. Which it isn't at all.

3) Why does STF ignore "the rest of the world" ? In STF's point of view, there doesn't exist other Atari programs than those available in U.K. So, many great German and U.S programs and hardware are simply totally forgotten. Has STF mentioned that there are 256 greytone hand scanners available for ST..? It it has, I have missed it. How about networks, other graphics cards than Crazy Dots, Falcon accelerators, ... Etc. ?

It really sometimes feels like many STF reviewers don't _know_ that there is such really professional Atari life existing somewhere..? What about great Calamus SL, and Atari DTP?

What I really mean, is this: maybe the majority of STF reader is kids using old 520 STFM hardware - but wouldn't it be smart to TELL them that there is the

serious side in Atari, too..? Because now they think: "ok - this is a toy. When I grow big I'll buy a REAL computer, say a PC...".

I really feel that STF doesn't consider Atari much more than a beginners computer - and after readers get older, they change the machine and start subscribing PC Format.. ;-) ?

Don't you agree?

I think, mags like STF _SHOULD_ push Falcon ahead with all their might, because the future of Atari computing is in Falcon and those (hopefully) future Atari compatible computers. Not in ST or STE - whether kids like it or not.

Generally, I find the level of British Atari mags pretty low; I can't help it. There are far too many clear errors in expert articles, and the tone is both over-merry and "surrendered" at the same time.

Please, don't think I want to "insult" you personally. Instead, I'd be very glad to see STF, ST-User and the like improve, and become as good Atari magazines as e.g. excellent German ST-Computer. So, I hope this nasty criticism helps to make the world a bit better place.. =-) !

Any comments very welcome!

Tommi

853. Re: ?ST->Mac, text files

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 13:51:41 UTC
From: rappleye@felix.kodak.com
Message-ID: <37m2dd$nrs@kodak.rdcs.Kodak.COM>
Source record: 179124

In article <37i5tk$ksl@mailer.fsu.edu>
boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

> If she would like to "PC-ize" existing disks, DC Format can write MSDOS
> compatible bootsectors to disks (available on atari.archive.umich.edu in
> /Utilities/Dc/dcfmt302.lzh). The disks must have been formatted with
> 80 tracks, 9 sectors per track (this is the standard desktop format, er,
> format).
>
My standard technique has been to format the disks on the Mac (in IBM
format), then just use them in the ST. My elderly macII (actually
think it's as old as my ST) seemed to have problems with most anything
formatted on the ST. The ST seems happy with whatever I feed it.

RevDrFreak
'foot soldier

854. The Atari Demo Scene

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 14:02:00 UTC
From: sdb3@f98.n250.z1.tor250.org
Message-ID: <411119cb@f98.n250.z1.tor250.org>
Source record: 179125

TYPE:LOST
AREA:COMP.SYS.ATARI.ST

From: sdb3@aber.ac.uk

Is anyone here into ST/STE demos? If so would you be interested in
swapping disks or even participating in the production of one?

Please reply via Email: 'sdb3@aber.ac.uk', or failing that, via the Newsgroup.

855. THE ATARI DEMO SCENE

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 14:02:59 UTC
From: sdb3@aber.ac.uk
Message-ID: <37m32j$6i8@fileserv.aber.ac.uk>
Source record: 179126

Is anyone here into ST/STE demos? If so would you be interested in
swapping disks or even participating in the production of one?

Please reply via Email: 'sdb3@aber.ac.uk', or failing that, via the Newsgroup.

856. Diamond Edge, Heimdall Fo

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 14:03:00 UTC
From: mark.montreuil@f98.n250.z1.tor250.org
Message-ID: <5e1fa59c@f98.n250.z1.tor250.org>
Source record: 179127

TYPE:LOST
AREA:COMP.SYS.ATARI.ST

From: ai066@FreeNet.Carleton.CA (Mark Montreuil)

OK. I have a few packages of original SW with docs that I'd like to sell.
These prices are quoted in U.S. dollars, and include shipping. Please
make an alternate offer if you find the prices too high.

Diamond Edge version 1.10: Excellent floppy and hard disk
diagnostics/repair/utilities. Highly reccomended $40.00

Heimdall: Graphic adventure, norse mythology, very good. 5 disks!
$20.00

PC Ditto SW version, emulates IBM XT, slow, but it works. $5.00

Dragon's Breath: arcade/strategy game of conquest $10.00

Rings of Medusa: medieval trade/war/gambling game. $10.00

Please reply in email. Don't let these great deals pass you by!

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: Montreuil.mark@istc.ca

857. Diamond Edge, Heimdall for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 14:03:18 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <Cxo1pI.5Jt@freenet.carleton.ca>
Source record: 179128

OK. I have a few packages of original SW with docs that I'd like to sell. These prices are quoted in U.S. dollars, and include shipping. Please make an alternate offer if you find the prices too high.

Diamond Edge version 1.10: Excellent floppy and hard disk diagnostics/repair/utilities. Highly reccomended $40.00

Heimdall: Graphic adventure, norse mythology, very good. 5 disks! $20.00

PC Ditto SW version, emulates IBM XT, slow, but it works. $5.00

Dragon's Breath: arcade/strategy game of conquest $10.00

Rings of Medusa: medieval trade/war/gambling game. $10.00

Please reply in email. Don't let these great deals pass you by!

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: Montreuil.mark@istc.ca

858. Laborant Professional

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 14:11:00 UTC
From: theodore.l.hopman@f98.n250.z1.tor250.org
Message-ID: <de01b8bb@f98.n250.z1.tor250.org>
Source record: 179129

TYPE:LOST
AREA:COMP.SYS.ATARI.ST

From: thopman@uoguelph.ca (Theodore L Hopman)

Anyone know where I can get Laborant Professional? Apparently it's a chemistry program, and the mini-review in the latest AEO says it's really good. I know it's on Delphi, but is it on any FTP site?

Thanks for any help...

THeo

859. Laborant Professional

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 14:11:57 UTC
From: thopman@uoguelph.ca
Message-ID: <37m3jd$q1a@nermal.cs.uoguelph.ca>
Source record: 179130

Anyone know where I can get Laborant Professional? Apparently it's a chemistry program, and the mini-review in the latest AEO says it's really good. I know it's on Delphi, but is it on any FTP site?

Thanks for any help...

THeo

860. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 14:12:16 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Cxo24H.6MB@cs.vu.nl>
Source record: 179064

ross@cscns.com (Frederick Matzen) writes:

>I'm all for it !!!

Me too!

>It's a well needed newsgroup.

It sure is... (and so is comp.sys.atari.falcon :-)

Ivo.

||| Ivo van Poorten <ipoorten@cs.vu.nl> aka The Gatekeeper |||
||| Visit my Atari 8-Bit Home Page !!! |||
_/ | _ The URL is http://www.cs.vu.nl/~ipoorten/8bit.html _/ | _
ATARI or ftp all offered stuff at: ftp.cs.vu.nl/pub/ipoorten 8-BIT
---

861. Re: WINX 2.3g

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 14:33:00 UTC
From: stud29@iris1.csv.ica.uni-stuttgart.de
Message-ID: <37lqa5$2ler@info2.rus.uni-stuttg>
Source record: 179115

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:

: Any idea when it will be finished? :) :)

Well, shouldnt be long. The 2.3 beta is out since, well, I cant
remember, long, long ago. :-)))

Ciao
Uwe

862. Need English docs for EGEM200

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 14:45:54 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Oct14.144555.7976@vax.sbu.ac.uk>
Source record: 179137

Are there any English docs for EGEM200?

Del

863. Jim Hurley: Where Are You

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 14:48:00 UTC
From: <>
Message-ID: <c20909fa@f98.n250.z1.tor250.org>
Source record: 179138

TYPE:LOST
AREA:COMP.SYS.ATARI.ST

From: <STIRRE31@MAINE.MAINE.EDU>

Hi, Jim, I lost your e-mail address awhile ago and was
wondering if you could drop me a line. Thanks.
scott tirrell
stirre31@maine.maine.edu

864. Jim Hurley: Where are you?

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 14:48:15 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94287.104815STIRRE31@MAINE.MAINE.EDU>
Source record: 179140

```
Hi, Jim, I lost your e-mail address awhile ago and was
wondering if you could drop me a line. Thanks.
scott tirrell
stirre31@maine.maine.edu
```

865. New Files At Hensa (14 Oc

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 15:32:00 UTC
From: denesh.bhabuta@f98.n250.z1.tor250.org
Message-ID: <c22cb692@f98.n250.z1.tor250.org>
Source record: 179142

```
TYPE:LOST
AREA:COMP.SYS.ATARI.ST

From: vctec@westminster.ac.uk (Denesh Bhabuta)

Hi

More files on-line this weekend.....but not as many as I'd hoped for.
Too much work on other areas needed to be done at HENSA....oh
well....more files next week...

Download and enjoy.
Danny

ATARI NEWS OF THE DAY Updated 14/10/94 @ 1625

tos/o/o107 Info-Atari8 digest e-mail newsletters
Updated weekly

New software for the Atari TOS section
--------------------------------------
New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
```

866. New files at HENSA (14 Oct, 1994)

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 15:32:08 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cxo5tK.3Au@westminster.ac.uk>
Source record: 179143

Hi

More files on-line this weekend.....but not as many as I'd hoped for.
Too much work on other areas needed to be done at HENSA....oh
well....more files next week...

Download and enjoy.
Danny

ATARI NEWS OF THE DAY Updated 14/10/94 @ 1625

tos/o/o107 Info-Atari8 digest e-mail newsletters
Updated weekly

New software for the Atari TOS section

New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
o155 12/10/94 ---- GLCB Graphic Library for C Beginners...fully portable libs
o156 12/10/94 S--- ZEIG'S MIR 0.22 A file viewer which can play files as sound

o151 11/10/94 S--- SYSGEM 1.23 Subroutine libraries for GEM
o152 11/10/94 ---- PAPYRUS DEMO 3.55 Demo for this very nice document processor
o153 11/10/94 ---- ARJ 9.92 Rev 2.024 Now you can Arj and Unarj your files
o154 11/10/94 ---- CPP 1.12 A stand alone C precompiler

o148 10/10/94 S--- BOXKITE 1.49 File selector, can handle long filenames
o149 10/10/94 S--- BIG 1.88 (Big Is GEM) Development C libraries for GEM
o150 10/10/94 ---- GEM LIBRARIES FOR C++

New software for the Atari Falcon section

New packages are as follows; type "cd ~/micros/atari/falcon/<x>/<code>" to get
to where they are held. <code> is as below and <x> is the first letter of <code>
EG. For package "a001" you'd "cd ~/micros/atari/falcon/a/a001".

Pfx Date Key Details
--- ---- --- -------
a047 14/10/94 S--- PLAYMPEG 0.68 Play MPEG files on the Falcon

a044 12/10/94 ---- ARE YOU EXPERIENCED? Brilliant graphics and sound demo
a045 12/10/94 ---- SCAPE Create Random planetary space scenes
a046 12/10/94 ---- A56 1.2 Assembler for the DSP56001 chip

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

867. Ps Files From Calligraphe

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 15:33:00 UTC
From: j.p.beranek@f98.n250.z1.tor250.org
Message-ID: <e9fc2689@f98.n250.z1.tor250.org>
Source record: 179144

TYPE:LOST
AREA:COMP.SYS.ATARI.ST

From: jpb3@ukc.ac.uk (J.P.Beranek)

I've come up with a problem with creating postscript files in Calligrapher,
and then trying to print them on my university's laser printers. Therefore
I wondered if any of you could help me with this problem.

I create a test document in Calligrapher, save it as a .ps file fine also.
Next I port it onto my Unix machine at university, to allow myself to print
the .ps file. For good measure I do a "dos2unix" on it to get rid of all those
horrible ^M 's off the end of the lines.

I then do "lpr -Pruskin testfile.ps" (ruskin is a laser printer) and a few
mins later I get very polite mail from a printer daemon saying that
"testfile.ps" is not a postscript file, when it definitely is. I tried to
get help from the facilities here, but they didn't do any good at all.

Thanks for any help you may have.

John (who wants to print Calligrapher docs on a laser printer)

--
John Beranek \
Second Year /
Computer Systems Engineer \
University of Kent /

868. ps files from Calligrapher

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 15:33:08 UTC
From: jpb3@ukc.ac.uk
Message-ID: <9952@falcon.ukc.ac.uk>
Source record: 179145

I've come up with a problem with creating postscript files in Calligrapher, and then trying to print them on my university's laser printers. Therefore I wondered if any of you could help me with this problem.

I create a test document in Calligrapher, save it as a .ps file fine also. Next I port it onto my Unix machine at university, to allow myself to print the .ps file. For good measure I do a "dos2unix" on it to get rid of all those horrible ^M 's off the end of the lines.

I then do "lpr -Pruskin testfile.ps" (ruskin is a laser printer) and a few mins later I get very polite mail from a printer daemon saying that "testfile.ps" is not a postscript file, when it definitely is. I tried to get help from the facilities here, but they didn't do any good at all.

Thanks for any help you may have.

John (who wants to print Calligrapher docs on a laser printer)

--
John Beranek \
Second Year /
Computer Systems Engineer \
University of Kent /

869. Re: Macmagic

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 15:41:00 UTC
From: hutch@f98.n250.z1.tor250.org
Message-ID: <a92b5b7e@f98.n250.z1.tor250.org>
Source record: 179146

TYPE:LOST
AREA:COMP.SYS.ATARI.ST

From: hutch@ilmen.lanl.gov (Hutch)

In article glm@brachio.zrz.TU-Berlin.DE, alpldbia@w250zrz.zrz.tu-berlin.de (Andre Leistner) writes:>
>Well, there hasn't been a 'real' announcement. The person who does the main work >(Thomas Tempelmann) mentioned a possible MagiC for Mac after the MacWorldExpo in >Frankfurt/Germany. Now he's answering quite a lot of questions about it...
Thanks for the info, Andre. Keep us posted on any new developments of this product you might hear about, OK?

>PS: How much costs a second hand Apple Powerbook with a 68040 inside? I like the idea of my own portable Atari...
Well, Apple 040-powered notebooks (aka, 'BlackBird') have just hit the streets so they bring a premium price right now and used ones will be scarce. One of thebetter deals on the portable Apple units is the Duo 230. This is the lightweight(4.4 pound) unit with no internal floppy, active matrix greyscale screen and a33MHz 030 (fpu-less, I think). I've seen it new in catalogs for $995 and it canprobably be had for less with a little shopping. In contrast, the active matrixcolor 040 PowerBooks are around $4000, I think. Ouch! :)

-Hutch- @ Fair Dinkum Tech

870. Re: MacMagiC

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 15:41:41 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410141449.AA09117@ilmen.lanl.gov>
Source record: 179148

In article glm@brachio.zrz.TU-Berlin.DE, alpldbia@w250zrz.zrz.tu-berlin.de (Andre Leistner) writes:
>
>Well, there hasn't been a 'real' announcement. The person who does the main work >(Thomas Tempelmann) mentioned a possible MagiC for Mac after the MacWorldExpo in >Frankfurt/Germany. Now he's answering quite a lot of questions about it...

Thanks for the info, Andre. Keep us posted on any new developments of this product you might hear about, OK?

>PS: How much costs a second hand Apple Powerbook with a 68040 inside? I like the idea of my own portable Atari...

Well, Apple 040-powered notebooks (aka, 'BlackBird') have just hit the streets so they bring a premium price right now and used ones will be scarce. One of the better deals on the portable Apple units is the Duo 230. This is the lightweight (4.4 pound) unit with no internal floppy, active matrix greyscale screen and a 33MHz 030 (fpu-less, I think). I've seen it new in catalogs for $995 and it can probably be had for less with a little shopping. In contrast, the active matrix color 040 PowerBooks are around $4000, I think. Ouch! :)

-Hutch- @ Fair Dinkum Tech

871. Re: GFA Help needed

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 15:45:57 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410141454.AA09130@ilmen.lanl.gov>
Source record: 179149

In article 782064157@paddington, cb170@city.ac.uk (HALL B J) writes:
>Can anyone out there help me with a recursive file/directory search routine in
>GFA basic - I've got the right algorythms, but FSNEXT doesn't seem to work
>properly.

Sorry, Ben, but I've never tried to do anything like that with FSNEXT. Maybe
some GFA gurus could help you on this via email?

>I won't start posting code yet 'cos it'll probably annoy people, but help would
>be grateful... Thanks

Sounds like just the thing to support Yat's recommendation of a new newsgroup
comp.sys.atari.programmer. :)

-Hutch- @ Fair Dinkum Tech

872. Re: SoftPC

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 15:53:22 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410141501.AA09135@ilmen.lanl.gov>
Source record: 179150

In article bobbro@delphi.com, bobbro@delphi.com () writes:
>
>I didn't really expect to find this when I logged on tonight, but as long
>as I'm here....<grin>

[...]

>If you'd like an email address for someone high up at Atari, try this one:
>
>75300.3443@compuserve.com
>
>That's Sam Tramiel. Can't guarantee that he'll answer, or what answer
>you'll get. But there's an address to use. Have fun.

Hey! It's the Brodiemeister!

And boy... I'm sure that Sam will thank you for -every= piece of mail
he gets now that you let the cat (a Jaguar?) out of the bag. :)

Good to see you back on the nets, Bob.

-Hutch- @ Fair Dinkum Tech

873. Re: 2.5" Ide Drives Anyon

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 16:01:00 UTC
From: hutch@f98.n250.z1.tor250.org
Message-ID: <de2997d1@f98.n250.z1.tor250.org>
Source record: 179147

TYPE:LOST
AREA:COMP.SYS.ATARI.ST

From: hutch@ilmen.lanl.gov (Hutch)

In article o2p@nntp.Stanford.EDU, darmok@leland.Stanford.EDU (Philips Dilworth Patton) writes:>Does anyone have any nice 2.5" drives for placement in a Falcon?>The cheaper and bigger the better! (well, that's kinda obvious isn't it)>Anyway, does anyone have any used drives for sale?

Hmmm... used 2.5" drives will probably be a bit hard to find in this forum. Unfortunately, 2.5" units bring a premium price compared to their larger 3.5" cousins.

You can shop around, but some of the best prices I've seen for new 2.5" SCSI Quantum units are from LaCie (a popular Mac vendor) at 800-999-1283:

170Mb $229
256Mb $299
340Mb $379
514Mb $499

-Hutch- @ Fair Dinkum Tech

874. Re: 2.5" IDE drives anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 16:01:02 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410141509.AA09140@ilmen.lanl.gov>
Source record: 179056

In article o2p@nntp.Stanford.EDU, darmok@leland.Stanford.EDU (Philips Dilworth Patton) writes:
>Does anyone have any nice 2.5" drives for placement in a Falcon?
>The cheaper and bigger the better! (well, that's kinda obvious isn't it)
>Anyway, does anyone have any used drives for sale?

Hmmm... used 2.5" drives will probably be a bit hard to find in this forum. Unfortunately, 2.5" units bring a premium price compared to their larger 3.5" cousins.

You can shop around, but some of the best prices I've seen for new 2.5" SCSI Quantum units are from LaCie (a popular Mac vendor) at 800-999-1283:

170Mb $229
256Mb $299
340Mb $379
514Mb $499

-Hutch- @ Fair Dinkum Tech

875. Re: SpeedoGDOS drive question

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 16:16:00 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGAR
Message-ID: <37m0c2$2reb@info2.rus.uni-stuttg>
Source record: 179119

In <Cxnw71.94o@sci.kun.nl> sanders@sci.kun.nl writes:

> Woops, probably missed that one. But my question remains: What
> happens with the printer selection I make when installing Speedo? Is
> it hardcoded? If I need to select it with DRIVERS.ACC, why should I
> pick one out at installation at the first place?

You can find this answer in my last posting, too:
Have a look in you ASSIGN.SYS (probably) on drive C:

Gerd

876. Re: The Atari Demo Scene

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 16:17:00 UTC
From: requiem@f98.n250.z1.tor250.org
Message-ID: <d03a4dd4@f98.n250.z1.tor250.org>
Source record: 179052

TYPE:LOST
AREA:COMP.SYS.ATARI.ST

From: cm3hirjd@bs47c.staffs.ac.uk (Requiem)

sdb3@aber.ac.uk wrote:
: Is anyone here into ST/STE demos? If so would you be interested in
: swapping disks or even participating in the production of one?

: Please reply via Email: 'sdb3@aber.ac.uk', or failing that, via the
Newsgroup.
I love demos of all shapes and sizes although I don't have an ST/STE at
the moment I am thinking of getting one soon (I have a Falcon 030). What
do you code in to make your demos? I would be interested in doing
graphics and supplying (but not making) music (tracker) for you.

Let me know.

RiCH

877. Re: THE ATARI DEMO SCENE

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 16:17:29 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37maup$io@bs33n.staffs.ac.uk>
Source record: 179053

sdb3@aber.ac.uk wrote:
: Is anyone here into ST/STE demos? If so would you be interested in
: swapping disks or even participating in the production of one?

: Please reply via Email: 'sdb3@aber.ac.uk', or failing that, via the Newsgroup.

I love demos of all shapes and sizes although I don't have an ST/STE at
the moment I am thinking of getting one soon (I have a Falcon 030). What
do you code in to make your demos? I would be interested in doing
graphics and supplying (but not making) music (tracker) for you.

Let me know.

RiCH

878. Re: Are There Any Dsp Mod

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 16:30:00 UTC
From: timothy.miller@f98.n250.z1.tor250.org
Message-ID: <61861086@f98.n250.z1.tor250.org>
Source record: 179054

TYPE:LOST
AREA:COMP.SYS.ATARI.ST

From: millert@grad.csee.usf.edu (Timothy Miller)

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: Hutch (hutch@ilmen.lanl.gov) wrote:
: : In article qvb@charm.magnus.acs.ohio-state.edu,
rcollins@magnus.acs.ohio-state.edu (Raymond Collins) writes:: : >
: : >The only modem I know that has DSP is the ZyXEL, U1496E Plus,
: : >in fact it has 2 DSP chips and a 68000 chip to run all of the features.

: Can I assume that the original post was concerned with a DSP based
: SOFTWARE modem? Ie you use the DSP port (like on the Falcon) to connect
: your phone line to and some very clever software to run the whole deal.

: Now if anyone ever came up with this it would be heaven!

Isn't that one of those vaporware things that Atari promised us? I do
believe it was them that mentioned it to begin with.

879. Re: Are there any DSP Modems?

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 16:30:16 UTC
From: millert@grad.csee.usf.edu
Message-ID: <37mbmo$o9m@mother.usf.edu>
Source record: 179055

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: Hutch (hutch@ilmen.lanl.gov) wrote:
: : In article qvb@charm.magnus.acs.ohio-state.edu, rcollins@magnus.acs.ohio-state.edu (Raymond Collins) writes:
: : >
: : >The only modem I know that has DSP is the ZyXEL, U1496E Plus,
: : >in fact it has 2 DSP chips and a 68000 chip to run all of the features.

: Can I assume that the original post was concerned with a DSP based
: SOFTWARE modem? Ie you use the DSP port (like on the Falcon) to connect
: your phone line to and some very clever software to run the whole deal.

: Now if anyone ever came up with this it would be heaven!

Isn't that one of those vaporware things that Atari promised us? I do
believe it was them that mentioned it to begin with.

880. STUART LYSTER

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 16:40:00 UTC
From: Olaf_Kaiser@bi.maus.de
Message-ID: <199410141840.a30791@bi.maus.de>
Source record: 179057

Hi,

is there anyone who can send the e-mail adress of Stuart Lyster (White Rock
B.C. Canada)?

Thanks!

Olaf


```
--------------------------------------------------------------------------
MausNet: Olaf Kaiser @BI .---. .---.
InterNet: olaf_kaiser@bi.maus.de / \ __ / \
/ / \(..)/ \ \
ATARI Falcon 030 (4/335) ////// ' \/ ` \\\\\\
NEC Multisync 2A //// / // : : \\ \ \\\\
TKR Speedstar 144 // / / /` '\ \ \ \\
// //..\\ \\
Voice: +49 521 297032 ====UU====UU====
'//||\\`
--------------------------------------------------------------------------
```

881. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 16:40:00 UTC
From: Olaf_Kaiser@bi.maus.de
Message-ID: <199410141840.a30792@bi.maus.de>
Source record: 179058

Hi,

>But I would like to do a small vote... who here uses their Falcon WITHOUT
>a 32MHz board? (This isn't a 'are you happy with it running this way'
>but a test to see if you _are_ running with this system).

Add me to your list.

Olaf


```
-------------------------------------------------------------------------
MausNet: Olaf Kaiser @BI .---. .---.
InterNet: olaf_kaiser@bi.maus.de / \ __ / \
/ / \(..)/ \ \
ATARI Falcon 030 (4/335) ////// ' \/ ` \\\\\\
NEC Multisync 2A //// / // : : \\ \ \\\\
TKR Speedstar 144 // / / /` '\ \ \ \\
// //..\\ \\
Voice: +49 521 297032 ====UU====UU====
'//||\\`
-------------------------------------------------------------------------
```

882. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 16:47:30 UTC
From: woodford@esca.com
Message-ID: <1994Oct14.164730.11723@esca.com>
Source record: 179059

ysiu@lexicor.com (Yat Siu) writes:

[Proposal for a new newsgroup: comp.sys.atari.programmer]

What's wrong with c.s.a.s.tech that we need a separate programmer group?

Steve

883. Re: Newer Mint <-> Multit

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 17:08:00 UTC
From: christer.gustavsson@f98.n250.z1.tor250.org
Message-ID: <25d05aa0@f98.n250.z1.tor250.org>
Source record: 179060

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: d2cg@dtek.chalmers.se (Christer Gustavsson)

In article <Cxnxrp.A2M@sci.kun.nl>, Sander Stoks <sanders@sci.kun.nl> wrote:
>Hi,
>
> I'm somewhat confused here. Installing MultiTOS on my Falcon puts
>a MINT.PRG in my AUTO. Apparently this MINT is really MultiTOS. But
>what if I want to run MiNT the `old-fashined' way, i.e. a
>single-tasking GEM with some TOSWINdows running multitasking shells?
>I do it this way on my old ST and it works fine (i.e. faster than
>MultiTOS on my Falcon) for me. So how do I disable MultiTOS but keep
>MiNT? And what about the MiNT source version on a.a? If I compile
>that one, will I then have MultiTOS? Guess not, as MultiTOS is
>commercial.
>

You just comment out the line "GEM=GEM.SYS" in your mint.cnf. MultiTos really is in the GEM.SYS-file with the ability to run GEM-programs concurrently. You can use the version available at a.a. I run MiNT 1.11h2 with and without MiNT and it works much better than earlier versions and is faster too. Some GEM programs that crashed when using earlier versions of MiNT now works like a charm...

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

884. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 17:09:09 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CxoABB.Lxn@nntpa.cb.att.com>
Source record: 179076

Yat, What is the purpose of comp.sys.atari.st.tech if not to
answer programming questions, hardware questions, and other
technical questions? What will be left for comp.sys.atari.st.tech
if this new newsgroup is created? Why would there not be heavy
cross posting between atari.programmer and st.tech? There's
my real concerns. Wayne

885. What Programs...

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 17:17:00 UTC
From: hall.b.j@f98.n250.z1.tor250.org
Message-ID: <b181f0b9@f98.n250.z1.tor250.org>
Source record: 179061

TYPE:LOST
AREA:COMP.SYS.ATARI.ST

From: cb170@city.ac.uk (HALL B J)

It occurred to me that while many programmers out there are writing what they want, they is a substantial amount of non-programmers who would like specialist applications.

I was wondering if it may be a good idea to get together a list of programs wanted by people, and have some programmers voluteering to do one on the list.

OK, it may not work, but anyway...

Programs I'd like to see:

Calamus .CFN Program - finds and fixes damaged fonts : I'm working on
Mono bitmap editor that can simulate changing brightness (through dithers)
WWW Browser
More mono games

Erm.. can't think of any more at the mo'. Any ideas...

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

886. What Programs...

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 17:17:28 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.782155048@paddington>
Source record: 179062

It occurred to me that while many programmers out there are writing what they want, they is a substantial amount of non-programmers who would like specialist applications.

I was wondering if it may be a good idea to get together a list of programs wanted by people, and have some programmers voluteering to do one on the list.

OK, it may not work, but anyway...

Programs I'd like to see:

Calamus .CFN Program - finds and fixes damaged fonts : I'm working on
Mono bitmap editor that can simulate changing brightness (through dithers)
WWW Browser
More mono games

Erm.. can't think of any more at the mo'. Any ideas...

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

887. Troubles with Prg.Touch-up and Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 17:18:56 UTC
From: Joop_Jongsten
Message-ID: <2e9ec2c5@p7.f607.n286.z2.fidonet>
Source record: 179063

Hello frends,

I bought in septemper a Falcon 030 with 4 MB RAM and a 120 HD. Now i have troubles with the Prg Touch-up version 1.84. With my (old) Mega ST 4 this progamm was running without any problems.

The programm starts without errors and i have no problems working with it, that means with al kinds of pictures. But at the moment i try to scan a new picture (With a handscanner from "Alfa Data") mij copm. including the prg. is stuck (it gives no bombs) and i can only reset the system with the button at the back of the computer.

Has anyone of you had the same troubles, or now anyone of you a solution for this problem.

If my Englisch is not to good (your Kings Language) i am sorry.

Please replay and manny thanks.

Greatings Joop Jongsten.

--- JetMail 0.99beta9
* Origin: CMS, Atari & Aviation, Point #7 (2:286/607.7)

888. zoo21.ttp

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 17:32:00 UTC
From: Stuart.Lyster@f7091.n153.z1.ship.net
Message-ID: <782160802.AA00857@ship.net>
Source record: 179077

You should no forget the "-" before the "x" in the command line to
use the ZOOxx.TTP program. It should be....

-x <filename>

then you will not get the help screen.

889. Re: GFA Help needed

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 17:41:00 UTC
From: cb170@city.ac.uk
Message-ID: <1035858352@Pine.SOL.3.90.941014134109.233B->
Source record: 179135

On Thu, 13 Oct 1994, George Seto wrote:

> In comp.sys.atari.st you write:
>
> >Also, I've done an ST-Guide (excellent prog.) version of the GFA Basic 3.5
> >command reference detailing all the commands and their syntax. If anyone wants
> >it, then please mail me...
>
> Maybe you might post it to some of the ftp sites for circulation?--

Will do soon...

|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Law of Communications: The result of enlarged communications
is a vastly increased area of misunderstanding.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

890. Need English docs for EGEM200

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 17:45:00 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Oct14.144555.7976@vax.sbu.ac>
Source record: 179136

Are there any English docs for EGEM200?

Del

891. Jim Hurley: Where are you?

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 17:48:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94287.104815STIRRE31@maine.maine>
Source record: 179139

Hi, Jim, I lost your e-mail address awhile ago and was
wondering if you could drop me a line. Thanks.
scott tirrell
stirre31@maine.maine.edu

892. Re: GFA Help needed

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 17:58:45 UTC
From: Lexicor@world.std.com
Message-ID: <CxoCLy.DCJ@world.std.com>
Source record: 179066

In article <9410141454.AA09130@ilmen.lanl.gov>,
Hutch <hutch@ilmen.lanl.gov> wrote:

>>I won't start posting code yet 'cos it'll probably annoy people, but help would
>>be grateful... Thanks
>
>Sounds like just the thing to support Yat's recommendation of a new newsgroup
>comp.sys.atari.programmer. :)

Just another argument why comp.sys.atari.programmer is so necessary :) *grin*

Cheers Hutch ;)

Yat @ lexicor

>
>-Hutch- @ Fair Dinkum Tech
>

893. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 18:08:24 UTC
From: Lexicor@world.std.com
Message-ID: <CxoD20.JK0@world.std.com>
Source record: 179068

In article <1994Oct14.164730.11723@esca.com>,
Steven Woodford <woodford@esca.com> wrote:
>ysiu@lexicor.com (Yat Siu) writes:
>
>[Proposal for a new newsgroup: comp.sys.atari.programmer]
>
>What's wrong with c.s.a.s.tech that we need a separate programmer group?

Steve,

several things, the first being that technical does not imply
programming (never has). The biggest problem, if you've been following some
of the posts in the past, people don't like it (many) if you post code on
*tech or such related questions.

The nature of code is also often annoying to those who don't want
to be involved with it. Also programmer will promote programming questions
which tech or any other atari newsgroup does not. It probably won't be a
high volume newsgroup, but while we're on this topic. The subject matter
discussed in *programmer will more than likely be DISTINCTLY different than
those in any other newsgroup for atari i.e. no danger for cross postings.

While one may argue the validity or not for *falcon or *0x0 or
whatever (I won't go into that yet), the gap for programming questions,
support or otherwise is quite obvious, and if you don't want to read it,
you don't have to, and there will more than likely be no danger for you to
miss out on anything fancy either :) re: announcements, hardware or software
questions.

Also more importantly, with the passing of gem-standard guides on
the gem-list, a forum more publicly available and less problematic on your
private mailbox is required to help support the new guide.

Cheers

Yat @ Lexicor

>
>Steve

894. RE: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 18:33:49 UTC
From: talbote@wc5.wl.aecl.ca
Message-ID: <14OCT94.18334914@wc5.wl.aecl.ca>
Source record: 179067

I too would favour the creation of the newsgroup comp.sys.atari.programmer
but I wonder if some of that discussion is not already carried in
comp.sys.atari.st.tech. (?)

Emile

____ _ __ ______ ____ __
/ __/_ _ (_) /__ /_ __/__ _/ / / ___ / /_ talbote@wl.aecl.ca
/ _// ' \/ / / -_) / / / _ `/ / _ \/ _ \/ __/
/___/_/_/_/_/_/__/ /_/ _,_/_/_.__/___/__/

895. Softwhere?

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 19:06:42 UTC
From: mkucsa@mailer.fsu.edu
Message-ID: <37mks2$hr4@mailer.fsu.edu>
Source record: 179069

Help! I have been given an Internet account and don't know how to use it. My first time on I accidentally found a place to download Atari files (I'm desperate for FATSPEED since my HD crash) but I don't know how I got there. Is there someone around here who can give me directions? You could even just point.

896. Re: Neodesk 3/4

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 19:27:07 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <37mm2b$rlc@golem.wcc.govt.nz>
Source record: 179071

] Did you turn off background file operations in NeoDesk 4? NeoDesk 4's file
] operations should be faster than version 3 (they are basically the same
] code cleaned up).

Background copying on an ST? No way! I'm using dialogs instead of
windows, so there's _no_ backgrounding whatsoever!

] Two things. First, you should look at the new release 002 of NeoDesk. We
] just released a patch for it. It has some substancial improvements in
] memory management. I will be posting it on the Internet in the next day or
] two. Second, you should check your Memory Configuration. With the wrong
] setting here, you can substancially increase your memory fragmentation
] (NeoDesk 3 didn't offer this level of control.)

I usually limit it to 300K at all times. v002 seems to just about
eliminate the fragmentation problems other than with the Icon-editor.

If running programs doesn't cause fragmentation, then why not make
the icon editor an external program & run it seperately? It might solve
problems. (Remember the days of Neodesk 2? :)

I haven't tried no-limit setting yet with the new version....

] > Hopefully the problems can be fixed. Neodesk 4 doesn't like copying
] > large amounts of files to/from floppies... It tends to crash (Neodesk
] > v3.04 doesn't). Memory fragmentation... Speed....
]
] We haven't experienced this, but maybe you ran into some other unrelated
] problem that made it seemed that the copying was the problem. I would try
] release 002 and see if that fixes things.

I tried it on a friends Falcon, and a friends STE to see if it was my
setup, but nope... After copying a disk full of various files from A:
to the hard-drive, Neodesk 4 crashed. Does it almost without fail.

Rel' 002 seems _just about_ bugless now, as long as Geneva is being
used. Other than the icon-editor, there's no noticable problems (apart
from the annoying code-depacking on bootup delay)

897. Font

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 19:28:11 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <37mm4b$rlc@golem.wcc.govt.nz>
Source record: 179072

Anyone know where I can get a monospaced, full-set (256 char'), VT-100 GDOS font. With 8 & 9 point settings. (NOT Speedo-GDOS, normal GDOS).

898. Re: St-Guide

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 19:34:04 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <37mmfc$rlc@golem.wcc.govt.nz>
Source record: 179073

] You can get the latest english version from micros.hensa.ac.uk but I
] am not sure which directory. There is an advantage to using ST-Guide
] documents, even with a good text-file viewer. ST-Guide is for online
] documentation. Text file viewers are general purpose utilities for
] any type of text you might need to look at... You would not want to
] read an entire manual in HyperText, because you would quickly get lost
] in the links (if you are a curious soul like me). By the same token,
] though, you would not want to look for a specific piece of information
] in a text-only document, since it can be a pain-staking process. In
] this case, you want the information yesterday, not tomorrow.

This is what Geneva and a good text-viewer is for! :) If you're a speed-
user like me (as much as one can be on an 8Mhz system), then I'm after
as much normal-GEM avoidance as possible. I want dialogs, not windows,
and decent scrolling.... (How _does_ Tempus do it? :)

BTW guys, Geneva & Neodesk 4 work great under Double-Screen or MonSTer!
(1280*960*4 :)

What annoys me is the fact that people package virtually identical
hypertext & asciitext documents in the same file, and if you pay for
what you get, this is a waste, and it also wastes time while you download
the extra bit of info'... Either one or the other, not both!

899. RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 19:44:58 UTC
From: lexicor@world.std.com
Message-ID: <37mn3q$dg5@rodan.UU.NET>
Source record: 178575
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.8bit,comp.sys.atari.st

```
Proposal for a new newsgroup
Request for Discussion: comp.sys.atari.programmer

by: Yat Siu (lexicor@world.std.com)
-----------------------------------

Group name: comp.sys.atari.programmer
Status: unmoderated
Distribution: world-wide
Summary: a newsgroup for the discussion of programming on the atari
TOS or 8bit computer and any clones or otherwise

Justification:

There are currently several comp.sys.atari.* newsgroups, however
none cover the aspect of programming questions. Atari Computer systems
(8bit, 16 or 32bit and clones) have various development tools from other
third party developers, some of which are very good. Atari Users require
a forum where they can ask questions about programming in any language.

This new newsgroup is also meant to encourage programming on the
atari and asking questions regarding programming. Very often programming
questions are asked in other forums, but they either don't get a reply or
ignored because it is not related to the topic. Atari Computers have got
a user base of programmers who need to support each other on the usenet on
a more global scale, and it should also help third party developers for
atari development tools read and see what programmers use/require/want.

Charter:

The proposed group will provide a forum for the discussion of
programming queries, discussions of techniques or anything else that is
related to programming on the atari for any language that exist on the
atari (scheme, gcc, c, basic, pascal, assembler etc.)

NOTE

This RFD is being issued in concordance with the guidelines set in the
"How to create a new usenet newsgroup" FAQ regularly posted to
news.announce.newgroups. Please refer to this article if you have any
questions about the newsgroup creation.

Unless the discussion indicated a need to resubmit a new RFD, the CFV will
be posted approximately three to four weeks after the posting of this RFD.

This RFD was (cross)-posted to the following groups:
```

news.announce.newgroups, news.groups, comp.sys.atari.st,
comp.sys.atari.8bit, comp.sys.atari.announce and mailed to the gem-list
and lexicor-list

900. SAFEMENU author sought

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 19:51:25 UTC
From: BYDLP@ttacs3.ttu.edu
Message-ID: <37mnft$5sq@hydra.acs.ttu.edu>
Source record: 179075

I'm looking for whoever wrote a PD CPX called SAFEMENU, which I downloaded recently from the UMich archive. (The README etc. gives no name, address, or anything.) It's a very nice routine, but unfortunately is incompatible with Notator SL V3.16, which is my main application. I'd like to communicate about the problem with the author.

Thanks. Please use the email address shown below, rather than the one in the header above.

Dave Post
dpost@falcon.aamrl.wpafb.af.mil

901. Re: PLEASE! Restrict posts to 80 column

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 20:38:00 UTC
From: brown.251@postbox.acs.ohio-state.edu
Message-ID: <199410150137.VAA17603@postbox.ac>
Source record: 179065

Subject: Re: PLEASE! Restrict posts to 80 columns!

In article <37kidg$j1d@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) wrote:

> James E. Baumgardner II (jbaumgar@bronze.coil.com) wrote:

> : Hi there. Since you are obviously not civilized enough to restrict
> : E-mail conversations to E-mail, I have no qualms about raking you over
> : the coals in public. I must apologize to the denizens of the net who are
> : reading this, but Hutch (that's right, Hutch <hutch@ilmen.lanl.gov>)
> : decided that he prefers whining in a public forum rather than dealing with
> : criticism in a constructive manner.
>
> It seems that he is being most productive. You are arguing against
> common sense, which gives you little credibility among UNIX people.

I must be missing something somewhere. Common Sense. Unix People. Did I miss the smiley there? ("credibility" sends me over the top!)

This whole argument is stupid. Hutch is being extremely immature. Not about the 80 column thing -- but about specifically calling James Baumgardner out. Am I the only one who sees this as "Mommy, he was mean to me?". I don't see how this served any usefull purpose (or any purpose other than causing this useless thread). It certainly won't stop James from posting as he sees fit. I doubt that it's going to alter anyone's behavior.

And yes, I am a little miffed at myself for even posting to this inane thread. But, if we must have a flame war, let's attack the flame and not all stand around gazing at the fire, remarking on how pretty it is.

Sure. 80 columns is good. Everyone should do it. I can't see any argument here. (People shouldn't flame either, it's a "rule" just like 80 cols is.)

> : I suggest that if you want to continue providing this service for G*nie
> : customers, you should be inconvenienced. A `real term program' or `one
> : than can handle >80 columns/line and/or LFs rather than CR/LFs,' to quote
> : my own message, would easily fix your problem. When you replied and
> : stated that you had a SUN w/ a 21" monitor, I seriously could find no
> : reason for your concern. Even a modest programmer such as myself could
> : write a little GFA program in five or six minutes that could word-wrap to
> : 80 columns and convert LFs to CR/LFs. With all of the resources
> : available to you that you had mentioned, there is NO POSSIBLE WAY that
> : unformatted postings could be a problem to you.
>

> There is NO POSSIBLE WAY that properly formatting posts should be a
> problem for you. It requires less effort for people to follow the rules
> than for him to process every unformatted message, program or not.

Sure, completely pass the point. Hutch says he weeds out the non-80 column posts. Now, why does he bother in weeding them out (or how)? A simple filter can run through all the posts (no human involved) and reformat any errent post. This is just as easy as finding the posts that don't fit. If I apply some common UNIX sense, I'd say expecting everyone to follow the rules is a mute point, and you should write your tool to fix the error (not just find the posts that don't fit).

For those of you who have problem reading -- I'm not advocating ignoring the 80 column netiqute. I'm just saying that Hutch _personally_ shouldn't have much problem with this. It was nice to remind people to conform, for those people stuck reading with pgms that don't handle long lines well. But, like James, I don't have one smidgen of sympathy for Hutch's problems in bringing posts over to Genie.

> You [James] obviously know little of maturity.

Well, I'm not going to disagree with that. I will say that Hutch isn't acting very mature either. Re-read Hutch's post where he mentions James. Was that mature? Why was James mentioned at all? Being on the correct side of an argument does not make you mature (and being on the wrong side doesn't make you immature). For that final does of maturity:

Hutch> Hahahaha... the 16 year old (or 15?) whiz kid is lecturing me on
Hutch> maturity. :)

This is a _really_ mature statment if I ever saw one. At least it has a smiley. Remarks connecting age and maturity are a sure indication that someone doesn't watch CSPAN.

Don't worry, I'm going home to flagelate myself over succumbing to this.

--
Ted Brown brown.251@osu.edu
tbrown@cis.ohio-state.edu

902. Re: sh204 = scsi or what?

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 22:50:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199410150050.a32123@m4.maus.de>
Source record: 179078

>>The SH204 is an Atari ACSI-to-SCSI host adaptor (one SCSI device only,
>no
>>parity bit), an Adaptec 4000A SCSI-to-MFM controller (one or two MFM
>devices)
>>and either a Seagate ST225 or Tandon 262 drive (20 MB MFM, the Seagate
>being
>>5,25" and the Tandon 3,5").
>
>>Funny enough, this oldest of all Atari hard drives is the only one that
>works
>>on the Falcon030: Just remove the host adaptor.
>>Furthermore, one can remove the Adaptec and the drive and replace with
>a plain
>>SCSI drive.
>
>And if I keep the host adaptor in it, but replace the Adaptec+drive by a
>plain SCSI drive, will it still work on a 1040STE?

Yes. A friend of mine still has my original Atari host adaptor from my SH204
and runs a Seagate 1096N (SCSI, 84 MB) on it.
You'd have to go for a drive with parity disabled, and better not try a
Fast-SCSI drive. I never tried a really modern drive on it, but it should work.
BEWARE: You have to format and partition the drive elsewhere, since that host
adaptor has a bug that prevents the drive from reporting its capacity. Using
the drive afterwards does work perfectly well, though.

bye, Peter

903. Falcon serial port

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 23:29:02 UTC
From: charrier@int-evry.fr
Message-ID: <37n47u$bo@reseau.cict.fr>
Source record: 179082

My Falcon's serial port will work correctly only after a reset.
Why ? Is there a remedy ?

Tanks in advance,

LC.

904. Re: Demos

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 23:40:01 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <37n4sh$ms@golem.wcc.govt.nz>
Source record: 179079

] I've heard that Dune is making an Wolfenstein-Clone for the STE. Is this tr
] and when will it be out (I hope, very soon!) ?

It was supposed to be ready a fair while ago. (If I'm thinking of the
same people). I doubt it'll happen!

Of course, I could (hopefully) be wrong!

905. For Sale: Disk Mags

Newsgroup: comp.sys.atari.st
Date: 1994-10-14 23:54:38 UTC
From: osteele@u.washington.edu
Message-ID: <37n5nu$16a@nntp1.u.washington.edu>
Source record: 179081

Disk Magazines

FaSTer: Vol. 1 No. 1 to Vol. 2 No. 5 (11 disks)
ST News: 2.1 to 4.4 (19 disks)

I'll sell all these for just $15, that's only 50 cents per disk (if you don't like them you can use them as blanks). I just thought that I'd pass these on to someone who could use them (they have demos, programming routines, etc.) rather than to just re-use them as blanks. If you're in the states, I'll even throw in Priority mail shipping (about $3 worth).

But get in touch soon, if I don't hear from anyone I'll just recycle them. And I'm interested in trading, as always.

906. Re: For Sale: ST, Software, Hardware, Misc.

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 00:58:42 UTC
From: dunham_scott@htc.honeywell.com
Message-ID: <dunham_scott-141094195849@mac153-61.mn09.honeywell.com>
Source record: 179084

In article <37ghq1$7td@moon.src.honeywell.com>, dunham@src.honeywell.com (Dunham) wrote:

> ICD AdSpeed STE 16 MHz accelerator
SOLD
> Master 3S DSDD 3.5" external floppy drive & P.S.
SOLD
> Monitor Master
SOLD
> LogiKhron Clock Module (for cartridge port) + software & lithium bat.
SOLD
> CUBASE SCORE 2.0 + dongle + manuals
SOLD
> Studio Module & Cuetrax Module (for CUBASE) - bundled
SOLD
> DigiDesign's Sound Designer - 16-bit sample editing
SOLD
> * Michtron TuneUp! Hard Drive optimiser
SOLD
> STart Magazines & disks
SOLD

Thank you - all other items still available for sale.

Cheers,
Scott

|\ Scott Dunham \ooo| Internet: dunham_scott@htc.honeywell.com
|o\ Artist / Musician \oo|- -
|oo\ Celestial Echoes \o| Key fingerprint = 05 F9 73 23 9E 92 C5 71
|ooo\ M . U . S . I . C \| [PGP 2.6] DE 94 7B 75 7C 10 DF 4E

907. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 01:38:39 UTC
From: brown.251@postbox.acs.ohio-state.edu
Message-ID: <199410150137.VAA17603@postbox.acs.ohio-state.edu>
Source record: 179085

In article <37kidg$j1d@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) wrote:

> James E. Baumgardner II (jbaumgar@bronze.coil.com) wrote:

> : Hi there. Since you are obviously not civilized enough to restrict
> : E-mail conversations to E-mail, I have no qualms about raking you over
> : the coals in public. I must apologize to the denizens of the net who are
> : reading this, but Hutch (that's right, Hutch <hutch@ilmen.lanl.gov>)
> : decided that he prefers whining in a public forum rather than dealing with
> : criticism in a constructive manner.
>
> It seems that he is being most productive. You are arguing against
> common sense, which gives you little credibility among UNIX people.

I must be missing something somewhere. Common Sense. Unix People. Did I miss the smiley there? ("credibility" sends me over the top!)

This whole argument is stupid. Hutch is being extremely immature. Not about the 80 column thing -- but about specifically calling James Baumgardner out. Am I the only one who sees this as "Mommy, he was mean to me?". I don't see how this served any usefull purpose (or any purpose other than causing this useless thread). It certainly won't stop James from posting as he sees fit. I doubt that it's going to alter anyone's behavior.

And yes, I am a little miffed at myself for even posting to this inane thread. But, if we must have a flame war, let's attack the flame and not all stand around gazing at the fire, remarking on how pretty it is.

Sure. 80 columns is good. Everyone should do it. I can't see any argument here. (People shouldn't flame either, it's a "rule" just like 80 cols is.)

> : I suggest that if you want to continue providing this service for G*nie
> : customers, you should be inconvenienced. A `real term program' or `one
> : than can handle >80 columns/line and/or LFs rather than CR/LFs,' to quote
> : my own message, would easily fix your problem. When you replied and
> : stated that you had a SUN w/ a 21" monitor, I seriously could find no
> : reason for your concern. Even a modest programmer such as myself could
> : write a little GFA program in five or six minutes that could word-wrap to
> : 80 columns and convert LFs to CR/LFs. With all of the resources
> : available to you that you had mentioned, there is NO POSSIBLE WAY that
> : unformatted postings could be a problem to you.
>
> There is NO POSSIBLE WAY that properly formatting posts should be a

> problem for you. It requires less effort for people to follow the rules
> than for him to process every unformatted message, program or not.

Sure, completely pass the point. Hutch says he weeds out the non-80 column posts. Now, why does he bother in weeding them out (or how)? A simple filter can run through all the posts (no human involved) and reformat any errent post. This is just as easy as finding the posts that don't fit. If I apply some common UNIX sense, I'd say expecting everyone to follow the rules is a mute point, and you should write your tool to fix the error (not just find the posts that don't fit).

For those of you who have problem reading -- I'm not advocating ignoring the 80 column netiqute. I'm just saying that Hutch _personally_ shouldn't have much problem with this. It was nice to remind people to conform, for those people stuck reading with pgms that don't handle long lines well. But, like James, I don't have one smidgen of sympathy for Hutch's problems in bringing posts over to Genie.

> You [James] obviously know little of maturity.

Well, I'm not going to disagree with that. I will say that Hutch isn't acting very mature either. Re-read Hutch's post where he mentions James. Was that mature? Why was James mentioned at all? Being on the correct side of an argument does not make you mature (and being on the wrong side doesn't make you immature). For that final does of maturity:

Hutch> Hahahaha... the 16 year old (or 15?) whiz kid is lecturing me on
Hutch> maturity. :)

This is a _really_ mature statment if I ever saw one. At least it has a smiley. Remarks connecting age and maturity are a sure indication that someone doesn't watch CSPAN.

Don't worry, I'm going home to flagelate myself over succumbing to this.

--
Ted Brown brown.251@osu.edu
tbrown@cis.ohio-state.edu

908. For Sale: Disk Mags

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 02:54:00 UTC
From: osteele@u.washington.edu
Message-ID: <37n5nu$16a@nntp1.u.washington.ed>
Source record: 179080

Disk Magazines

FaSTer: Vol. 1 No. 1 to Vol. 2 No. 5 (11 disks)
ST News: 2.1 to 4.4 (19 disks)

I'll sell all these for just $15, that's only 50 cents per disk (if you don't like them you can use them as blanks). I just thought that I'd pass these on to someone who could use them (they have demos, programming routines, etc.) rather than to just re-use them as blanks. If you're in the states, I'll even throw in Priority mail shipping (about $3 worth).

But get in touch soon, if I don't hear from anyone I'll just recycle them. And I'm interested in trading, as always.

909. Need Rick Flashman's e-mail address

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 03:08:29 UTC
From: chanck@merlion.singnet.com.sg
Message-ID: <37nh3d$sit@merlion.singnet.com.sg>
Source record: 179086

Hi,

I am looking for Rick Flashman's e-mail address (Gribnif). I thought
I had it but when I tried rflashma@mtholyoke.edu it returns unknown host.

Please e-mail me if anyone has his address on the net. Thanks.

regards
Gary Chan

+++
+ ||| | Mega4 STE, 1040STE, 1040STFM, 486 DX2/66+Gemulator +
+ ||| | +
+ / | \ | chanck@merlion.singnet.com.sg, garychan@perth.dialix.oz.au +
+ / | \ | chanck@tartarus.uwa.edu.au, chan_c@kultarr.uwa.edu.au +
+++
--
regards
Gary Chan

****

910. Re: ARJ....

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 03:15:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <37nhhb$2hn@golem.wcc.govt.nz>
Source record: 179087

In article <37ecu2$lvm@rhino.cis.vutbr.cz>, kucik@Leo1.Zlin.VUTbr.cz (Jiri Kucik; st) writes:
>Roger Sheppard. <sheppard_r@kosmos.wcc.govt.nz> wrote:
>
>>Hi does any one know any thing about this file on tu-clausthal.de
>>
>>arj992.tos sym-link arj.exe (dos) full kompatible
>>
>>Is this a full ARJ archiver for the Atari....??
>
>AFAIK only ARJ packer for ST was done by J.Lamac (LEC), but unfortunatelly
>he lost its sources (disk crash) and didn't want to release saved binaries.
>
>Only his ARJPack (packing of executable files) is available. Very powerful,
>with additional code optimizing.
>
>Fufin

This file is now on A.A, I had problems getting due to Bad Gopher servers,
I ended up getting it vai the mail-server...

Yes it is a ARJ Archiver as well as a UNARJ.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

911. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 03:16:48 UTC
From: Lexicor@world.std.com
Message-ID: <Cxp2G0.G42@world.std.com>
Source record: 179088

In article <CxoABB.Lxn@nntpa.cb.att.com>,
-Booth,W.A. <trek@intgp4.ih.att.com> wrote:
>Yat, What is the purpose of comp.sys.atari.st.tech if not to
>answer programming questions, hardware questions, and other
>technical questions? What will be left for comp.sys.atari.st.tech
>if this new newsgroup is created? Why would there not be heavy
>cross posting between atari.programmer and st.tech? There's
>my real concerns. Wayne

Wayne,

comp.sys.atari.st.tech -> discussion of atari st hardware

so there you can discuss matters of hardware, and possilby talk about low level design HOWEVER the distinction comes when you ask how do I do this in Pure C, like implementing .h files, or how or what do I need to compile mint, and presenting example code which sometimes can be very long.

Maybe you haven't seen it, but I've seen people scared off from programming questions because others said it didn't belong here. Do you get questions in *tech asking how do I do this in whatever language? Yes sometimes but it doesn't make the bulk of messages.

Technical questions in discussion of atari hardware is mainly the discussion on peripherals, and most of the time not programming internals.

The other practical issue about a group like programmer is, if you're not into programming at all you can totally ignore it, unlike a group like maybe *falcon and *st you may risk losing som valuable information if it wasn't posted in both and you requier to read another newsgroup. It should also help clarify the the borderlines of tech and programmer if it does pass.

Your concerns are very natural, and by all means please voice them because that is what the RFD (Request for Discussion is all about).

Also, the gem-list issues will need a forum to discuss and support the implementation of the new "gem" standards, and progammer would support this in incredible ways.

Does that make sense to you?

Cheers

Yat @ Lexicor

912. Re: For Sale: ST, Software, Hardware, M

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 03:58:00 UTC
From: dunham_scott@htc.honeywell.com
Message-ID: <dunham_scott-141094195849@mac153>
Source record: 179083

Subject: Re: For Sale: ST, Software, Hardware, Misc.

In article <37ghq1$7td@moon.src.honeywell.com>, dunham@src.honeywell.com
(Dunham) wrote:

> ICD AdSpeed STE 16 MHz accelerator
SOLD
> Master 3S DSDD 3.5" external floppy drive & P.S.
SOLD
> Monitor Master
SOLD
> LogiKhron Clock Module (for cartridge port) + software & lithium bat.
SOLD
> CUBASE SCORE 2.0 + dongle + manuals
SOLD
> Studio Module & Cuetrax Module (for CUBASE) - bundled
SOLD
> DigiDesign's Sound Designer - 16-bit sample editing
SOLD
> * Michtron TuneUp! Hard Drive optimiser
SOLD
> STart Magazines & disks
SOLD

Thank you - all other items still available for sale.

Cheers,
Scott

|\ Scott Dunham \ooo| Internet: dunham_scott@htc.honeywell.com
|o\ Artist / Musician \oo|- -
|oo\ Celestial Echoes \o| Key fingerprint = 05 F9 73 23 9E 92 C5 71
|ooo\ M . U . S . I . C \| [PGP 2.6] DE 94 7B 75 7C 10 DF 4E

913. System Power Problems

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 04:16:27 UTC
From: bseburn@vaxxine.com
Message-ID: <Cxp57G.G42@vaxxine.com>
Source record: 179089

F >
F > I think I have a major problem. I don't know whether its a b
F > supply, a nasty virus, or a voltage surge problem from the elec
F > outlet. Here's my setup:

Naaa.. It sounds like a bad power supply, or more specific, a bad
solder joint(s) on the power supply board itself. I had a 1040ST
that all I had to do was look at it the wrong way and it rebooted,
after it had been on for awhile. Turned out to be bad solder joints,
more then one actually. A few minutes with the soldering iron, and
the ST was back running my BBS for over a year, and now its been
sold and is still running with NO troubles. I'd look there first
before going into a panic. (grin)

Brian...

___ Mountain Reader II - #Demo 001

914. Wanted: Stalker

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 04:25:56 UTC
From: raver909@telerama.lm.com
Message-ID: <37nlkk$562@asia.lm.com>
Source record: 179090

If you got it and want to sell it email me.
Joe
--

915. Re: ?ST->Mac, text files

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 04:40:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199410150640.a39624@wi2.maus.de>
Source record: 179091

```
In article <CxK50G.KwL@Virginia.EDU>, John William Stanmeyer
(jws4p@Virginia.EDU) wrote:
>To transfer files from a ST to a Mac you could download Diamond
>Format from umich archives. This program can format ST disks
>such that they can be written to and read by an IBM or a Mac
>using AFE (Apple file exchange?)

Gemini and Kobold (>= 2.5) will do this, too.
```

916. Re: NVDI 3.0 available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 04:58:07 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <37nngv$3gg@golem.wcc.govt.nz>
Source record: 179092

In article <37irm8$dqh@infa.central.susx.ac.uk>, michrm@central.susx.ac.uk (Michael May) writes:
>Hendrik Mylius (Hendrik_Mylius@pb2.maus.de) wrote:
>: On Thursday October 6th at about five past three
>: sammcgee@crl.com (*Sam McGee*) happened to write:
>
>: SM>Is NVDI 3.0 currently available?
>
>Thats good for you...but what about other registered users...like in the UK.
>
>I phoned System Solutions who I brought mine from and they could not get a
>price for me for the upgrade from 2.5 to 3 yet because they did not have
>any in stock.

They would be the worse firm that I can think of, all I got was the runaround when I asked about the Overscan update, not a firm I can reccomend...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

917. FS: Supra 14.4 Modem $150

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 06:07:10 UTC
From: mbates@netcom.com
Message-ID: <mbatesCxpABy.75o@netcom.com>
Source record: 179097

I have for sale the 14.4 fax/modem v.32bis/v.42bis Supra modem.
This is the Complete version with all docs and everything: even the LED
display. Don't confuse this with the lower cost model. I am upgrading
and looking for $150 or best offer. Thanks (Works great with my STe)
-Marlin
mbates@netcom.com

918. OMEN

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 06:09:06 UTC
From: thoth@nyongwa.montreal.qc.ca
Message-ID: <CxpAF7.64q@nyongwa.montreal.qc.ca>
Source record: 179093

I'm curious: has anyone on the Net heard of any new developments with OMEN,
the Open Multitasking Environment)? It was officially realeased in June, and
I haven't heard much since v. 2.50d came out...

a) is there any software out that supports this new environment?
b) have any of the other platform versions been released yet?

-Jeff Boman

919. Re: Posting Binaries in c.s.a.s.

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 06:12:15 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <37nrrv$452@golem.wcc.govt.nz>
Source record: 179003

```
] If at all possible, please do not post huge encoded binary files to
] comp.sys.atari.st or any other newsgroup except those especially
] intended for such files (such as .sources or .binaries).

On this subject, how about the c.s.a.binaries moderator telling us his
address every now & then. I doubt that all sites keep all the news for
months at a time. (We've got to live with a 3-day read or delete,
and I know other sites have similar routines in operation).

Are you out there Mr. Moderator? :)
```

920. STe + lots more FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 07:32:34 UTC
From: herbivor@teleport.com
Message-ID: <37o0ii$qku@sandra.teleport.com>
Source record: 179094

```
This is an update to my for sale list with those items sold removed, and
some price reductions.

=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
FOR SALE -- UPDATE
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

Atari Mega STe
--------------
4 Meg RAM
16 mHz / cache
separate keyboard
2 Serial ports
LAN port
VME expansion slot
52 meg internal Hard Drive
TOS 2.06

Price - $550 or best offer (includes software below)

Software
--------
PageStream
WordUp
Codehead Utilities
Warp 9
Multidesk Deluxe
Compute your Roots

Lots of other stuff, including MIDI sequencers, shareware,
programming, etc. plus 2+ years of ST mags and disks from
England.

Matrix CoCo Graphics card (VME)
-------------------------------
256 colours
1 Mb VRAM
up to 1024 x 768 resolution
fully programmable/configurable
supports virtual resolutions up to 1260 x 900

works in Mega STe or TT

Price - $300

Canon Multisync monitor
-----------------------
```

14 inch
.28 dot pitch
syncs down to all ST resolutions
800x600 max resolution
works great with graphics card above

comes with multisync switchbox to give you all 3 ST resolutions
in one monitor

Price - $300

Supra 2400 baud modem

Price - $40

Panasonic KX-P1123 printer
---
24 pin dot matrix
360 x 360 dpi

with printer stand

Price - $150 obo

ICD 85 Meg HD
---
in under monitor case, room for one more drive

Price - $250

Atari SM124 mono monitor

Price - $100

==========
Summary
==========

Mega STe - $550 Atari 1040 STe - SOLD
Matrix CoCo card - $300 85 meg HD - $250
Canon Multisync monitor - $300 SM124 monitor - $100
Migraph Hand scanner - SOLD \ /
Panasonic 24 pin - $125 \ /
Supra 2400 modem - $ 40 \ /
\ / \ /
\ / -----	------
Package I - All for $1100 Package II - All for $300

If interested, email to herbivor@teleport.com or phone
(503)698-2651 Pacific time

free setup help for beginners or novices.

Reasonable offers will be accepted

--
" " " herbivor@teleport.com
\00/ (public access user, not affiliated with Teleport)
\/
\/ "Love animals, don't eat them"

921. OMEN

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 09:09:00 UTC
From: thoth@nyongwa.montreal.qc.ca
Message-ID: <CxpAF7.64q@nyongwa.montreal.qc.c>
Source record: 179026

I'm curious: has anyone on the Net heard of any new developments with OMEN,
the Open Multitasking Environment)? It was officially realeased in June, and
I haven't heard much since v. 2.50d came out...

a) is there any software out that supports this new environment?
b) have any of the other platform versions been released yet?

-Jeff Boman

922. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 10:40:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <199410151240.a26670@la.maus.de>
Source record: 179095

PB>More Falcon Attention.... More Falcon Attention.... This Is What We
PB>Need, Besides alot of the posts on comp.sys.atari.st are about the
PB>Falcon, thus If we got our Own Newsgroup we'd lessen the load on this
PB>one.

In the german MausNet we have a Falcon only area! Works fine!

Holger

923. Re: Falcon serial port

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 11:56:06 UTC
From: azog@world.std.com
Message-ID: <CxpqHI.sp@world.std.com>
Source record: 179096

charrier@int-evry.fr (Laurent Charriere) writes:

>My Falcon's serial port will work correctly only after a reset.
>Why ? Is there a remedy ?

>Tanks in advance,

>LC.

Whats the exact problem? When you say 'doesnt work', that could cover
any number of problems. What version TOS? I have 4.04 and I have
no problems with mine

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

924. Falcon Hardware Upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 12:38:11 UTC
From: d91-ber@nada.kth.se
Message-ID: <37oifj$j35@news.kth.se>
Source record: 179098

Hello, recently I read about a hardware accelerator for the
Falcon in ST User. I think the card was called something like
'The Speed Resolution Card' and was sold by some german company.
Does anybody out there know anything about this card (performance,
where to find it, ease of installation...) ?

-Bjorn Eriksson (d91-ber@nada.kth.se)

925. X-oR profiles ...

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 13:23:07 UTC
From: mitko@oslonett.no
Message-ID: <37ol3r$6u0@hasle.oslonett.no>
Source record: 179100

Hi John!
I'm also using X-or (version 1.1), and wanted to ask you about profiles for Korg 01/W and Proteus World. Do you know if they exist, and if so where to get them? Sorry I cannot help you with the profiles you asked for, however, if you need any other ones - tell me, I have quite a few.

Greetings:
- mitko@oslonett.no -

926. Re: Neodesk 3/4

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 14:18:59 UTC
From: dowdle@delphi.com
Message-ID: <xk30pjz.dowdle@delphi.com>
Source record: 179099

What? You are using dialog boxes instead of windows? Silly person!

927. MPEG Player version 0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 14:35:30 UTC
From: millert@grad.csee.usf.edu
Message-ID: <37opbi$1ld@mother.usf.edu>
Source record: 179001

This latest version of MPEG player can actually play most of my mpegs now.

But for about 50% of them, it puts my computer into some weird display mode that my multisync can't handle and all I see it a lot of flickering garbage.

I think the developer should check what kind of monitor is being used before he changes display modes.

And if it's a problem with 640x400 TC, then use a 256 color mode.

But aside from this problem, the program is coming along admirably.

928. Spectre GCR with ROMS for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 14:53:54 UTC
From: av143@FreeNet.Carleton.CA
Message-ID: <Cxpypu.9JC@freenet.carleton.ca>
Source record: 179013

Spectre GCR For Sale

Spectre GCR Mac Emulator with Mac ROMS Asking: $125 US

Please respond via email or contact Russell at (613) 831-8475.

R.A. Morris

Kanata, ON, Canada

929. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 15:39:53 UTC
From: fvdakker@sterbbs.nl
Message-ID: <30217GHNQVGOCFYQVYM@sterbbs.nl>
Source record: 179007

ipoorten@cs.vu.nl wrote:

ip>ross@cscns.com (Frederick Matzen) writes:
ip>
ip>>I'm all for it !!!
ip>
ip>Me too!

Me too! (it's getting a bit boring ;-)

ip>>It's a well needed newsgroup.
ip>
ip>It sure is... (and so is comp.sys.atari.falcon :-)

I totaly agree. Whatever comp.sys.atari.falcon is going to be called.

Frits.

* TailMail 2.1 #031 *

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

930. Kermit or XYZ-Modem for 1040

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 15:40:15 UTC
From: querel@jupiter
Message-ID: <37ot4v$5si@vishnu.jussieu.fr>
Source record: 179002

Hello !
I have an Atari 1040 STF with only a single floppy disk drive.
I would like to transfer files between this machine and a PC.

Floppies written with the Atari can't be read by my PC.

So, I would like to know if a transfert program does exist for the 1040STF

I suppose it exist ! But I don't know where I can find it.
Does somebody know where I can find it, or mail me an UUencoded version
of such a program (executable, I have no compiler !) to
querel@ecoledoc.ibp.fr

A
Thanks a lot !!

931. Atari TT030 For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 15:47:22 UTC
From: gspencer@vecnet.demon.co.uk
Message-ID: <782236042snz@vecnet.demon.co.uk>
Source record: 179004

Atari TT030 System For Sale - 750 (UK Only)

System specification:
M68030 CPU at 32Mhz, M68882 maths co-processor
2Mb ST compatible RAM, 8Mb TT fastRAM
Internal 48Mb Seagate SCSI disk drive
Internal 720K floppy disk drive
External 44Mb SyQuest removeable cartridge SCSI disk drive, with one
44Mb cartridge
External 720K floppy disk drive

Ports:
1 x D25 type SCSI interface
1 x Atari ACSI disk interface
1 x Parallel printer port
4 x Serial ports, D9
1 x LAN port (using Z8530 serial port)
MIDI ports
Cartridge port
3U VMEbus expansion slot

TOS 3.05

Software:
That's Write V2 word processor
Neodesk 3 desktop replacement
Fontkit font editor
Connect 2.40 (registered)
FTL Modula-2
Several hundred disks of ST/TT software

Reply by email

--
Gary K. Spencer Email: gspencer@vecnet.demon.co.uk
Senior Software Engineer

Vector Networks Limited,
Unit 2, Amber Business Village, Fax : +44-827-67068
Amington Industrial Estate,
Tamworth, Staffordshire B77 4RP
U.K.

932. Quantum LPS help

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 16:19:23 UTC
From: blade01@pplnet.com
Message-ID: <03333PVKUOSDTPGHSAY@pplnet.com>
Source record: 179005

I have a Quantum LPS 330mb SCSI hard drive (manufactured to Apple specs,
it says on the label). My ICD host adapter reports it as "unrecognized
unit." What must I do to make it work with an ICD original or Micro
host adapter (or, ideally, an Atari MSTe internal HA)?

□
Rich Tietjens aka Captain Blade * from The Captain's Lounge
Home of GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld
1-713-550-2620 * 24 hours/7 days * 14.4k bps * v.32bis/v.42bis
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
9:1992/6969.0@survnet.ftn * 51:2/10.0@atarinet.ftn
300:300/2.0@heatnet.ftn
□

--
_____ 30 lines of pleasure and friendship _____
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

933. Re: Kermit or XYZ-Modem for 1040

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 16:44:02 UTC
From: selick@bu.edu
Message-ID: <37p0si$2di@news.bu.edu>
Source record: 179006

Laurent QUEREL (querel@jupiter) wrote:
: Hello !
: I have an Atari 1040 STF with only a single floppy disk drive.
: I would like to transfer files between this machine and a PC.

: Floppies written with the Atari can't be read by my PC.

: So, I would like to know if a transfert program does exist for the 1040STF

: I suppose it exist ! But I don't know where I can find it.
: Does somebody know where I can find it, or mail me an UUencoded version
: of such a program (executable, I have no compiler !) to
: querel@ecoledoc.ibp.fr

A) Floppies FORMATTED on the pc as 720k will be readable/writable on the
Atari and the PC

B) Uniterm, on atari.archive.umich.edu will do Kermit and X/Ymodem transfers.
GSZRZ will do zmodem.

Luck,
Steve
selick@acs.bu.edu

934. test

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 18:27:22 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <782245642snz@chowgar.demon.co.uk>
Source record: 179028

Hello there, could somebody plese tell me if this mail has reached anywhere.

Thanks.

Simon Moore

smoore@chowgar.demon.co.uk

935. Kermit or XYZ-Modem for 1040

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 18:30:38 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <37p74e$l5k@msuinfo.cl.msu.edu>
Source record: 179008

In article <37ot4v$5si@vishnu.jussieu.fr>, you write:
>Hello !
>I have an Atari 1040 STF with only a single floppy disk drive.
>I would like to transfer files between this machine and a PC.
>
>Floppies written with the Atari can't be read by my PC.

Floppies formatted with the Desktop "Format" option can't be read by the PC without special software (don't recall the name). If you get a program like Diamond Format, DC Format or IBMFORM and use one of these to format your disks with the "MS-DOS" compatible option, you'll have no trouble transfering files. The only difference between Atari and IBM format is the number of FAT clusters (or something like that). IBMFORM should also allow you to alter an Atari disk to MS-DOS format without losing any of the files on the disk. All of these programs are available on-line at places like Hensa and umich (and its mirrors). If you need help with the FTP addresses, let me know and I'll email you a list that someone on the net compiled.

Oh, you also have to format in standard 720kb format; no Twisted; no 10 sectors per track; etc.

>So, I would like to know if a transfert program does exist for the 1040STF

As I mentioned, it does, but I can't recall the name.

I tried sending this to you via email, and it bounced. Just so you know.

Tom
hopper_t@msupa.pa.msu.edu

936. ATARI ST SYSTEM SALE

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 18:33:00 UTC
From: levaillm@cuug.ab.ca
Message-ID: <Cxq8v1.Ao8@cuug.ab.ca>
Source record: 179010

I have a complete Atari ST system for sale

SSC1435 Stereo monitor
SM125 mono monitor
Monitor Master for switching between monitors
Atari 520STfm with extra 512K in sockets (total 1meg)
Maxtor 212meg SCSI hard drive with ICD ADSCSI plus and case.
Good BMD replacment mouse.
NEW BEST electronics power supply in the ST.
New 1.44 Meg floppy drive (needs newer floppy controler for HD use).
Works great as 720K (will format extra tracks)
All for $800Canadian funds (about $500 US depending on exchange)
Shipping extra.

You can reply here or call me voice @ (403) 246-8375.

--
Mark Levaillant
levaillm@cuug.ab.ca

937. Re: 3.5" IDE drives inside a Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 18:47:29 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <Cxq9J5.6yF@cix.compulink.co.uk>
Source record: 179011

In message <37clod$gni@news.uncc.edu>, ralunsfo@uncc.edu said:
>What I'm looking for is info on what is required to swap the internal Falcon
>IDE drive with a 3.5" Connor IDE drive. Will the cables that come with the
>kit plug right in, or do I need special adapters, etc? I know I will have to
>remove the internal speaker (that doesn't bother me too much:).

You need a 44 to 40 way adaptor cable, and a suitable power supply.

Barry wilsontjb@cix.compulink.co.uk

938. Re: Quantum LPS help

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 18:50:57 UTC
From: Matt McCabe <mbmccabe@bronze.coil.com>
Message-ID: <Pine.SUN.3.90.941015144843.25689F-100000@bronze.coil.com>
Source record: 179009

I ordered teh same drive about a year ago (less?) from LaCie. (Bad
experience, can't recommend them -- even though their prices are good.)
The parity is _enabled_ in the drive's firmware. For your ST, parity
must be _disabled_. To do this, you'll need to hook it up to a Mac and
use the Mac software to _disable_ parity.

I sent my drive back. :-\

Those who educate children well are more to be honored than parents, for
these only gave life, those the art of living well. -- Aristotle
-=-=-=-=- Matt McCabe -=-=-=-=-=-=-=- mbmccabe@bronze.coil.com -=-=-=-=-

939. Atari Falcon030 for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 19:13:49 UTC
From: jschwart@soda.CSUA.Berkeley.EDU
Message-ID: <37p9ld$gd6@agate.berkeley.edu>
Source record: 179012
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

For Sale:

Atari Falcon030: 4 MB Ram, 85 Mb HD ..... $800 or best reasonable
offer.

With the falcon I will include ALL my software which will run on a falcon.
GFA Basic, Pascal, Print Master +, Multi-Tos, Misc. Games, and much more.

Also for sale:

SSDD Drive Mech $05
Magic Sac + (MAC Emulator/Cart. Clock) $20

9 Pin Dot-Matrix Printers:

IBM ProPrinter II ..... $ 80
Panasonic 1091i $120

Atari ST Software:

Timeworks DTPer $20
Amberstar $15
Civilization $15
TNT (Dragon Spirit, Xybots, Hard
Drivin', Toobin) $20
CardFile 4 ..... $15

$10 or BO on all items below:

Dungeon Master, Ultima III, Zak McKracken, The Games (Winter),
Print Master +, and Pang.

If you see somthing you like, make me an offer.
Buyer also pays shipping charges.

-Jonah Schwartz
jschwart@soda.CSUA.Berkeley.EDU
Berkeley, CA USA

940. Re: Falcon Hardware Upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 19:42:58 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <37pbc2$l2e@nntp.Stanford.EDU>
Source record: 179015

Bjorn Eriksson (d91-ber@nada.kth.se) wrote:
: Hello, recently I read about a hardware accelerator for the
: Falcon in ST User. I think the card was called something like
: 'The Speed Resolution Card' and was sold by some german company.
: Does anybody out there know anything about this card (performance,
: where to find it, ease of installation...) ?

Me too! I want this thing!!!! Please give me a phone number, address,
email address....where can I get it?

941. Atari TT030 For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 19:50:03 UTC
From: gspencer@vecnet.demon.co.uk
Message-ID: <782250603snz@vecnet.demon.co.uk>
Source record: 179016

Atari TT030 For Sale - 750 (UK Only)

System configuration:
Atari PTC 1426 multi-sync monitor (supports ST low/medium/high and TT
low/medium screen modes)
2Mb ST compatible RAM, 8 Mb TT fastRAM
Internal 48Mb Seagate SCSI disk
Internal 720K floppy disk drive
External 44Mb SyQuest SQ555 removeable cartridge disk drive, cased,
PSU, SCSI in/out, SCSI id select, 1 x 44Mb cartridge
External 720K floppy disk drive
Ports:
1 x 25D SCSI interface
1 x Atari ACSI interface
1 x parallel printer port
4 x serial ports, D9
1 x LAN port (using one of the Z8530 serial ports routed to
a LocalTalk style connector)
MIDI ports
Cartridge port
TOS 3.05

Software:
That's Write V2 wordprocessor
Neodesk V3 desktop replacement
Fontkit font editor
Connect V2.40 (registered)
FTL Modula-2
Several hundred disks of ST software

Reply by email

--
Gary K. Spencer Email: gspencer@vecnet.demon.co.uk

Vector Networks Limited,
Unit 2, Amber Business Village, Fax : +44-827-67068
Amington Industrial Estate,
Tamworth, Staffordshire B77 4RP
U.K.

942. Kermit or XYZ-Modem for 1

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 19:59:17 UTC
From: larserik@oslonett.no
Message-ID: <37pcal$pdt@hasle.oslonett.no>
Source record: 179014

> I would like to transfer files between this machine and a PC.
> Floppies written with the Atari can't be read by my PC.

Oh yes, they can :-)

You just have to change some bytes in the bootsector
If you immunize the disks with Protect6 (or similar anti-virus programs
that can write and IBM boot sector) you will be able to read them

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

943. Re: REQ: *.PI1 --> *.PCX IBM Pic Converter

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 20:35:41 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37peet$qb6@mailer.fsu.edu>
Source record: 179017

Wayne Burland (wburland@solano.community.net) wrote:
> I need a program that will run on an intell box (I don't care what OS,
> DOS/WINDOWS/OS2/NT) that will convert an Atari ST Degas *.PI1 picture
> format to something I can read on an IBM (ie PCX, BMP, GIF, whatever).
>
> I know there was an intell based program called OPTIKS that just might do
> the trick, but I don't know where to find it. The reason I need this is
> to convert a bunch of *.PI1 bitmaps to the intel for I game I wrote on
> the ST that I'm porting to OS/2 (I'm using the new DIVE API's in Warp
> II). If I still had access to my ST, I'd simply convert them to GIF's
> using the myriad of graphics converters native to the Atari, but I don't,
> so I need a PC version to do it. Any help would be MUCHLY appreciated.
> Also, Atari FTP site listings could be a help. Thanks......

Two suggestions:

1. Ftp to wuarchive.wustl.edu, go into /systems/msdos/graphics (or something like that), and search for "Degas" or "Atari" in the index file. I believe there is a program that can read Degas files, and save them in various PC formats (it might be Optiks, in fact, I cannot remember).

2. There is an X windows package called pbmplus (I think) that can convert just about anything from/to a portible bitmap. Thus, you could convert Degas to PCX with two steps. You probably need a UNIX box for this, though it has probably been ported to LINUX.

Finally, try atari.archive.umich.edu (one of several good Atari ftp sites), though I'm not sure how this will help if you don't have an ST. There is a PC program (in /Misc/st2dos.zip, or something similar) that allows you to write the correct MSDOS bootsector to ST floppies, but that's about it in terms of PC stuff, to my knowledge.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

944. Re: Falcon serial port

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 21:19:14 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.782255954@BIX.com>
Source record: 179018

charrier@int-evry.fr (Laurent Charriere) writes:

> My Falcon's serial port will work correctly only after a reset.
> Why ? Is there a remedy ?

LC...

We're going to need a bit more information than that. What terminal program are you trying to use? Does this happen with all programs that use the serial port, or just some? You might be trying to run a program that doesn't know how to "talk" to the new serial port hardware in the Falcon. In other words, there could be all sorts of reasons.

~~~~~~
John R. Trautschold	j.trautschold@bix.com
""""""""""""""""""""	j.trautschold on BIX * 71333,1003 on CIS
Missionware Software	J.TRAUTSCHOL on GEnie * MISSIONWARE on Delphi
~~~~~~

945. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 22:24:12 UTC
From: lstrasbu@cfprch.cray.com
Message-ID: <9410152224.AA05731@cfprch.cray.com>
Source record: 179021

How and where can I get some information on the Gemulator, Phone number, someone fax me some information, address of vendor?

946. ATARI SLM804 QUESTIONS

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 22:24:36 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <37pkr4$beq@usenet.INS.CWRU.Edu>
Source record: 179019

Hi. I just bought a used SLM804 (works wonderfully with AtariWorks).
I can't get it to work with Printmaster and Certificate Maker (old
versions). Is there a way to copy the driver from Atari Works (GDOS, too)?
Certificate Maker has xxx.PRN extensions while my present driver is
xxx.SYS.

Also, will the SLM804 work with the Falcon?

Thanks a lot!

947. Wanted/For Sale: TT RAM board...

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 22:26:34 UTC
From: dud@u.washington.edu
Message-ID: <37pkuq$5a8@nntp1.u.washington.edu>
Source record: 179020

I have an Atari 4/16 meg TT RAM board in my TT030 with 4 megs in it and it's working great. I borrowed it from my Atari dealer about a year ago and have been using it since. He didn't have a TT to use it in, and he had no problem letting me borrow it nearly indefinitely.

However:

Now it has come time to part with my TT. The person who's receiving it expect 8 megs in it. My Atari dealer wants me to pay for the board now, which would be fine with me... except that he wants $400 for it (what he put into it). I don't know exactly what the board is really worth right now; $400 might be a good price. But I don't want to pay that much just so I can ship an 8 meg machine...

My Atari dealer has an Atari 4 meg TT RAM board he says he'll sell me for $250. The MMU on it doesn't work, but fortunately I've been the proud owner of a new MMU for quite some time (just sitting in it's anti-static bag).

So, if someone has a spare TT RAM board that will hold at least 4 megs (I don't care what brand) that they wouldn't mind parting with for a fair price, I'm game. Or if someone wants to buy this board for more than $400 (unlikely, I think...?), let me know!

Thanks,

Dan

948. FS: Mega 4 STe/SLM 804/ other

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 22:43:45 UTC
From: mbates@netcom.com
Message-ID: <mbatesCxqKGx.IDu@netcom.com>
Source record: 179024

I am selling this to get a Powerbook DUO (has to be a Duo) so if you have
a Duo or a Duo Dock or Macintosh Color Monitor or Keyboard or CD-rom I am
more than willing to trade!

I still have for sale the folloing:

Mega 4 STe with TOS 2.06 52 MB internal HD $550 plus shipping OBO
SuperCharger IBM emulator w/ docs and disks $50 plus shipping
SLM804 Laser Printer w/ extra toner, manuals & disks $350 plus ship.
IB 5.25" disk drive for ST with software $25 plus ship
Spectre GCR with ROMS & software $100 plus shipping
PS3000 Atari/JVC color monitor BUILT-in DSDD disk drive! $150 plus ship OBO
1040 ST w/ TOS 1.2 $75 plus ship
Goldstar SC1224 $75 plus ship
SM 124 (expanded screen) mono monitor (will not sell until Spectre is
gone!) $50 plus ship.

ICD LINK interface with software & EXTENDOS $90 plus ship OBO

TONS of ST software and books! Ask me I probable have it for sale.
ALL of the Compute! and Abacus books are $5 each (and I have 'em ALL!)

Take it all and make me an offer!
-Marlin
OR Take it all with a trade of a Powerbook DUO

949. help with running minix on atari mega/ste

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 22:44:04 UTC
From: david alan vasileff <dvasilef@blueberry.ucs.indiana.edu>
Message-ID: <1994Oct15.174410.17436@news.cs.indiana.edu>
Source record: 179022
Cross-posted to: comp.os.minix,comp.sys.atari.st

I'm having problems getting minix to run on my MegaSTe. it's version 1.1 and i can barely get it to boot reliably on my megaste more than half the time. I also can't seem to get it to recognize 720k floppies or my hard drive. (it trashed one of my hard drive partitions very nicely though) I know I can change the sources and rebuild the system, but I can't even do that with it because it crashes so much. (or doesn't boot at all).

can anybody help???

thanks,

david

950. Re: SpeedoGDOS drive question

Newsgroup: comp.sys.atari.st
Date: 1994-10-15 23:28:32 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <37poj0$dtm@golem.wcc.govt.nz>
Source record: 179023

] When installing SpeedoGDOS from the distribution disks, you are
] asked to pick a printer driver from a popup-menu. I pick the Deskjet
] 500 driver (as I got one :-) and continue installing. But I can't
] find what Speedo does with this info, as there is no DESKJET.SYS or
] whatever, only a Laserjet (which is compatible anyway). Is the driver
] which I select at installation patched into Speedo as default or something?

If it prints, then all well and good, otherwise, just delete the current
driver #21 (Which _should_ be the laserjet drive), and stick
21 DESKJET.SYS instead, and as long as it's in the GEMSYS directory, it
should be fine! (If it isn't on the install disk, well, just use
what works! :)

951. Help!!! My keys die! (Buhuu:-()

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 01:07:33 UTC
From: Sascha Djuric <sascha@nora>
Message-ID: <Pine.SUN.3.90.941016020025.8969D-100000@nora>
Source record: 179025

Hi,
my F030 refuses to give any more 'x' 'y' etc. Even the left Shift-Key
starts dying. First I thought the contacts were simply dirty, but every day
now another key on the keyboard stops working, all in the lower left half
of it (my 'y'-key is beside the 'z'-key, german keyboard).

Anyone had similiar problems? Suggestions? Please help, i'm sitting here
in a nowhere land with no ATARI-Support:(

Personal mail would be fine.
Thanx
Sascha

952. Stardust demoversion

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 02:57:18 UTC
From: bseburn@vaxxine.com
Message-ID: <Cxqw7I.1Hx@vaxxine.com>
Source record: 179027

```
s > Please stick to MSDOS file extensions as their Gopher can't han
s > ones....

Arrrg!! your telling Atari people to stick to MSDOS type of
things??!!! This could start a serious FLAME war!! (grin).

... Intel inside. Idiot outside.
___ Mountain Reader II - #Demo 001
```

953. Re: Help!!! My keys die! (Buhuu:-()

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 03:20:09 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37q659$kid@mailer.fsu.edu>
Source record: 179041

Sascha Djuric (sascha@nora) wrote:
> my F030 refuses to give any more 'x' 'y' etc. Even the left Shift-Key
> starts dying. First I thought the contacts were simply dirty, but every day
> now another key on the keyboard stops working, all in the lower left half
> of it (my 'y'-key is beside the 'z'-key, german keyboard).
>
> Anyone had similiar problems? Suggestions? Please help, i'm sitting here
> in a nowhere land with no ATARI-Support:(

Apart from the standard "open it up, clean/check/wiggle everything", I would
suggest that you remelt the solder connections that relate to the keyboard
(the connector wire attachment holes, for example). Cold solder joints
can cause weird problems like this.

> Personal mail would be fine.

A valid email address would help this immensely.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

954. What *is* TT-fastram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 03:56:27 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <37q89b$nb1@nyx10.cs.du.edu>
Source record: 179031

Hello! I have heard talk among Atari Users of st ram and tt ram,
and how much better and faster the tt ram is... I am unclear, however,
about what the difference is, and how tt ram compares to st ram as well
as how it compares to the 30 pin and 72 pin simms that are common on other
platforms. Any help to shed light on my confusion is greatly appreciated!

Jeff
japolis@nyx.cs.du.edu

955. Re: ?ST->Mac, text files

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 04:26:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199410160626.a39710@wi2.maus.de>
Source record: 179029

In article <37i5tk$ksl@mailer.fsu.edu>, Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
>With system 7 (undoubtedly on this person's Mac), you just stick a PC
>disk in and it works. No additional software is necessary.

Wrong. For this you need PC Exchange, which is not included in System 7.

956. AVR to AIFF conversion

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 05:12:01 UTC
From: lexvan@knoware.nl
Message-ID: <Cxr2G1.LIL@knoware.nl>
Source record: 179030

I am looking for a program that converts .AIFF sound files to the .AVR
format - sources would be even better!

Please inform me about a FTP site.

Thanx in advance, Lex Vanderwal.

--
---
lexvan@runner.knoware.nl
Cape Photographic Durchmusterung
---

957. Atari System For Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 05:29:23 UTC
From: beave@u.washington.edu
Message-ID: <37qdnj$6oc@nntp1.u.washington.edu>
Source record: 179032

As a student of a major university in the computer science department I find that I have no real use for my ST and could use the money far more so here goes nothing...

520 STFM w/2.5 Megs RAM $155.00
Atari External 720K Drive $35.00
SC1224 Color Monitor (JVC) $95.00
SC124 Monocrome Monitor (Goldstar) $75.00
Maxtor 120 Meg Hard Drive,
ICD Controller and Power Supply $155.00
Neodesk 3, ICD Utils, UIS III,
Numerous Games, PD, Blank Disks
(Will list upon request) $25.00

Total Separately: $540.00

If Sold As System: $445.00 OBO

I would really like a buyer in the Seattle area if that is possible, but since it is unlikely shipping is negotiable. I am sure it would be rather expensive. I will accept any reasonable offers (i.e. common prices on the net).

Ted White
beave@u.washington.edu

958. Re: Kermit or XYZ-Modem for 1

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 05:30:02 UTC
From: lexvan@knoware.nl
Message-ID: <Cxr3A3.Lns@knoware.nl>
Source record: 179033

```
Lars-Erik Oesterud (larserik@oslonett.no) wrote:
: > I would like to transfer files between this machine and a PC.
: > Floppies written with the Atari can't be read by my PC.

: Oh yes, they can :-)

: You just have to change some bytes in the bootsector
: If you immunize the disks with Protect6 (or similar anti-virus programs
: that can write and IBM boot sector) you will be able to read them

: Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
: Atari Developer Pager +47 96634222 larserik@oslonett.no
: SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no
:

:

Another option is fcopypro, it allows you to use more sectors and thus
get 2/9 more space on your diskettes or format them IBM compatible.
--
--------------------------------------------------------------------------------
lexvan@runner.knoware.nl
Cape Photographic Durchmusterung
--------------------------------------------------------------------------------
```

959. STE WANTED FOR 386-25 TOWER

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 06:50:02 UTC
From: aaronlp@aol.com
Message-ID: <37qieq$9o0@newsbf01.news.aol.com>
Source record: 179034

```
FOR TRADE: 386SX-25, Tower Case (mini),
300 watt power supply, No RAM, Phoenix
BIOS, Keyboard, Power Cables, 720K 3.5",
360K 5.25", Super VGA card, IDE card,
Serial/Par/Joystick card, No Hard disk.
TRADE FOR ATARI 1040STE CPU.
Write to: Charles Kelley
12 North Lake Ave, #104
Duluth, MN 55802.
```

960. ForSale ST/e Hardware

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 08:06:51 UTC
From: mbates@netcom.com
Message-ID: <mbatesCxrAJF.6Hv@netcom.com>
Source record: 179037

I have for sale the following items:

All of these prices are WITHOUT shipping OR BEST OFFER!

Mega 4 STe with TOS 2.06 and an internal 52MB hard drive $500

SLM804 Laser Printer with extra toner all manuals and software $250

Atari PS3000 Monitor This is the JVC color monitor with the BUILT-in disk drive. I have upgraded it to DSDD. $100

Supra Fax/Modem 14.4 v.32bis/v.42bis MNP 2-5 NOT the LC model. This is the full blown version with LED display $125

SuperCharger IBM emulator with Docs and disks $75

ICD LINK Host Adaptor WITH ExtenDOS 1.11 for $85

IB 5.25" drive $25

1040 ST with TOS 1.2/DSDD drive for $75

Goldstar SC1224 with controls in front $75

SM124 with expanded screen $50

Spectre GCR with v3.1 AND REAL Apple ROMS all cables incl. $125

Magic Sac with 64k ROMS and docs/cables $20

The folloing books are $6 ea. (incl. shipping)

Abacus Atari ST #1
Abacus St Book #2: Atari ST Internals
Abacus ST Book#3: GEM programmers reference*
Abacus ST Book #4: Machine Language*
Abacus ST Book #5: Tips & tricks*
Abacus ST Book #6: Graphics & Sound
Abacus ST Book #7: LOGO Users Guide
Abacus ST Book #11: ST BASIC to C*
Abacus ST Book #12: 3D Graphics*
Abacus ST Book #13: ST Disk Drives Inside and Out

Buy the whole lot for $50 and get the disks for only $10 more A SAVINGS of $15!

The following books are $6 each (incl. shipping) Or Best Offer

Compute's Technical Reference Guide Vol 1
Compute's Technical Reference Guide Vol 2

Compute's ST Applications Guide: Programming in C
TRB VDI Quick Reference Guide *
TRB AES Quick Reference Guide*
TRB GFA-BASIC Toolkit Vol 1*
Compute's First Book of Atari ST
Compute's Second Book of Atari ST
Compute's St Programmers Guide
Compute's Learning C: Programming Graphics on the Amiga & Atari ST

961. FS: CHEAP ST/STe/TT Software

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 08:09:05 UTC
From: mbates@netcom.com
Message-ID: <mbatesCxrAn5.6Kv@netcom.com>
Source record: 179038

Software for sale:

All prices are without shipping and all offers will be considered:

GAMES all originals no copies all have docs some have boxes

Arena $5
Barbarian $5
Brataccas $5
Dungeon Master & Chaos Strikes Back with docs and box $15
Deadline $5
Death Sword $5
Deep Space $5
Deja Vu $5
DragonScape $5
All Aboard $5
Falcon with Mission Disk 1 (Counter Strike) and 2
(Fire Fight) $20
Flight Simulator II with box and all docs $15
Fusion $5
GBA Championship Basketball $5
Gunship $10
Karate Kid Part II $5
Lords of Conquest $5
Manhunter: New York $7
Major Motion $5
Metropolis $5
Monkey Business
Omnitrend's Universe II $10
Onslaught $5
Orbiter $7.50
Phantasie II $6
Populous $10
Road Raider $5
SDI $7.50
SimCity $15 (includes Planning Commision
Handbook Disk)
SkyChase $5
Space Quest $3
Star Fleet I $20
Star Trek the Rebel Universe $10
Strip Poker $7.50
Super Cycle $5
10th Frame $5
Test Drive $5

Stellar Crusade $5

Buy 10 or more games and take 4 games of equal or lesser price FREE!! (does not include shipping)!!

All of the following are with manuals. All offers will be considered. Prices
do not include shipping. Buy 5 non-games and get 2 of equal or lesser price FREE (INCLUDES shipping)

Productivity

Calamus 1.09n & Calamus SL upgrade disks with manuals/box $50
TimeWorks DeskTop Publisher St $40
MichTron Fleet Street Publisher 3.0 $30
LabelMaster Elite $10
PageStrem v. 2.2 $45
PrintMaster/Print Master Plus $20
PrintMaster Fonts & Borders $10
TypeSetter Elite $10
WordWriter ST $15
Haba Check Writer $5
Data Manager St $10
Cyber VCR with cable $10
Inventory Manager $10
VIP professional $20
First CADD $20
Music STudio $10
DEGAS Elite $10
EasyDraw $10
HippoArt $5
Spectrum 512 $10
N-Vision $15

Programming

ST BASIC $5 GFA BASIC $5 GFA Basic Compiler $5 Hippo-C $10 MichTron HiSoft C
Interpreter $10

Communication

FOREM ST $20 InterLink $5 Flash 1.5 $5

962. TKR Speedstar-Probleme

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 10:01:44 UTC
From: hz@caesar.gun.de
Message-ID: <EJQKABUQ12UP@caesar.gun.de>
Source record: 179049

Hallo!

Wer besitzt ein TKR Speedstar 144 und kann mir 'mal ueber seine
Erfahrungen mit diesem Modem berichten.
Ich habe da gewisse Schwierigkeiten.
Wer kann mir die Konfiguration schicken?
Eignet sich das Modem fuer den FAX-Sende- und Empfangsbetrieb mit
14400 bit/s?

Viele Gruesse

Hartmut
--
E-Mail-Adresse:
===============
InterNet: hz@caesar.gun.de MausNet: Hartmut Zieser@KR

963. NOS mit Connect

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 10:07:16 UTC
From: hz@caesar.gun.de
Message-ID: <EJQKABUS12UP@caesar.gun.de>
Source record: 179050

Hallo!

Vor einiger Zeit wurde einmal berichtet, man koenne NOS in Connect
starten, um so die VT100-Emulation fuer bestimmte Dienste, wie zum
Beispiel bei Telnet-Verbindungen, zu nutzen.
Leider klappt das bei mir nicht.
Hat irgendwer dies schon 'mal ausprobiert und kann ueber Erfolg
berichten?

Viele Gruesse

Hartmut
--
E-Mail-Adresse:
===============
InterNet: hz@caesar.gun.de MausNet: Hartmut Zieser@KR

964. Dungeon Master Questions

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 10:09:01 UTC
From: mroberta@aol.com
Message-ID: <37qu3t$cg0@newsbf01.news.aol.com>
Source record: 179043

In a few months I have to sell or donate my trusty old 1040ST due to space problems. Before that sad date I have some long standing Dungeon Master questions I'd like to get answered.

1. Someone on this newsgroup once mentioned that ther are four pairs of Boots of Speed. I found the ones on Level 7, 11, and 12. Can anyone tell me where the 4th pair is (or if it really exists??).

2. My maps show a large empty area in one corner of the area for level 6. Using 'magic vision' I can see that there are corridors and monsters roaming
therein in this area. The corner is the one closest to the room where you must
time your moves through two transporter fields to get the next key. How does
one get into the hidden rea?

3. Also on level six there are two locked doors near the 'Test your strength'
area. Where is the key or keys to them?

Any other obscure trivia about the game would be appreciated.

Also, can someone suggest a charity which would want an original 1040? It has a color monitor, extra hard drive and TOS 1.0. Thanks again.

965. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 10:45:13 UTC
From: contacts@mits.mdata.fi
Message-ID: <37r07p$16g@prime.mdata.fi>
Source record: 179044

>But I would like to do a small vote... who here uses their Falcon WITHOUT
>a 32MHz board? (This isn't a 'are you happy with it running this way'
>but a test to see if you _are_ running with this system).

Add me to the list!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.01/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

966. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 10:46:09 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <37r09h$bpq@nyheter.chalmers.se>
Source record: 179035

In article <37r07p$16g@prime.mdata.fi>,
Pekka Saarinen <contacts@mits.mdata.fi> wrote:
>>But I would like to do a small vote... who here uses their Falcon WITHOUT
>>a 32MHz board? (This isn't a 'are you happy with it running this way'
>>but a test to see if you _are_ running with this system).
>
>Add me to the list!
>
>Best Regards,
>
I think that most people have understood that there are a lot of 16MHz Falcons
in use out there, so I think it's time to drop the "me too's"!

Btw, add me to the list ;-)

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

967. Re: MPEG Player version 0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 10:54:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <37r0o8$17d@prime.mdata.fi>
Source record: 179036

In article <37opbi$1ld@mother.usf.edu>,
Timothy Miller <millert@grad.csee.usf.edu> wrote:
>This latest version of MPEG player can actually play most of my mpegs now.
>But for about 50% of them, it puts my computer into some weird display
>mode that my multisync can't handle and all I see it a lot of flickering
>garbage.
>I think the developer should check what kind of monitor is being used
>before he changes display modes.
>And if it's a problem with 640x400 TC, then use a 256 color mode.
>But aside from this problem, the program is coming along admirably.

I have excactly same problem, better multisyncs are not capable of the
lower scan rates that some programs insist.

I hope that the otherwise excellent Plaympeg 0.68 would develop into
fully (colour)resolution independent, *windowed* application - with
or without dithering - and definately *with* sound support.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.01/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

968. Re: TKR Speedstar-Probleme - Sorry!

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 10:58:32 UTC
From: hz@caesar.gun.de
Message-ID: <EJQKBIWQ12UP@caesar.gun.de>
Source record: 178951

In <EJQKABUQ12UP@caesar.gun.de> Hartmut Zieser wrote :

>Hallo!
>
>Wer besitzt ein TKR Speedstar 144 und kann mir 'mal ueber seine
>Erfahrungen mit diesem Modem berichten.
>Ich habe da gewisse Schwierigkeiten.
>Wer kann mir die Konfiguration schicken?
>Eignet sich das Modem fuer den FAX-Sende- und Empfangsbetrieb mit
>14400 bit/s?

Sorry,

this message was intended for a Germam newsgroup.

Sorry, sorry

Hartmut

969. Re: NOS mit Connect - Sorry!

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 11:39:20 UTC
From: hz@caesar.gun.de
Message-ID: <EJQLDDUS12UP@caesar.gun.de>
Source record: 178952

In <EJQKABUS12UP@caesar.gun.de> Hartmut Zieser wrote :

>Hallo!
>
>Vor einiger Zeit wurde einmal berichtet, man koenne NOS in Connect
>starten, um so die VT100-Emulation fuer bestimmte Dienste, wie zum
>Beispiel bei Telnet-Verbindungen, zu nutzen.
>Leider klappt das bei mir nicht.
>Hat irgendwer dies schon 'mal ausprobiert und kann ueber Erfolg
>berichten?

Sorry,

this message was intended for a German newsgroup!

Sorry!

Hartmut

970. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 12:02:17 UTC
From: mdg@ukc.ac.uk
Message-ID: <10642@gos.ukc.ac.uk>
Source record: 179045
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

:>>In <10620@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>> lots about PLAYMPEG 0.68.

:>Oh, and about registering; Could you email me a registered version if
:>I sent you a #5 cheque (I'm not in the UK) or am I being Dutch here ? :-)
:>
:>Sounds like #5 extra for crossing the Canal is a bit unfair :-)
>Regards,
>Sander SToks

If you think it is only worth #5, then sure send a fiver ;-)

Griff
--

971. test

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 13:26:07 UTC
From: Ian_Moffatt@sterbbs.nl
Message-ID: <022481YVMVOCSVGAILYM@sterbbs.nl>
Source record: 179046

```
sm>
sm>
sm>Hello there, could somebody plese tell me if this mail has reached
sm>anywhere.
sm>
sm>Thanks.
sm>
sm>---
sm>
sm>Simon Moore
sm>
sm>smoore@chowgar.demon.co.uk
sm>
Yes your message has reached me, simon, but I am sure you didnot
intend to send it to the humor forum on my local BBS here in Holland.

--
|[From]============================================================|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Ian Moffatt
================================================================================
```

972. test

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 13:26:07 UTC
From: Ian_Moffatt@sterbbs.nl
Message-ID: <022474YVMVOCSVGAILYM@sterbbs.nl>
Source record: 179047

```
sm>
sm>
sm>Hello there, could somebody plese tell me if this mail has reached
sm>anywhere.
sm>
sm>Thanks.
sm>
sm>---
sm>
sm>Simon Moore
sm>
sm>smoore@chowgar.demon.co.uk
sm>
Yes I have received your message. I found it in the ST forum group
on STERBBS in holland.

Ian Moffatt

--
|[From]=============================================================|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Ian Moffatt
================================================================================
```

973. Re: Neodesk 3/4

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 14:07:59 UTC
From: dowdle@delphi.com
Message-ID: <Ra+3a0P.dowdle@delphi.com>
Source record: 179048

Rick Flashman,

I just wanted to mention that I DID get ahold of the Release 002 patch via a friend on GEnie. Thank for offering to UUencode it in an email for me... now that is more proof of your continued support!

TYL, Scott Dowdle - Great Falls, Montana

974. Re: Kermit or XYZ-Modem f

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 16:20:36 UTC
From: larserik@oslonett.no
Message-ID: <37rjsk$fvf@hasle.oslonett.no>
Source record: 179039

> Another option is fcopypro, it allows you to use more sectors and thus
> get 2/9 more space on your diskettes or format them IBM compatible.

Most COPY-programs let you format special formats, but ONLY 9 sector,
80 tracks can be read on IBM PC's (or 18 sec if you have a HD drive)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

975. 1040 etc for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 16:28:10 UTC
From: orth@cruzio.com
Message-ID: <Cxrxr2.GAz@cruzio.com>
Source record: 178959

For Sale: 1040 st, color monitor, monochrome monitor, 20 meg hd, cables,
software, IBM proprinter dot matrix. Reply directly to orth@cruzio.com
--
Jim Jacobson::::A penny saved is a penny saved!

976. Re: What *is* TT-fastram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 16:31:33 UTC
From: dud@u.washington.edu
Message-ID: <37rkh5$8jv@nntp1.u.washington.edu>
Source record: 179040

japolis@nyx10.cs.du.edu (Jeff Apolis) writes:

>Hello! I have heard talk among Atari Users of st ram and tt ram,
>and how much better and faster the tt ram is... I am unclear, however,
>about what the difference is, and how tt ram compares to st ram as well
>as how it compares to the 30 pin and 72 pin simms that are common on other
>platforms. Any help to shed light on my confusion is greatly appreciated!

The difference between ST and TT RAM is the way it is accessed. The Motorola 68030 is a 32 bit chip, and the 68000 is a 16 bit chip. What this means is the 68000 can get 16 bits from the memory each clock cycle, whereas the 68030 in the TT is able to get 32 bits from the memory each clock cycle. In order to do this though, the machine has to be designed with 32 lines going to the memory (referred to as a 32 bit bus). The ST RAM in a TT only has 16 lines going to it (a 16 bit bus), so it can only be accessed 16 bits at a time. But the TT RAM has 32 lines going to it, so it can be accessed 32 bits at a time. That's why it's faster. It has nothing to do with the actual type of memory used (SIMMs, DRAMs, etc.; whatever the respective memory boards hold)... However, if you're using 30 pin SIMMs, you must have four of them to be accessed at 32 bits per clock cycle; each 30 pin SIMM can only handle 8 bits at a time. Each 72 pin SIMM, on the other hand, can handle all 32 bits at a time; that's why you can just add one 72 pin SIMM at a time instead of having to add them in sets of four like the 30 pin SIMMs. When computers come out with 64 bit busses, you'll have to add 30 pin SIMMs in sets of 8 and 72 pin SIMMs in sets of 2.

Hope this clears things up!

Dan

977. X-Control's CPX files

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 16:56:38 UTC
From: sss3@aber.ac.uk
Message-ID: <37rm06$jfp@fileserv.aber.ac.uk>
Source record: 179042

Hello world! (oh shit)

Does anyone know how to write a .CPX file for use with the X-Control panel that comes with all the Mega STe's TT's and Falcons? I have often wanted to write a CPX, so that I can load it into X-Control, as apposed to writing a stand-alone .ACC.

If you can help then please email me at:

sss3@aber.ac.uk

Thankyou in advance.

Blessings be on this newsgroup

Steve Scott (Pratchett/Discworld fan & unrepentant ST owner)

sss3@aber.ac.uk
"I'm fat, lazy, cynical.... and those are just my good points.

978. Floppy Formats (was: Re: Kermit or XYZ-Modem f)

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 18:11:39 UTC
From: dud@u.washington.edu
Message-ID: <37rqcr$8sf@nntp1.u.washington.edu>
Source record: 178954

larserik@oslonett.no (Lars-Erik Oesterud) writes:

>> Another option is fcopypro, it allows you to use more sectors and thus
>> get 2/9 more space on your diskettes or format them IBM compatible.

>Most COPY-programs let you format special formats, but ONLY 9 sector,
>80 tracks can be read on IBM PC's (or 18 sec if you have a HD drive)

I have never had a problem reading/writing to a 10 sector/82 track floppy
on a pc... Maybe it depends on the PC's floppy controller.

Dan

979. Floppy Formats (was: Re:

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 18:38:28 UTC
From: larserik@oslonett.no
Message-ID: <37rrv4$n6v@hasle.oslonett.no>
Source record: 178953

> I have never had a problem reading/writing to a 10 sector/82 track floppy
> on a pc... Maybe it depends on the PC's floppy controller.

I have :-) But PCs are different - some even read standard ST-disks !!

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

980. Falcon & SCSI chains

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 19:57:47 UTC
From: michaelk@pacifier.com
Message-ID: <37s0jr$m2u@pacifier.com>
Source record: 178955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am beginning to use Cubase Audio 2.0 with my Falcon. I have to external SCSI HDs, 105mg SYQuest, a Peavey SP & SX II , linked in that order. After less than a minite of audio recording I got an error message stating SCSI time out & to check my connections. I finally dicovered that if I only hook up the HD (terminated of course) everything works fine. The irony is that I also have Logic Audio and it records fine with the long SCSI chain.

The Cubase Audio manual states that "all SCSI devices should be sequencial ie 0,1,2..... BUT I just dicovered that the Falcon Manual states that AFTER the harddrives one id should be skipped before setting the rest of my devices..... Does anyone know who is right?

thanks for any help

michaelk

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

981. Re: test

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 19:59:09 UTC
From: eb4336@irix.bris.ac.uk
Message-ID: <Cxs7IM.2yM@info.bris.ac.uk>
Source record: 178956

Simon Moore (smoore@chowgar.demon.co.uk) wrote:
: Hello there, could somebody plese tell me if this mail has reached anywhere.

: Thanks.

: ---

: Simon Moore

: smoore@chowgar.demon.co.uk

982. Re: 2.5" IDE drives anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 20:19:21 UTC
From: brown.251@postbox.acs.ohio-state.edu
Message-ID: <199410162018.QAA12340@postbox.acs.ohio-state.edu>
Source record: 178957

In article <9410141509.AA09140@ilmen.lanl.go>, hutch@ilmen.lanl.gov wrote:

> In article o2p@nntp.Stanford.EDU, darmok@leland.Stanford.EDU (Philips
Dilworth Patton) writes:
> >Does anyone have any nice 2.5" drives for placement in a Falcon?
> >The cheaper and bigger the better! (well, that's kinda obvious isn't it)
> >Anyway, does anyone have any used drives for sale?
>
>
> Hmmm... used 2.5" drives will probably be a bit hard to find in this forum.
> Unfortunately, 2.5" units bring a premium price compared to their larger
> 3.5" cousins.
>
> You can shop around, but some of the best prices I've seen for new 2.5" SCSI
> Quantum units are from LaCie (a popular Mac vendor) at 800-999-1283:
>
> 170Mb $229
> 256Mb $299
> 340Mb $379
> 514Mb $499
>
> -Hutch- @ Fair Dinkum Tech

Yes, but I think he wanted IDE drives.

Anyway, Club Mac (800-258-2622) has some cheaper Quantum Daytona 2.5" SCSI
Drives:

256 MB $285
514 MB $469

Like Hutch said, shop around (ClubMac offers a one year waranty and LaCie
offers a 2 year warrenty.).

--
Ted Brown brown.251@osu.edu
tbrown@cis.ohio-state.edu

983. Re: MacMagiC

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 20:38:20 UTC
From: brown.251@postbox.acs.ohio-state.edu
Message-ID: <199410162037.QAA14102@postbox.acs.ohio-state.edu>
Source record: 178958

In article <9410141449.AA09117@ilmen.lanl.go>, hutch@ilmen.lanl.gov wrote:

> In article glm@brachio.zrz.TU-Berlin.DE,
alpldbia@w250zrz.zrz.tu-berlin.de (Andre Leistner) writes:
> >
> >Well, there hasn't been a 'real' announcement. The person who does the
main work >(Thomas Tempelmann) mentioned a possible MagiC for Mac after
the MacWorldExpo in >Frankfurt/Germany. Now he's answering quite a lot of
questions about it...
>
> Thanks for the info, Andre. Keep us posted on any new developments of this
> product you might hear about, OK?
>
> >PS: How much costs a second hand Apple Powerbook with a 68040 inside? I
like the idea of my own portable Atari...
>
> Well, Apple 040-powered notebooks (aka, 'BlackBird') have just hit the
streets
> so they bring a premium price right now and used ones will be scarce.
One of the
> better deals on the portable Apple units is the Duo 230. This is the
lightweight
> (4.4 pound) unit with no internal floppy, active matrix greyscale screen and a
> 33MHz 030 (fpu-less, I think). I've seen it new in catalogs for $995 and
it can
> probably be had for less with a little shopping. In contrast, the active
matrix
> color 040 PowerBooks are around $4000, I think. Ouch! :)
>
> -Hutch- @ Fair Dinkum Tech

You can pick up a Duo 210 4/80 for $700 as well. Try MacWarehouse for the
Duo 230 (if they have any left) and MacSale International for the 210.

Neither one has an FPU (the Blackbirds don't either for that matter).
If active matrix color isn't that important, you can pick up a PB 520 for
around $2,000 (if you can find one). It does support color on an external
monitor.

Duo's don't some with some nicities like floppy drives (or most ports).
If you want those, you can pick up used 030 PB's for around $1100-$1400.
Just subscribe to misc.forsale.mac and comp.sys.mac.portables.

--
Ted Brown brown.251@osu.edu
tbrown@cis.ohio-state.edu

984. Re: 2.5" IDE drives anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 21:02:48 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EJQVBFWH@ttgk.textlitho.nl>
Source record: 178968

In <9410141509.AA09140@ilmen.lanl.gov> Hutch wrote :

>In article o2p@nntp.Stanford.EDU, darmok@leland.Stanford.EDU (Philips Dilworth Patton)
writes:
>>Does anyone have any nice 2.5" drives for placement in a Falcon?
>>The cheaper and bigger the better! (well, that's kinda obvious isn't it)
>>Anyway, does anyone have any used drives for sale?
>
>
>Hmmm... used 2.5" drives will probably be a bit hard to find in this forum.
>Unfortunately, 2.5" units bring a premium price compared to their larger
>3.5" cousins.
>
>You can shop around, but some of the best prices I've seen for new 2.5" SCSI
>Quantum units are from LaCie (a popular Mac vendor) at 800-999-1283:
>
> 170Mb $229
> 256Mb $299
> 340Mb $379
> 514Mb $499
>

Errr, the Falcon uses IDE 2,5" drives NOT scsi... So buying a SCSI 2,5"
drive seems quite a waste of money to me. But then again, buying 2,5"
drives is always a waste of money compared to their 3,5" counterparts.

Advice for Philip: remove the speaker inside the Falcon and put in a 3,5"
IDE, adapter cables are produced by various manufacturers. Just check the
specs of the drive for the power requirements as the Falcon can not deliver
much current at the 12 Volt output. The Western Digital Caviar series draw
very little current at 12 Volt, only drawback is that some types will force
you to have a boot floppy in the floppy drive to initialize them at
power-up (not after reset)... At least the WD2340 does..

Gert

--

-- --
Atari TT-Point
-- --

985. Re: Falcon & SCSI chains

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 21:05:07 UTC
From: azog@world.std.com
Message-ID: <CxsAKJ.Dp6@world.std.com>
Source record: 178960
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

michaelk@pacifier.com (Michael Kelsey) writes:

>The Cubase Audio manual states that "all SCSI devices should be
>sequencial ie 0,1,2..... BUT I just dicovered that the Falcon
>Manual states that AFTER the harddrives one id should be skipped
>before setting the rest of my devices..... Does anyone know who is
>right?

Ive had problems skipping device IDs. With AHDI 6.04, it seems that if
I skip ANY, the search stops at the last found. For instance, if my
first external device is #0, and I hook, say a CD-ROM player at #6,
the machine doesnt search past #1

I dunno if this is normal

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

986. Re: GFA Help needed

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 21:31:56 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EJQVBFWK@ttgk.textlitho.nl>
Source record: 178969

In <cb170.782064157@paddington> HALL B J wrote :

>Can anyone out there help me with a recursive file/directory search routine in
>GFA basic - I've got the right algorythms, but FSNEXT doesn't seem to work
>properly.
>I won't start posting code yet 'cos it'll probably annoy people, but help would
>be grateful... Thanks

Well, I will, so here some stuff I created long, long ago... :-)
It was used in our Disk Magazine for finding all articles (*.TXT) in all
folders on the disk. Maybe it is of any use to you.

Gert

```
--------------------------------------------------------------------------------

DIM fold$(max_folders%) ! make space for folder names
DIM sub$(max_folders%,max_files%) ! make space for file names
drv$="A:\"
get_folders(drv$)
FOR ab%=0 to f_aantal%
get_files(ab%,"*.TXT")
NEXT ab%
END

PROCEDURE get_folders(drv$)
CHDRIVE drv$ ! set path
a$=drv$+"*.*" ! All files/folders
e%=FSFIRST(a$,16) ! Try folders only (bug in OS, does not work properly)
ABSOLUTE attr|,FGETDTA()+21 ! create a var. named Attr| (it's a byte)
fnaam%=FGETDTA()+30 ! Adress of filename in DTA
'
n%=1 ! start at 1
IF e%=0 ! Anything yet ?
REPEAT ! Yep, so..
IF BTST(attr|,4) ! Is this a folder ??????
IF CHAR{fnaam%}<>"." AND CHAR{fnaam%}<>".."
fold$(n%)=CHAR{fnaam%} ! Yes, it is so save this one's name..
INC n% ! increment counter..
ENDIF
ENDIF
PRINT "NUMBER OF FOLDERS:";n%
VSYNC
e%=FSNEXT() ! neeeeext...
UNTIL e% ! until no more folders
ENDIF
```

```
'
f_aantal%=n%-1 ! adjust folder counter
RETURN

' ------------------------------------------------------------------------
' - Now search for files 'vgl$' in folder 'fold$(t%)' on disk drv$:
' ------------------------------------------------------------------------
PROCEDURE get_files(t%,vgl$)
art%=0
a$=drv$+fold$(t%)+"\"+vgl$ ! Set path to supplied parameters
e%=FSFIRST(a$,63) ! first please
n%=1 ! let's start counting at 1
IF e%=0 ! No files ???
REPEAT ! Yeah, files !!
IF (attr| AND 31)=0 ! Is this truly a file (skip archive bit)
sub$(t%,n%)=drv$+fold$(t%)+"\"+CHAR{fnaam%} ! Yes it is, so save
! complete path and
! filename
INC n% ! adjust counter
ENDIF
e%=FSNEXT() ! again ???
UNTIL e% ! until no more files
ENDIF
s_aantal%(t%)=n%-1 ! save number of files in this folder
RETURN
'
------------------------------------------------------------------------

--

-- --
Atari TT-Point
-- --
```

987. Re: Nova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 21:44:02 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EJQVBFWN@ttgk.textlitho.nl>
Source record: 178970

In <CxH1n8.BGv@world.std.com> ysiu@lexicor.com wrote :

>In article <Up-EJJXBAUZ@ttgk.textlitho.nl>,
>Gert van der Knokke <gert@ttgk.textlitho.nl> wrote:
>>In <CxCDFq.2IM@world.std.com> ysiu@lexicor.com wrote :
>>>
>>> Yes it does run Calamus SL, and with the special cookie driver
>>>even supports 15/16 and 32bit (as well as 24bit)
>>
>>Does anybody accidently know what kind of VGA card NOVA is using inside their
>>black box ?
>
>Gert,
>
> the NOVA Card has the following versions in the VGA box:
>
> ATI Mach32, Mach64, ET-4000W32 and ET-4000, the mach64 comes in a
> 4 Megabyte VRAM version.
>
> for more information you can email : services@lexicor.com

Well, I am mainly interested in the performance of these cards. My
home-made ET4000 VME system is doing 'only' about 400 to 500 kbytes per
second in data transfer, this means that a screen clear in my current mode
(800x600x256) takes about 1 second... I think (hope) that this can be much
better, but it also could be 'just the performance of an ordinary ET4000'.

Gert

--

-- --
Atari TT-Point
-- --

988. ARJ....!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 22:20:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <37s90b$qdk@golem.wcc.govt.nz>
Source record: 178964
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well lets get the strait, the Stuff that has been place on a number
of Archive site.....

ARJ992.TOS and ARJ992A.LZH

TU-BERLIN list this as German, NO they are wrong..
they also list it as UNARJ again the are wrong,
they also list it as the JUNIOR Version,
again they are wrong....

It is a ARJ and a UNARJ, and includes German/English versions
and the Junior one....

ARJ992A is the later one.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

989. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 22:31:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <37s9j9$qdk@golem.wcc.govt.nz>
Source record: 178965

In article <CxoABB.Lxn@nntpa.cb.att.com>, trek@intgp4.ih.att.com (-Booth,W.A.) writes:
>Yat, What is the purpose of comp.sys.atari.st.tech if not to
>answer programming questions, hardware questions, and other
>technical questions? What will be left for comp.sys.atari.st.tech
>if this new newsgroup is created? Why would there not be heavy
>cross posting between atari.programmer and st.tech? There's
>my real concerns. Wayne

Why all the negatives, I thought that I was the only Negative person on the
net...

Lets try and get our act together, the Amiga people did, just have a look
at their Groups, and their PD disk libuary, (Freddy Fish) all Atari people do
is too squably all the time, then people get fed up and pull out...

Yes we do neen more groups to split things up, I also vote for a separate
hardware group, but that is not what this post was all about..

Yes Yat you have my 200% on a Programing group, when do I vote...!!!

Let try and shoot the Negative chap down with some good Positive comments..!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

990. SpeedoGDOS and CoNnect

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 22:31:11 UTC
From: azog@world.std.com
Message-ID: <CxsEK0.BEu@world.std.com>
Source record: 178962

I have SpeedoGDOS, the one that comes with the Falcon, version 4 probably,
and am having a hard time getting CoNnect to recognize these fonts.
Basically, when I boot with GDOS installed, I try to select a font
in CoNnect, but all it lists are three: the system font, a monospaced
font, and one other that I forget. Even tho I have about 15 fonts installed,
and they work fine elsewhere (ie: Atari Works).

Now, the CoNnect manual states that if no GDOS is installed, CoNnect
looks in GEMSYS for fonts. This works when I boot without GDOS. But
why cant I get at GDOS fonts when GDOS is installed? Any ideas? Thanx

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

991. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 22:32:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <37s9ll$qdk@golem.wcc.govt.nz>
Source record: 178966

In article <1994Oct14.164730.11723@esca.com>, woodford@esca.com (Steven Woodford) writes:
>ysiu@lexicor.com (Yat Siu) writes:
>
>[Proposal for a new newsgroup: comp.sys.atari.programmer]
>
>What's wrong with c.s.a.s.tech that we need a separate programmer group?
>
>Steve

HOW ABOUT BEING POSITIVE because your comments are not.....

I VOTE YES.....!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

992. Re: What *is* TT-fastram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 22:35:32 UTC
From: cummins@osuunx.ucc.okstate.edu
Message-ID: <CxsEr8.5Eq@osuunx.ucc.okstate.edu>
Source record: 178967

In article <37q89b$nb1@nyx10.cs.du.edu> japolis@nyx10.cs.du.edu (Jeff Apolis) writes:
> TT RAM vs ST RAM explanation needed.
(paraphrased, jc)
>Jeff
>japolis@nyx.cs.du.edu
>

ST memory is shared with the video (and I believe, DMA) hardware in a "clock cycle sharing mode" (CPU cets a shot, other hardware gets a shot, repeat) This was great when the cpu was slower...

Now the TT memory can be accessed cycle after cycle by the CPU and is only limited by RAM speed and CPU speed. Starts twice as fast and can be made faster!!!

Got it? ST RAM is neccessaty for compatability, but the use of TT RAM for all but the final displayable images and DMA IO make programs fly.

jc (Wishing I had a 19" monochrome TT!!!!!)

--
--
John Cummins Email: cummins@unx.ucc.okstate.edu
Erbid's Place Atari ST BBS 405-624-0584 (USR V.Everything w v.34)
--

993. Re: Falcon Hardware Upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 22:47:18 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EJQWCIUWUp@dksoft.ping.dk>
Source record: 178924

In <37oifj$j35@news.kth.se> Bjorn Eriksson wrote :

>Hello, recently I read about a hardware accelerator for the
>Falcon in ST User. I think the card was called something like
>'The Speed Resolution Card' and was sold by some german company.
>Does anybody out there know anything about this card (performance,
>where to find it, ease of installation...) ?
>
>-Bjorn Eriksson (d91-ber@nada.kth.se)
>

Try write to this adress: chainxor@kom.auc.dk and Henrik Weide will tell
you all about it. He got it installed in his Falcon.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\---/-
\---/

994. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 22:58:38 UTC
From: frank@theshack.demon.co.uk
Message-ID: <941016Z225838.880frank@theshack.demon.co.uk>
Source record: 178961

In article <Cxn9tK.BoM@usa.net> ross@cscns.com "Frederick Matzen" writes:

> : Request for Discussion: comp.sys.atari.programmer
> --
> I'm all for it !!!
>
> It's a well needed newsgroup.

I second that! :>

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP 2.6 Public Key available on request

995. Unwanted: MiniX partition

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 23:01:05 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Oct16.230105.27968@bradford.ac.uk>
Source record: 178995

Hi Y'all. Please post any answers you have to my Email address, as I don't knwo if I can keep up with the backlog in this group. I will try though.

I recently tried to install MiNt on my system, just to see if I liked it. I never got it to work properly, so for the moment at least, I want use of my 9Mb on drive F, which I had installed as a MiniX partition.

I have tried zeroing it withthe ICD driver, and even re-installing a TOS partition from the Install.prg. But all the time, I am told that it still contains about 6Mb, and looking at it with a sector editor reveals that it is still a MiniX partition.

Short of copying my entire hard disk onto floppies, formatting the drive, then copying everything back, has anyone got any idea how I can get my 9 meg back?

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

996. Re: Quantum LPS help

Newsgroup: comp.sys.atari.st
Date: 1994-10-16 23:47:23 UTC
From: jondinga@io.org
Message-ID: <37se2b$pas@ionews.io.org>
Source record: 178963

On 10-15-94 blade01@pplnet.com wrote to ALL...
b> I have a Quantum LPS 330mb SCSI hard drive (manufactured to Apple specs,
b> it says on the label). My ICD host adapter reports it as "unrecognized
b> unit." What must I do to make it work with an ICD original or Micro
b> host adapter (or, ideally, an Atari MSTe internal HA)?
b>
I would suspect that the parity setting is enabled. TTBOMK all 3 of the
host adapters you mentioned require parity disabled. Check the bottom of the
drive and see if PE is jumpered or not - it should not be. I am also assumeing
that the cables are seated properly. SOME of the LPS drives will never be
recognized by the ORIGINAL ICD hostadapters, btw!

* (QW|{ 2.6 * For a good time, type FORMAT C:

997. Re: Nova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 00:27:35 UTC
From: Lexicor@world.std.com
Message-ID: <CxsJy0.MJI@world.std.com>
Source record: 178972

In article <Up-EJQVBFWN@ttgk.textlitho.nl>,
Gert van der Knokke <gert@ttgk.textlitho.nl> wrote:
>In <CxH1n8.BGv@world.std.com> ysiu@lexicor.com wrote :
>
>Well, I am mainly interested in the performance of these cards. My
>home-made ET4000 VME system is doing 'only' about 400 to 500 kbytes per
>second in data transfer, this means that a screen clear in my current mode
>(800x600x256) takes about 1 second... I think (hope) that this can be much
>better, but it also could be 'just the performance of an ordinary ET4000'.

800x600 a screen clear takes 1 second? Hmmm, that's kind of tough to
compare considering it's about 1 second (anyone wanna do it with a
stopwatch?? *grin*).

Gert, I am fairly sure that it's faster than your regular ET4000 as the NOVA
Boards are tweaked and the VDI is very good, however why don't you use a
program like Ofir's gembench (btw available on every good atari ftp
site) and make some gembench results. Let's compare those results and then
we can clearly see how much better it is?

Cheers

Yat @ Lexicor Software

>
>Gert
>
>--
>
>
>-- --
> Atari TT-Point
>-- --

998. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 00:30:03 UTC
From: Lexicor@world.std.com
Message-ID: <CxsK24.sH@world.std.com>
Source record: 178973

In article <37s9j9$qdk@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@kosmos.wcc.govt.nz> wrote:
>
>Yes Yat you have my 200% on a Programing group, when do I vote...!!!
>

Roger, when you see CFV:comp.sys.atari.programmer then that will be the
official voting time, I am glad there are so many great atari supporters
out there :)

>
>Let try and shoot the Negative chap down with some good Positive comments..!!
>
>
heaer hear :)

Thanks for concerned atari users

Yat @ Lexicor

>
>
>***
>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
>* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
>***
>

999. Re: What *is* TT-fastram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 01:25:14 UTC
From: dud@u.washington.edu
Message-ID: <37sjpq$agc@nntp1.u.washington.edu>
Source record: 178971

cummins@osuunx.ucc.okstate.edu (John Cummins) writes:

>ST memory is shared with the video (and I believe, DMA) hardware in a "clock
>cycle sharing mode" (CPU cets a shot, other hardware gets a shot, repeat)
>This was great when the cpu was slower...

>Now the TT memory can be accessed cycle after cycle by the CPU and is only
>limited by RAM speed and CPU speed. Starts twice as fast and can be made
>faster!!!

>Got it? ST RAM is neccessaty for compatability, but the use of TT RAM for all
>but the final displayable images and DMA IO make programs fly.

Actually, from my understanding, this is not true. Yes, ST RAM in a TT
is used for screen memory, but that's not why it's slower. See my
previous post for more info on that...

The reason why ST RAM is in a TT is for compatability, because there are
a few programs that don't expect to be able to access RAM 32 bits at a
time; usually these programs are older and do funky things. Tempus text
editor is an example. If I understand it correctly, the 68000 has 24
address bits, 16 of which can be used for memory access (because the chip
can only handle a 16 bit data bus), but Tempus used the extra address
bits (<16) to speed up scrolling, I believe. When you try to run it on a
TT, which uses 32 bit addressing, those extra 8 bits can't be used by
Tempus and it crashes. (please correct me if I'm wrong on this)

>jc (Wishing I had a 19" monochrome TT!!!!!)

No, you wish you had a TT with a SuperNova graphics card and a 21" monitor!

:)

Dan

1000. C compiler

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 02:24:30 UTC
From: Max.Denebian@f318.n105.z1.fidonet.org
Message-ID: <782370307.AA01926@jina.rain.com>
Source record: 178981

Hello,

A friend of mine is looking for Lattice C, or Pure C which someone wishes
to sell.

1001. Re: SpeedoGDOS and CoNnect

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 02:44:16 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <37soe0$ck7@bronze.coil.com>
Source record: 178974

In article <CxsEK0.BEu@world.std.com>, azog <azog@world.std.com> wrote:
>
>Now, the CoNnect manual states that if no GDOS is installed, CoNnect
>looks in GEMSYS for fonts. This works when I boot without GDOS. But
>why cant I get at GDOS fonts when GDOS is installed? Any ideas? Thanx

Yea, I get the same thing, too. The "Monospaced 821" and "Symbol
Monospaced" are (surprise) monospace fonts. And AFAIK, CoNnect will only
use GDOS fonts marked as monospace. This way, the program doesn't have to
fiddle with kerning and/or line spacing.

>--
>Billy D'Augustine azog@world.std.com
>
--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Ah, I see you have the machine that goes `ping!'" - Michael Palin

1002. Re: Marpet 8+Ram Board

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 03:21:31 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <xq7VaUL.johnhechtman@delphi.com>
Source record: 178975

eva crouse <redhead@sys6626.bison.mb.ca> writes:

>I have here in Winnipeg, Manitoba Canada a Marpet 8+ Ram board
>unpopulated for the Atari Mega ST computer ONLY.

I have a Mega ST and would like to use the board. I also have a TOS 2.06 card on the Mega expansion slot PLUS an AT-Speed IBeMulator piggybacked on my 68000 cpu chip. Can I still connect your board and retain the use of my existing hardware? Does it work well with hard drives? I've heard some word from the tech at Toad (Dave) that the Xtra Ram Plus 8 board caused probems with hard drives, is the Marpet OK?

1003. Re: What *is* TT-ram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 03:34:35 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <37srcb$gtj@nyx10.cs.du.edu>
Source record: 178978

Regarding my earlier question about ST vs TT ram:
Someone once made a "post office" analogy to me about the way the ram is accessed that made it so fast... he said that with ST ram, it's like a mailman picking up a letter at the post office, carrying it to it's destination for delivery, then going back to the post office for another peice of mail to deliver... one at a time.
With TT ram, he gets a whole bag of mail, and takes care of the whole thing before going back for more.
Apart from the difference that you told us about; IE 16 bit addressing vs 32 bit addressing, is there anything to this (admittedly oversimple) analogy?

1004. Re: Floppy Formats (was: Re: Kermit or XYZ-Modem f)

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 03:36:56 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37srgo$gla@mailer.fsu.edu>
Source record: 178977

Dan Aylward (dud@u.washington.edu) wrote:
> larserik@oslonett.no (Lars-Erik Oesterud) writes:
>
> >> Another option is fcopypro, it allows you to use more sectors and thus
> >> get 2/9 more space on your diskettes or format them IBM compatible.
>
> >Most COPY-programs let you format special formats, but ONLY 9 sector,
> >80 tracks can be read on IBM PC's (or 18 sec if you have a HD drive)
>
> I have never had a problem reading/writing to a 10 sector/82 track floppy
> on a pc... Maybe it depends on the PC's floppy controller.

I saw a claim that the version of MSDOS is the key. Version 6.x is apparently
smarter about floppies. I have not verified this.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1005. Re: TOS ROMS for sale ???

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 03:38:54 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <5I9XacO.johnhechtman@delphi.com>
Source record: 178976

Kevan Winch <kevan@empyr.dircon.co.uk> writes:

>Does anyone have TOS ROMS they don't want anymore ?

I have a 2 chip set of TOS 1.62, but they'll only work in an stE, not an stF.
They are for sale at $20 plus cost of shipping (you choose method).

1006. Re: ?ST->Mac, text files

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 04:39:37 UTC
From: pcook@io.org
Message-ID: <pcook-1610942339370001@sound.net3.io.org>
Source record: 178979

Thank you all kindly for your help. We'll find out what works for her situation and report back.

BTW, yes she is interested in selling her old machine ("But not until I get my files transferred!") :-) She has a 520 ST, mouse, keyboard, monitor, and printer. One potential complication: she lives in Toronto. email me if you want more info.

Thanks

1007. Re: Neodesk 3/4

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 04:56:11 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <37t05b$9uv@golem.wcc.govt.nz>
Source record: 178980

] What? You are using dialog boxes instead of windows? Silly person!

Ever heard of speed? On a stock STE it's not worth trying to multitask
desktop operations, so I opt for speed & switch to dialogs.

1008. Atari Syquest -> PC or Mac

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 05:13:57 UTC
From: brad@halia.pbrc.hawaii.edu
Message-ID: <Cxsx7A.JB8@news.Hawaii.Edu>
Source record: 178982
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

We have data archived on Syquest cartridges that were formatted and written on an Atari. Alas, the Atari is no longer with us but we need to access the data on a PC or a Mac. We have no problem connecting our Syquest to either platform, what we need is software that will allow us to mount the Atari file system or somehow convert or copy the files. Is there such software anywhere? If not, would anyone with an Atari and a Syquest drive be willing to transfer some files to a DOS or Mac readable format?

Thanks for any help you can provide.

--
Brad Jones brad@wana.pbrc.hawaii.edu

1009. Compiling MiNT v1.10

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 05:41:05 UTC
From: mabdul@viking.dvc.edu
Message-ID: <37t2ph$n53@viking.dvc.edu>
Source record: 178983

I'm trying to compile the MINT110S.ZOO file into MiNT c1.10 and am running into the following problems.

I'm using GCC v2.5.8 for the Falcon (MFGC258b.zoo from wuarchive.wustl.edu) under MultiTOS v1.08beta using GNU make. All previous files compile fine under the control of make.

For context.o and intr.o, however, I must recompile them manually with explicit instuctions to compile only (apparently the makefile has a call to the linker and it breaks due to external variables present in both.)

```
---MANUALLY converting *.SPP to *.S (GAS) file SESSION----
10:07pm d:\mint110 Command me: dir *.spp
----a 13871 Feb 11 1994 18:23 syscall.spp
----a 13942 Feb 02 1994 16:52 intr.spp
----a 10339 Feb 01 1994 3:28 context.spp
----a 924 Aug 17 1993 1:33 quickzer.spp
----a 1685 Aug 17 1993 1:33 quickmov.spp
----a 2916 Aug 17 1993 1:29 cpu.spp
10:08pm d:\mint110 Command me: asmtrans -gas -o syscall.s syscall.spp
10:08pm d:\mint110 Command me: asmtrans -gas -o quickzer.s quickzer.spp
10:08pm d:\mint110 Command me: asmtrans -gas -o quickmov.s quickmov.spp
10:08pm d:\mint110 Command me: asmtrans -gas -o cpu.s cpu.spp
10:09pm d:\mint110 Command me: asmtrans -gas -o context.s context.spp
10:09pm d:\mint110 Command me: asmtrans -gas -o intr.s intr.spp

--END---MANUALLY converting *.SPP to *.S (GAS) file SESSION----
```

Well, the manual compile of context.s and intr.s go fine then I call make. Following is that session:

```
-------SNAPSHOT--FROM-SESSION--
9:52pm d:\mint110 Command me: make
gcc -G -Wall -O2 -fomit-frame-pointer -mshort -DMULTITOS -DDEBUG_INFO -o mint
.prg bios.o xbios.o console.o dos.o dosdir.o dosfile.o dosmem.o dossig.o file
sys.o main.o mem.o proc.o signal.o timeout.o tty.o util.o biosfs.o pipefs.o p
rocfs.o tosfs.o debug.o rendez.o unifs.o shmfs.o fasttext.o welcome.o nalloc2
.o memprot.o realloc.o context.o intr.o syscall.o quickzer.o quickmov.o cpu.o
-liio16
e:\prgmain\gnu\bin\gcc-ld.ttp: multiple definitions of symbol `__main'. File
s:
e:\prgmain\gnu\lib\gnu16.olb(main.o)
main.o
e:\prgmain\gnu\bin\gcc-ld.ttp: multiple definitions of symbol `_exit'. Files
:
e:\prgmain\gnu\lib\gnu16.olb(main.o)
```

```
main.o
main.o: Undefined symbol _new_ikbd referenced from text
main.o: Undefined symbol _mint_timer referenced from text
main.o: Undefined symbol _mint_5ms referenced from text
main.o: Undefined symbol _mint_vbl referenced from text
main.o: Undefined symbol _reset referenced from text
main.o: Undefined symbol _new_bus referenced from text
main.o: Undefined symbol _new_addr referenced from text
main.o: Undefined symbol _new_ill referenced from text
main.o: Undefined symbol _new_divzero referenced from text
main.o: Undefined symbol _new_trace referenced from text
main.o: Undefined symbol _new_priv referenced from text
main.o: Undefined symbol _new_linef referenced from text
main.o: Undefined symbol _new_chk referenced from text
main.o: Undefined symbol _new_trapv referenced from text
main.o: Undefined symbol _new_fpcp referenced from text
main.o: Undefined symbol _new_mmu referenced from text
main.o: Undefined symbol _new_mmu referenced from text
main.o: Undefined symbol _new_pmmuacc referenced from text
main.o: Undefined symbol _new_format referenced from text
main.o: Undefined symbol _new_cpv referenced from text
main.o: Undefined symbol _new_uninit referenced from text
main.o: Undefined symbol _new_spurious referenced from text
main.o: Undefined symbol _new_mediach referenced from text
main.o: Undefined symbol _new_rwabs referenced from text
main.o: Undefined symbol _new_getbpb referenced from text
main.o: Undefined symbol _hardscroll referenced from text
main.o: Undefined symbol _hardscroll referenced from text
main.o: Undefined symbol _hardscroll referenced from text
main.o: Undefined symbol _hardscroll referenced from text
mem.o: Undefined symbol _xbios referenced from text
biosfs.o: Undefined symbol _newmvec referenced from text
biosfs.o: Undefined symbol _newjvec referenced from text
debug.o: Undefined symbol _reboot referenced from text
9:54pm d:\mint110 Command me:
context.o: Undefined symbol _new_trace referenced from text

make: *** [mint.prg] Error 1
-------SNAPSHOT--FROM-SESSION--
```

If anyone can help me out, I'd really appreciate it. Am I using the wrong Gnu compiler (it is for the Falcon but it runs on my TT without complain.)

Thanks much!

P.S. I also have Pure C v1.0 but it does not like the variables on stack deal. Oh well, neither do I.

--
Signed,
Abdulkareem

1010. Re: Quantum LPS help

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 07:10:57 UTC
From: jondinga@io.org
Message-ID: <37t821$g01@ionews.io.org>
Source record: 178984

On 10-15-94 mbmccabe@bronze.coil.com wrote to ALL...
m> Subject: Re: Quantum LPS help
m> I ordered teh same drive about a year ago (less?) from LaCie. (Bad
m> The parity is _enabled_ in the drive's firmware. For your ST, parity
I have a ELS in my MSTE that had parity set in firmware [Quantum
sent me a new chip & a tool to remove the old one ;^)], and ALL my Quantum
LPS drives had jumpers to adjust parity. The biggest LPS I have is 240 meg,
but I think they are all the same ..... Jon

* (QW|{ 2.6 * Give your child mental blocks for Christmas.

1011. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 08:43:12 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37tdf0$8g8@bs33n.staffs.ac.uk>
Source record: 178985

ysiu@lexicor.com (Lexicor@world.std.com) wrote:
: >The only software that is comming out is ether PD/DTP or Midi...
: >

: Is it? well there are a whole new set of Graphics Packages released ever
: since the falcon appeared, picture processing tools, object renderer and
: raytracers (Phoenix-Xenomorph, Raystart, DA Picture, DA Render Kit, Morpher,
: etc.)

: Yat @ Lexicor

Yat, please ignore flames like this, they serve no purpose but to show
the misinformed nature of the poster and have very little bearing with
regard to the thread. Oh mdear, I guess I've gone and made it worse..
still this kind of stuff belongs in the advocacy group.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

1012. Minitel on ATARI

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 09:02:57 UTC
From: irmscher@hpna49-1.cern.ch
Message-ID: <Cxt7sx.F3o@news.cern.ch>
Source record: 178986

Hi folks,

can anyone tell me if it is possible to access Minitel in France from
an ATARI 1040? Which software, where to get it and how to dial in?

Thanx,

Detlef

1013. Re: SpeedoGDOS and CoNnect

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 09:13:04 UTC
From: wwc@axher3.desy.de
Message-ID: <WWC.94Oct17101304@axher3.desy.de>
Source record: 178991

In article <CxsEK0.BEu@world.std.com> azog@world.std.com (azog) writes:

> I have SpeedoGDOS, the one that comes with the Falcon, version 4 probably,
> and am having a hard time getting CoNnect to recognize these fonts.
> Basically, when I boot with GDOS installed, I try to select a font
> in CoNnect, but all it lists are three: the system font, a monospaced
> font, and one other that I forget. Even tho I have about 15 fonts installed,
> and they work fine elsewhere (ie: Atari Works).
>
> Now, the CoNnect manual states that if no GDOS is installed, CoNnect
> looks in GEMSYS for fonts. This works when I boot without GDOS. But
> why cant I get at GDOS fonts when GDOS is installed? Any ideas? Thanx

The problem is, a terminal program emulating vt100 has to rely on the
fact, its fonts are monospaced. Therefore connect will only display
the monospaced fonts in its dialogue. If you use a newer version of
speedo which allows to to have bitmap and bitstream fonts in parallel
you can still use all the bitmap fonts that are available with a normal
gdos, like connect.fnt...

Nevertheless I'd suggest to switch to NVDI3 which allows you to have
speedo and true type fonts (of which a lot are monospaced, too) at the
speed of bitmap fonts. Really a big experience!

WOlfgang

1014. Re: OMEN

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 09:29:27 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <37tg5n$iss@whitbeck.ncl.ac.uk>
Source record: 178992

No news - but a bug report that I meant to mention a while back.

v2.46 of OMen worked fine on my f030 4/32Mhz + SVGA monitor, but
no matter what mode I start v2.50d from, it still shags the screen by
setting some ridiculous mode on start up.

Bug Bug Bug.....time this was fixed.

But anyway, it seemed an interesting system, but really needs the
programming libraries to support it releasing over the net, or
it will be dead in the water......

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

1015. Re: St-Guide

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 09:31:56 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cxt958.A0H@westminster.ac.uk>
Source record: 178993

Michel Forget (mforget@elfhaven.ersys.edmonton.ab.ca) wrote:
: You can get the latest english version from micros.hensa.ac.uk but I

In micros/atari/tos/o/o001/stg_e_01.lzh

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1016. Re: X-Control's CPX files

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 09:42:55 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cxt9nK.AJv@westminster.ac.uk>
Source record: 178994

STEVEN PAUL SCOTT (sss3@aber.ac.uk) wrote:

: Does anyone know how to write a .CPX file for use with the X-Control panel
: that comes with all the Mega STe's TT's and Falcons? I have often wanted to
: write a CPX, so that I can load it into X-Control, as apposed to writing a
: stand-alone .ACC.

Get the last two issues of ST Applications from the FaST club. Had
really good articles on writing CPXs.

If you want more info, contact me...

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1017. Re: OMEN

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 09:54:34 UTC
From: michrm@central.susx.ac.uk
Message-ID: <37thkq$m5v@infa.central.susx.ac.uk>
Source record: 178912

thoth@nyongwa.montreal.qc.ca wrote:
: I'm curious: has anyone on the Net heard of any new developments with OMEN,
: the Open Multitasking Environment)? It was officially realeased in June, and
: I haven't heard much since v. 2.50d came out...

: a) is there any software out that supports this new environment?
: b) have any of the other platform versions been released yet?

: -Jeff Boman

I have not heard much but it is getting favourable reviews wherever I have seen
it reviewed with lines like very good, shamje about the lack of s/w or a bit
late abounding.

Michael

1018. Virtual Memory +Calamus S

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 10:06:57 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <37tic1$mbr@infa.central.susx.ac.uk>
Source record: 178913

If the 68000 can't cope with virtual memory, how come Calamus S on my
STe uses virtual memory?

Steve

1019. Re: ?ST->Mac, text files

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 10:16:38 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <37tiu6$gn2@msuinfo.cl.msu.edu>
Source record: 178997

```
In article <199410160626.a39710@wi2.maus.de>, Julian_Reschke@wi2.maus.de
(Julian Reschke) writes:
>In article <37i5tk$ksl@mailer.fsu.edu>, Mickey Boyd (boyd@gauss.math.fsu.edu)
>wrote:
>>With system 7 (undoubtedly on this person's Mac), you just stick a PC
>>disk in and it works. No additional software is necessary.
>
>Wrong. For this you need PC Exchange, which is not included in System 7.

To be fair, it *is* bundled with most Macs.
```

1020. MIDI on SPECTRE GCR MAC EMULLATION

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 10:42:36 UTC
From: t821431@minyos.xx.rmit.EDU.AU
Message-ID: <37tkes$kjt@aggedor.rmit.EDU.AU>
Source record: 178915

Can the Midi work on the Spectre Gcr Mac emulator...Even via the serial
if i was to make midi ports on modem port?

Thanks in Advance

Richard

.

1021. Re: NVDI 3.0 available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 10:45:38 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CxtCK4.CrE@cix.compulink.co.uk>
Source record: 178987

michrm@central.susx.ac.uk said:
>Thats good for you...but what about other registered users...like in the UK.
>
>I phoned System Solutions who I brought mine from and they could not get a
>price for me for the upgrade from 2.5 to 3 yet because they did not have
>any in stock.

NVDI 3 will be available before the end of the month (October) in the UK.
It is VERY good.

Ofir ogal@cix.compulink.co.uk

1022. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 10:45:44 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CxtCK8.Cs9@cix.compulink.co.uk>
Source record: 178988

S.P.Taylor@bradford.ac.uk said:
>I don't agree. I always have MagiC running on my ST. I regularly can continue
>with my comms program, text editing, word processing, dtp, whilst letting the
>computer get on with downloading/archiving/compiling etc.
>
>I would not be without MagiC, although I agree MagiCdesk is nothing to get
>excited about.
>
>BTW: I do all this comfortably with a 2.5Mb STFM!

Same here, I have MagiC running on my 4MB STFM all the time except when I
need to test software compatibility under TOS 1.04. It works very
reliably, although I found that Let 'em Fly can cause some problems under
MagiC.

Ofir ogal@cix.compulink.co.uk

1023. Re: ST -> Falcon compatability??

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 10:45:48 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CxtCKC.Ct3@cix.compulink.co.uk>
Source record: 178989

>In perticular, I have alot of old, but good, programs
>written in the BASIC that came with the 520-ST (vintage-'86),
>but I can not get it to run.

>Any ideas? Patches? Useable BASICs out there for cheap? ideas?

HiSoft in the UK have a range of ST-BASIC compatible BASIC compilers.
Try mailing hisoft@cix.compulink.co.uk

Ofir ogal@cix.compulink.co.uk

1024. Re: Compiling MiNT v1.10

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 11:01:23 UTC
From: azog@world.std.com
Message-ID: <CxtDAB.3qu@world.std.com>
Source record: 178902

mabdul@viking.dvc.edu (Pondering) writes:

>I'm trying to compile the MINT110S.ZOO file into MiNT c1.10 and am running
>into the following problems.

>I'm using GCC v2.5.8 for the Falcon (MFGC258b.zoo from wuarchive.wustl.edu)
>under MultiTOS v1.08beta using GNU make. All previous files compile fine
>under the control of make.

What version of the libraries do you have? I ran into a very similar
problem, and it was because of very old libraries. Once I grabbed some
newer ones (patch level 44 the last time I grabbed them, a while ago)
the compile worked fine

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

1025. Re: OMEN

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 11:03:35 UTC
From: azog@world.std.com
Message-ID: <CxtDDz.4Ar@world.std.com>
Source record: 178903

Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>No news - but a bug report that I meant to mention a while back.

>v2.46 of OMen worked fine on my f030 4/32Mhz + SVGA monitor, but
>no matter what mode I start v2.50d from, it still shags the screen by
>setting some ridiculous mode on start up.

>Bug Bug Bug.....time this was fixed.

I have no problem running 250 on my Falcon and SVGA. I think the manual states that you need to boot in some ST rez first, then set rez from within OMEN. So I booted in ST-High rez, then set OMEN for 256 colour interlaced, and it looks wonderful.

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for help but they hear not a sound ... summon the dead ... blood on my hands ...

1026. Re: X-oR profiles ...

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 11:05:01 UTC
From: urbansky@bailey.com
Message-ID: <CxtDGD.HDy@bailey.com>
Source record: 178990

In article <37ol3r$6u0@hasle.oslonett.no>, mitko@oslonett.no (Mitko Netchev) says:
>
>Hi John!
>I'm also using X-or (version 1.1), and wanted to ask you about profiles
>for Korg 01/W and Proteus World. Do you know if they exist, and if so
>where to get them? Sorry I cannot help you with the profiles you asked
>for, however, if you need any other ones - tell me, I have quite a few.

I have profiles for the Korg M1, but not the 01/W. I'm not sure about the
Proteus ... I will check.

John

1027. Re: sh204 = scsi or what?

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 11:18:22 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Oct17.111822.10543@govonca.gov.on.ca>
Source record: 178918

In <199410150050.a32123@m4.maus.de> Peter_Missel@m4.maus.de (Peter Missel) writes:

>BEWARE: You have to format and partition the drive elsewhere, since that host
>adaptor has a bug that prevents the drive from reporting its capacity. Using
>the drive afterwards does work perfectly well, though.
I have an STe with a SH204 and have been considering replacing the
mechanism with a SCSI (or larger capacity MFM). I'm glad to hear it
works in theory.

What do you mean, though, by "format and partition the drive elsewhere?"
What kind of elsewhere? (Does that also apply to a MFM replacement?)

Also, if I have a SCSI drive, how can I tell whether it has
parity...apart from a manufacturer's spec sheet?

1028. Wanted in UK: Hi-res mono monitor for ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 11:32:57 UTC
From: dan@hpwina39.uksr.hp.com
Message-ID: <37tnd9$9ct@hpwin055.uksr.hp.com>
Source record: 178905

Hi All,

I had a bunch of replies to my previous post (wanting an ST setup),
but the closest I've got is a machine with no monitor.

So now I'm asking for a monochrome monitor (hi-res). Anyone got one
they can sell me?

I live in Surrey and work in Berkshire.

Regards,
Dan.

.---.
| Dan Bennett : Uni* mail: dan@hpwina39.uksr.hp.com |
| Telephone: (+44) 344 361870 (GMT) |
| Fax : (+44) 344 361737 |
| Hewlett-Packard UK Response Centre, |
Amen Corner, Cain Road, Bracknell, Berkshire RG12 1HN, UK
My typing is a statistical process.
`---'

1029. Re: Falcon & SCSI chains

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 12:04:29 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.782395469@acp5>
Source record: 178919
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

azog@world.std.com (azog) writes:

>Ive had problems skipping device IDs. With AHDI 6.04, it seems that if
>I skip ANY, the search stops at the last found. For instance, if my
>first external device is #0, and I hook, say a CD-ROM player at #6,
>the machine doesnt search past #1

AHDI can be configured to check non consecutive device numbers. The AHDI 3.0
Release Notes describe how to do that. There's also software for configuring
AHDI, called AHDICONF.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

1030. Re: Atari Syquest -> PC or Mac

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 12:06:59 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.782395619@acp5>
Source record: 178920
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

brad@halia.pbrc.hawaii.edu (Brad Jones) writes:

>need to access the data on a PC or a Mac. We have no problem
>connecting our Syquest to either platform, what we need is software
>that will allow us to mount the Atari file system or somehow convert
>or copy the files. Is there such software anywhere? If not, would

Most hard disk drivers for the Atari, e. g. AHDI, HuSHI, HDDRIVER, recognize
DOS formatted partitions if these partitions are < 32 MByte. On the other
hand DOS drivers won't recognize Atari partitions. This means that you only
can exchange data between DOS and TOS if a partition is DOS formatted (or
has been partitioned with the appropriate option of the SCSITOOL software)
and if this partition is < 32 MByte.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

1031. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 12:42:05 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.782397725@paddington>
Source record: 178916

Sounds like a good idea to me.

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

1032. Re: GFA Help needed - ST-Guide

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 12:42:40 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.782397760@paddington>
Source record: 178917

To the guy who wanted the GFA code to call ST-Guide, can you please mail
me as your address keeps bouncing...

Ta,

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

1033. Re: Need Rick Flashman's e-mail address

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 12:53:45 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-1710940853450001@flash.comm.mtholyoke.edu>
Source record: 178999

In article <37nh3d$sit@merlion.singnet.com.sg>,
chanck@merlion.singnet.com.sg (Chan Chiew Kiang) wrote:

> Hi,
>
> I am looking for Rick Flashman's e-mail address (Gribnif). I thought
> I had it but when I tried rflashma@mtholyoke.edu it returns unknown host.
>
> Please e-mail me if anyone has his address on the net. Thanks.
>
> regards
> Gary Chan
>
> ++
> + ||| | Mega4 STE, 1040STE, 1040STFM, 486 DX2/66+Gemulator +
> + ||| | +
> + / | \ | chanck@merlion.singnet.com.sg, garychan@perth.dialix.oz.au +
> + / | \ | chanck@tartarus.uwa.edu.au, chan_c@kultarr.uwa.edu.au +
> ++
> --
> regards
> Gary Chan
>
> **

That address should work. Maybe some system burped wrong. Try:

rflashma@mhc.mtholyoke.edu -or-
rflashma@mtholyoke.edu

--
Rick Flashman, President Tel 413.247.5620
Gribnif Software Fax 413.247.5622
P.O. Box 779, Northampton, MA 01061-0779 rflashma@mtholyoke.edu
For information or technical support, contact "gribnif@genie.geis.com"

1034. Re: Compiling MiNT v1.10

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 13:09:52 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.b8GPpaCOt8s@pluto.ping.de>
Source record: 178996

In <37t2ph$n53@viking.dvc.edu>, mabdul@viking.dvc.edu (Pondering) writes:
> I'm trying to compile the MINT110S.ZOO file into MiNT c1.10 and am running
> into the following problems.
>
> I'm using GCC v2.5.8 for the Falcon (MFGC258b.zoo from wuarchive.wustl.edu)
> under MultiTOS v1.08beta using GNU make. All previous files compile fine
> under the control of make.

>[... stuff deleted ...]

> -------SNAPSHOT--FROM-SESSION--
>
> If anyone can help me out, I'd really appreciate it. Am I using the wrong
> Gnu compiler (it is for the Falcon but it runs on my TT without complain.)
>
> Thanks much!

Hi,

is it possible that you use the original gnu-lib *instead* of using mintlibs?
I have renamed the mintlib *.olb files to ones of the gnu-lib
(bmgrct0.o > bgcrt0.o, mint.olb > gnu.olb, etc.)
That works fine, and I always have my things compiled with mintlibs.

cu, michi
--
* *
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

1035. Re: OMEN

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 13:14:44 UTC
From: vctec@westminster.ac.uk
Message-ID: <CxtJGK.MAr@westminster.ac.uk>
Source record: 179000

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:
: v2.46 of OMen worked fine on my f030 4/32Mhz + SVGA monitor, but
: no matter what mode I start v2.50d from, it still shags the screen by
: setting some ridiculous mode on start up.

This is interesting really...

I have tried OMEn 2.50d on my ST in both TOS 1.06, and TOS 2.06 mode,
and I always get a garbled screen....and can't do anything...even
though I can sort of see mouse movements there...

My friend who has tried this on his TOS 2.06, says that it works.....

We both have STEs

I have also tried this on a friends Falcon TOS 4.04, MultiSync
monitor....and it works perfectly.

Some of my contacts in America have also told me that it works on their
TT, and or Falcon....

Hmmmm....anyone any ideas?

Dan
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1036. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 13:38:51 UTC
From: djs@jet.uk
Message-ID: <1994Oct17.133851.26824@jet.uk>
Source record: 178904

>In article <1994Oct14.164730.11723@esca.com>, woodford@esca.com (Steven Woodford) writes:
>>ysiu@lexicor.com (Yat Siu) writes:
>>
>>[Proposal for a new newsgroup: comp.sys.atari.programmer]
>>
We already get excessive crossposting; adding new groups will make that
worse. The .tech group is OK for programming discussion.

I say NO.

(And I say no to a .falcon group too).

--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1037. Power Magazine 20

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 13:40:11 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37turr$947@bs33n.staffs.ac.uk>
Source record: 178901

For those of you who still havn't got into the 'Power' scene I have just uploaded issue 20 of this superb little disk magazine. It can be found on ftp.uni-kl.de and should be sorted into the right section anyday now.

It will work on an Atari STFM or STE with half meg or more, but NOT on a Falcon or TT even via Backwards.

If it is technical stuff and programming source you are after then forget it, but for a quite unparalled ST-Community production this is the place to be. James (the editor) pushes out this magazine once a month and there is a decent selection of interesting features for everyone and the contribution level is very high. They even do competitions with average to decent prizes!

You can email POWER MAGAZINE by sending your mail to: requiem@armory.com with the subject as: POWER

I hope you all enjoy this production and make sure you get issue 21 on the 1st of November 1994, especially as it has an interview with me in it ;)

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

1038. Wanted : ps -> deskjet conversion

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 14:01:33 UTC
From: erwinn@sci.kun.nl
Message-ID: <CxtLML.I0J@sci.kun.nl>
Source record: 178909

Dear friends,

I'm looking for a (public domain) conversion program to convert
postscript 2 HP deskjet format. It has come to my attention that
Ghostscript should be able to do the trick but since I am not
experienced to Ghostscript (what fonts do I need ?) , I thought I better
ask some atari hackers for some advice.

If you happen to know how this could be done please mail to me directly.
Thanks in advance.

N.B. (should run on an atari ..)

{;)

1039. Re: Virtual Memory +Calamus S

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 14:30:09 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.782404209@paddington>
Source record: 178906

kaps3@central.susx.ac.uk (Steven Constantine) writes:

>If the 68000 can't cope with virtual memory, how come Calamus S on my
>STe uses virtual memory?

Calamus implements virtual memory in software - ie, when the computer runs out of memory, the program uses the hard disk.

The 68000 doesn't have the hardware to provide 'real' system virtual memory - it is possible to add software virtual mem (this is what Outside does...)

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

1040. Wanted: Scanner /w driver

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 14:34:41 UTC
From: kohn@tzv.fal.de
Message-ID: <Cxtn5u.Eo7@tzv.fal.de>
Source record: 178907

```
Hi,
a friend of mine without the possibility to access the network
search a handy scanner with 256 gray values (complete with driver
software.
If anybody's out there who can he him, please mail to my address
Thank you
Gunther Kohn

----------------------------------------------------------------

Gunther Kohn >_,<
Institut fuer Tierzucht und Tierverhalten (oo)
D-31535 Neustadt a Rbg ,------(._.)
Tel. +49 5034/871-213 /| ||
e-mail: kohn@tzv.fal.de * ||w--,||
--
----------------------------------------------------------------------
Gunther Kohn >_,<
Institut fuer Tierzucht und Tierverhalten (oo)
D-31535 Neustadt a Rbg ,------(._.)
```

1041. Questions, Answers page ready.

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 14:45:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <37u2lc$b3t@mserv1.dl.ac.uk>
Source record: 178908

I have now included a questions and answers page in my Atari Web pages. If I get a decent response this should prove an invaluable service to those who use it. Please send any questions to me for inclusion and state if the question is for me personally or for the Q&A pages.

If you know the answers to any of the questions in this page then again mail them directly to me for inclusion. You will receive full credit for any answers you provide, and answers will appear in the Web page next to the question and will also be mailed directly to the person who posed the question for those who don't have Web access but want to use this service.

I rely on your support so please mail your questions and answers to me.

Thanks,

Mark msh@dl.ac.uk

(Atari Web Pages : html://www.dl.ac.uk/MISC/ATARI/atari.html)

1042. Calamus SL for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 15:01:41 UTC
From: patrick@nightingale.nurs.utah.edu
Message-ID: <37u3kl$8i9@u.cc.utah.edu>
Source record: 178910

Calamus SL. The enclosed disks are still in their sealed pouch.
I'm asking $300 + S/H.
Shipping will be UPS C.O.D.

Please respond to patrick@nightingale.nurs.utah.edu as I don't
get to the news that often.

--
------------------------------ ----------------------
Patrick Langford \ University of Utah \
Associate Programmer \ College of Nursing \
patrick@nightingale.nurs.utah.edu \ 25 So. Medical Drive \
<NeXTMail YES> \ SLC, UT 84112 \
---------------------------------- ----------------------

1043. Re: Falcon Hardware Upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 15:08:10 UTC
From: n09212@pbhrzx.uni-paderborn.de
Message-ID: <n09212.782406490@pbhrzx.uni-paderborn.de>
Source record: 178939

darmok@leland.Stanford.EDU (Philips Dilworth Patton) writes:

>Bjorn Eriksson (d91-ber@nada.kth.se) wrote:
>: Hello, recently I read about a hardware accelerator for the
>: Falcon in ST User. I think the card was called something like
>: 'The Speed Resolution Card' and was sold by some german company.
>: Does anybody out there know anything about this card (performance,
>: where to find it, ease of installation...) ?

>Me too! I want this thing!!!! Please give me a phone number, address,
>email address....where can I get it?

Hi all!

Here in Germany there are different speed resolution cards available, up
to 40MHz. If you want some more information, please send me email to:
n09212@pbhrzx.uni-paderborn.de
I will search for some different information in the literature I have and
post it to you.

See you (read you...),

Flu
--

Fuer einige ist es Windows, fuer die anderen das laengste Batchfile der Welt..

1044. Re: Virtual Memory +Calamus S

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 15:18:07 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <37u4jf$hib@msuinfo.cl.msu.edu>
Source record: 178911

In article <37tic1$mbr@infa.central.susx.ac.uk>, kaps3@central.susx.ac.uk (Steven Constantine) writes:
>If the 68000 can't cope with virtual memory, how come Calamus S on my
>STe uses virtual memory?

Steve, I don't know how Calamus S handles the virtual memory, but I'm willing to bet it's a software hack that only works because Calamus is designed to use it. Generally speaking, processors less than the 030 don't handle virtual memory because of the lack of built-in memory protection.

1045. X-Windows or X-Terminal for ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 15:48:15 UTC
From: max@cs.kun.nl
Message-ID: <CxtqKG.L5t@sci.kun.nl>
Source record: 178914

Hi there,

Is it possible to turn an ST into a (dumb) X-terminal?
If yes, what hardware and software is needed?

Bye,

Max Geerling (max@cs.kun.nl)
Computing Science Institute
University of Nijmegen
The Netherlands

1046. PC-Speed:Problems with 8087 detecting DOS-programs

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 16:09:35 UTC
From: Berni@nw42.wiwi.uni-bielefeld.de
Message-ID: <Berni.103.000B2943@nw42.wiwi.uni-bielefeld.de>
Source record: 178998

Hello,
Whenever I try to run a DOS-program which tries to detect a 8087
coprocessor, it seems that PC-Speed (NEC-V20) gives the false information
that there is one present. What can be done about that?
Thanx,
Berni

1047. Re: Neodesk 3/4

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 17:04:33 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <37uar1$2i3@charm.magnus.acs.ohio-state.edu>
Source record: 178921

>It'd be the first program I've ever returned due to dis-satisfaction.
>
>I've got no complaints about the Neodesk v3.04/Geneva v1.02 combination
>though. It's brilliant!

I never thought I would say it, but I too am somewhat dissapointed with Neodesk 4.0... The features are great, but it causes 'boatloads' more memory fragmentation than Neodesk 3.0 did (even running TOS 1.04), and, gobbles up a lot more memory in the first place. I never had 'out of memory' problems until I installed Neodesk 4. RATS! Hopefully they will fix the bugs soon and all will be well!
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // -Kaleidoscope woman
/ | \ \// in rhinestoned levi's jeans
dancing in the sunset
sketching day's last scene- - Willie Phoenix -

1048. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 17:21:27 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410171629.AA09675@ilmen.lanl.gov>
Source record: 178923

In article VAA17603@postbox.acs.ohio-state.edu, brown.251@postbox.acs.ohio-state.edu (Ted Brown) writes:
[...]
>I don't see how this served any usefull purpose (or any purpose
>other than causing this useless thread).
[...]

OK, OK... In an attempt to quell the further propagation of this thread,
I apologize for any errors in judgement, breaking of rules, insenstivities,
faux pas, or other goofs I may have made, intentionally or by accident,
in public or in private, to any parties now living or dead, in reference
to my original _request_ for users to post in 80 columns or less.

So... does that cover the bill? Sheesh. Anything for a little peace here.

-Hutch- @ Fair Dinkum Tech

1049. Re: What *is* TT-fastram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 17:24:31 UTC
From: gerrymon@Glue.umd.edu
Message-ID: <37uc0f$t5n@modulation.eng.umd.edu>
Source record: 178928

In article <37rkh5$8jv@nntp1.u.washington.edu>,
Dan Aylward <dud@u.washington.edu> wrote:
>
>The difference between ST and TT RAM is the way it is accessed. The
>Motorola 68030 is a 32 bit chip, and the 68000 is a 16 bit chip. What
>this means is the 68000 can get 16 bits from the memory each clock cycle,
>whereas the 68030 in the TT is able to get 32 bits from the memory each
>clock cycle. In order to do this though, the machine has to be designed
>with 32 lines going to the memory (referred to as a 32 bit bus). The ST
>RAM in a TT only has 16 lines going to it (a 16 bit bus), so it can only
>be accessed 16 bits at a time. But the TT RAM has 32 lines going to it,
>so it can be accessed 32 bits at a time. That's why it's faster. It has
>nothing to do with the actual type of memory used (SIMMs, DRAMs, etc.;
>whatever the respective memory boards hold)... However, if you're using
>30 pin SIMMs, you must have four of them to be accessed at 32 bits per
>clock cycle; each 30 pin SIMM can only handle 8 bits at a time. Each 72
>pin SIMM, on the other hand, can handle all 32 bits at a time; that's why
>you can just add one 72 pin SIMM at a time instead of having to add them
>in sets of four like the 30 pin SIMMs. When computers come out with 64
>bit busses, you'll have to add 30 pin SIMMs in sets of 8 and 72 pin SIMMs
>in sets of 2.
>
>Hope this clears things up!
>
>Dan

This is incorrect. The reason TT-RAM is faster than ST-RAM on the
TT030 is because the video subsystem is not connected to TT-RAM.
TT-RAM does not have to be shared between the CPU and the video
subsystem. In addition, the CPU can access TT-RAM in burst mode.

ST-RAM, on the other hand, must share its bandwidth between the CPU
and the video subsystem. Think about how video refreshing works. The
image you see on the computer screen is stored in a frame buffer
(ST-RAM). This frame buffer must be read everytime the screen is
refreshed. Typically, the screen is refreshed at about 60 times per
second (60Hz). It takes about 153 Kbytes to store an image at 640x480 with
16 colors. This means the video system must read 153 Kbytes every 60
seconds!

In order to insure a stable image, the video system must have a higher
priority than the CPU. Hence, everytime the video subsystem is
refreshing the image, the CPU is locked out. This is the main reason
why ST-RAM is slower than TT-RAM.

By the way, to help offset the bandwidth demands of the video system, Atari actually made ST-RAM 64-bits wide. The video system can grab 64-bits at a time (however, the 68030 can only access ST-RAM 32-bits at a time).

So, in summary, the TT030 has two types of memory: ST-RAM and TT-RAM. ST-RAM is 64-bits wide and acts as the frame buffer and hence must be shared between the CPU and video system. TT-RAM is 32-bits wide and is pretty much dedicated to the CPU. In addition, the CPU can access TT-RAM with burst mode.

--Gerry

1050. Re: SoftPC

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 17:25:18 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <37uc1u$2lt@charm.magnus.acs.ohio-state.edu>
Source record: 178922

>>And as for the rest of you....please don't fill up Sam's mailbox with
>>flames. We've been trying to get him more active online for years, and
>>he's finally sneaking out a bit. So be kind!

YES! Please please please be nice to Sam (and Bob as well of course)! We all have some frustration about the lack of support/advertising for Atari products, but let's face it, Atari has little to no money for advertising! I would much prefer that Atari keep making little-used but *very good* products rather than sinking all their money into advertising and building crap for the masses to buy. Sure, you can sell any piece of shit with the right advertising (because people tend to be lemmings;-))), but if you have money for *either* development *or* advertising, I think development is the proper outlet...

Just my .5 cent worth...
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "It is in fact NOT true that all american beers are brewed
/ | \ \// in a single, secret underground vat roughly the size of
Pakistan... It just TASTES that way."
- The Curmudgeon

1051. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 17:54:14 UTC
From: pblagay@crash.cts.com
Message-ID: <CxtwEF.EEs@crash.cts.com>
Source record: 178930

da.edu>:
Organization: CTS Network Services (CTSNET), San Diego, CA
Distribution:

GEORGE GAGHON (gaghon@nevada.edu) wrote:
: azog (azog@world.std.com) wrote:
: : rgivan@cix.compulink.co.uk ("Roland Givan") writes:

: : >I'll second this. Maybe we need a comp.sys.atari.030 group. That would
: : >cover the PAK3 users as well.

: : Well, I dont think .030 is a good name, as others have said, since
: : Medusa has an 040, and it seems that 040 options exist for the Falcon.
: : A nice politically correct name is in order :-)

: How about comp.sys.atari.0x0 That way anyone with a 010 :) or better
: could use this section. (and we won't offend anyone.)

: Vince

: P.S. I use an 030. :)

Although there aren't that many Falcons out there. I would like a
seperate group. There a are a whole lot of Falcon only programmers out
there who need to converse. There is also a whole lot of new games/apps
coming out for the Falcon.

I am working on a game or two myself, and it is a pain to have to rummage
through non falcon stuff. I own ST's too, so I will still read ST
sections, but I think there is a need, and like the guy said, Mausnet
offers a Falcon section, which I read regularly (I can speak German luckily).

It is logical, and I dont understand why people are getting stressed
about. If they dont own Falcons and dont want to read the new group,
then thats up to them. Why stop the people who want this.

Paul

1052. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 17:57:02 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410171704.AA09705@ilmen.lanl.gov>
Source record: 178925

In article AA05731@cfprch.cray.com, lstrasbu@cfprch.cray.com (Lyle A Strasburg) writes:
>How and where can I get some information on the Gemulator, Phone number,
>someone fax me some information, address of vendor?

Try sending an email request to darekm@microsoft.com for more info.

He should be able to answer all your questions.

-Hutch- @ Fair Dinkum Tech

1053. Re: 2.5" IDE drives anyone?

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 18:13:18 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410171721.AA09725@ilmen.lanl.gov>
Source record: 178927

In article QAA12340@postbox.acs.ohio-state.edu, brown.251@postbox.acs.ohio-state.edu (Ted Brown) writes:

.
[...]
>
>Yes, but I think he wanted IDE drives.

... and ...

In article EJQVBFWH@ttgk.textlitho.nl, gert@ttgk.textlitho.nl (Gert van der Knokke) writes:
>
>Errr, the Falcon uses IDE 2,5" drives NOT scsi... So buying a SCSI 2,5"
>drive seems quite a waste of money to me. But then again, buying 2,5"
>drives is always a waste of money compared to their 3,5" counterparts.

Ooops! Right you are, Ted and Gert. I forgot that the Falcon uses an IDE 2.5" drive. They should be a bit cheaper than their SCSI counterparts, but still a bit more dear than the 3.5" units.

And if one does not mind altering the internal configuration of the Falcon and doing a bit of experimentation, sticking a 3.5" drive in there as Gert suggests is probably a good idea.

Thanks for the correction, guys.

-Hutch- @ Fair Dinkum Tech

1054. Re: What *is* TT-fastram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 18:17:37 UTC
From: gerrymon@Glue.umd.edu
Message-ID: <37uf41$o6@modulation.eng.umd.edu>
Source record: 178926

In article <37sjpq$agc@nntp1.u.washington.edu>,
Dan Aylward <dud@u.washington.edu> wrote:
>
>The reason why ST RAM is in a TT is for compatability, because there are
>a few programs that don't expect to be able to access RAM 32 bits at a
>time; usually these programs are older and do funky things. Tempus text
>editor is an example. If I understand it correctly, the 68000 has 24
>address bits, 16 of which can be used for memory access (because the chip
>can only handle a 16 bit data bus), but Tempus used the extra address
>bits (<16) to speed up scrolling, I believe. When you try to run it on a
>TT, which uses 32 bit addressing, those extra 8 bits can't be used by
>Tempus and it crashes. (please correct me if I'm wrong on this)

You're confusing the address pins and the data pins.

The 68000 has 24 address pins and 16 data pins. This means that it
can address or handle up to 16 megs = 2^24 of memory. With 16 data
pins, it can only read/write to memory 16-bits at a time.

The 68030 has 32 address pins and 32 data pins. This means that it
can address or handle up to 4 gigabytes = 2^32 of memory. With 32
data pins, it can read/write to memory 32-bits at a time.

There are no problems with having 32-bit wide memory. This doesn't
cause any problems at all with programs. The CPUs transparently hide
the real nature of how wide the memory system is from the programs.
For example, on a 68000/68030, there is an instruction to read in a
32-bit word. If the code is running on a 68000, then the 68000 takes
2 read cycles to read in the word. If it is running on the 68030 it
only takes 1 read cycle.

The problem is this: Even though the 68000 has only 24 address pins,
its internal address registers are 32-bits wide. The upper 8-bits
are ignored. Some clever programmers used those upper 8-bits as a
fast way to pass data -- it would have no effect since it was ignored.

Unfortunately, the 68030 does not ignore those upper 8-bits. Any data
in those upper 8-bits will be concatenated with the lower 24-bits and
will be intrepreted as a 32-bit address of some memory location. What
usually happens is that this address is not a valid address and causes
the TT030 to have a bus error.

There are utilities to force the TT030 to ignore those upper 8-bits in
order to be able to run these programs. This forces the TT030 to use
24-bit addressing and hence can only address memory up to address
location 2^24. Since TT-RAM is mapped above this address, this means

that the TT030 cannot use TT-RAM when forced into 24-bit address mode.

ST-RAM is on the TT030 for the issues of compatibility. However, it is not for the reasons you cited. The reason it is needed is because most programs expect that any memory you allocated from the operating system can be used as the frame buffer. On the original ST, all memory was shared between the CPU, video system, DMA system etc. so when you request memory from the OS, you can safely use it for almost any purpose.

However, if a program tried to allocate memory from TT-RAM and tried to use it as a frame buffer (or use it to play sound samples from the DMA sound system) it would cause problems because the video system (and the DMA sound system) does not have access to TT-RAM.

I hope I didn't confuse matters any further!

--Gerry

1055. Re: What *is* TT-ram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 18:35:24 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CxtyB1.47A@watserv2.uwaterloo.ca>
Source record: 178935

In article <37srcb$gtj@nyx10.cs.du.edu>,
Jeff Apolis <japolis@nyx10.cs.du.edu> wrote:
>
>Regarding my earlier question about ST vs TT ram:
>Someone once made a "post office" analogy to me about the way the ram is
>accessed that made it so fast... he said that with ST ram, it's like a
>mailman picking up a letter at the post office, carrying it to it's
>destination for delivery, then going back to the post office for another
>peice of mail to deliver... one at a time.
>With TT ram, he gets a whole bag of mail, and takes care of the whole
>thing before going back for more.
>Apart from the difference that you told us about; IE 16 bit addressing vs
>32 bit addressing, is there anything to this (admittedly oversimple)
>analogy?

WOW, this is bringing up a lot of interesting points - is ST-RAM in a TT
actually 16 bits wide? I thought that the CPU instructions in a 68000
which deal with 32-bit data just do it in 2 data cycles but the SAME
instructions on a 68030 do it in one cycle (since it can grab 32bits
at a time) much like the 8086 - 80386. The MMU must be real complicated
if it limits the 68030 on only 16 bit data operations in the ST-RAM
portion only and preserves 32-bit on the TT-RAM. Most operands in
680x0 type code are 32 bits wide (I would imagine) so TT-RAM
should show a vast improvement over ST_RAM in terms of operation - the
benchmarks I've seen are 1.6-1.7 times. It seems there should be
more of an improvement with a 32bitvs16bit data bus.

I thought the difference with ST-RAM is that the video and other hardware
have complete access to it and thus cycles are shared. As well
is it slower-RAm because it doesn't really need to be that quick
to synchronize with the video/dma etc. TT-RAM can use fast ram
chips (70ns) effectively (at least that's what I understand). Isn't
ST-RAM 120ns RAM?

ANyone who actually knows about this stuff - it would be great to
hear the facts.

Sam
+--+
| Samy Mesbah "Karma can only be apportioned by the cosmos" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+--+
| "Men go crazy in congregations but they only get better one by one" |
| -Sting, _All This Time_ |

+--+

1056. Re: X-Control's CPX files

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 18:39:52 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CxtyIH.4FJ@watserv2.uwaterloo.ca>
Source record: 178936

Sorry to steal the subject line but...

On the subject of XCONTROL - can anybody explain why the latest
version SOUND CPX (dist with v1.31) doesn't recognize the
sound capabilities of my TT? I have a TT with TOS 3.06
and the same CPX used to work fine with my Mega STe - most other
STe sound related programs work just fine. Is this an oversight
or is there a version that does work?

Thanks,
Sam

+--+
| Samy Mesbah "Karma can only be apportioned by the cosmos" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+--+

| "Men go crazy in congregations but they only get better one by one" |
| -Sting, _All This Time_ |
+--+

1057. Re: MIDI on SPECTRE GCR MAC EMULLATION

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 18:51:34 UTC
From: jthomas@mitre.org
Message-ID: <37uh3m$blf@newsflash.mitre.org>
Source record: 178932

In article <37tkes$kjt@aggedor.rmit.EDU.AU>
t821431@minyos.xx.rmit.EDU.AU (Richard Clarkson) writes:

> Can the Midi work on the Spectre Gcr Mac emulator...Even via the
> serial if i was to make midi ports on modem port?

Well, you can't divide the ST's serial port clock down to 31.5 kHz, or whatever MIDI uses. I suppose you could drive it at 38.4, and have some external hardware resend it at 31.5... but that would be quite a project.

In any case, when I last checked you needed a Mega ST and a special board to do anything with Mac MIDI. It used to be that Mac MIDI programs worked around the OS calls used for handling the serial ports, and went direct to the hardware. There was one timer chip in particular that most of them wanted to talk to, that the Atari didn't have. Gadgets by Small's MegaTalk board -- primarily designed to do Apple LocalTalk networking for Mega STs running Spectre -- included the Apple timer chip on the board, mapped to the same address, for compatability with the Mac AppleTalk code. This had the nice side effect of letting these badly-behaved MIDI programs work, too.

But that's all only of historical interest now. Gadgets isn't selling MegaTalk boards anymore. On the other hand, Mac hardware has changed a lot since those days. Apple broke lots of programs that didn't follow the rules with some changes. If they've changed their serial hardware, and application developers have been forced to use clean OS calls in order to keep their programs working, it should be possible to trap those calls, and have them use the ST MIDI hardware.

Of course, this code would have to be included in Spectre. And Spectre 3.1 is what, three years overdue?

Joe
who can't wait to try Executor for Linux

1058. Another upload worth having a look at?

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 19:00:33 UTC
From: Gard Eggesboe Abrahamsen <ga@samson.mrih.no>
Message-ID: <37uhkj$77g@trane.uninett.no>
Source record: 178929

..yet another upload... but this time you might want to have a look at it. Just uploaded PAnTHer to atari.archive.umich.edu, ftp.uni-kl.de and micros.hensa.ac.uk, as well as posted it on atari.binaries (should be available on the net in the near future I hope?) It's a file diverter. Lets you have all .RSC files in one folder, all .INF files in another, ACCs in another, and so on. It's a must for you harddisk. So what are you waiting for? Go download it!!!

Gard Eggesboe Abrahamsen ||| Phone: (+47) 7015 5497 These are my own
PO Box 5061, Larsgaarden ||| Gard.Abrahamsen@mrih.no views and not the
6021 Aalesund, Norway / | \ gopher samson.mrih.no 24892 ones of MRIH.

1059. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 19:21:30 UTC
From: Lexicor@world.std.com
Message-ID: <Cxu0Fv.2yI@world.std.com>
Source record: 178933

In article <1994Oct17.133851.26824@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>>In article <1994Oct14.164730.11723@esca.com>, woodford@esca.com (Steven Woodford)
writes:
>>>ysiu@lexicor.com (Yat Siu) writes:
>>>
>>>[Proposal for a new newsgroup: comp.sys.atari.programmer]
>>>
>We already get excessive crossposting; adding new groups will make that
>worse. The .tech group is OK for programming discussion.
>

David,

I don't see a lot of excessive crossposting, maybe it's a
perception of how much = excessive crossposting :), the .tech group is
IMHO not ok for programming discussion because it doesn't involve it.

It is a clear distinction from *.tech, tech is not wide enough
to incorporate programming. I guess it's "OK" but not perfect? *grin* ;)

In any event, you can vote Yes or No when the CFV happens.

Cheers

Yat @ lexicor

>I say NO.
>
>(And I say no to a .falcon group too).
>
>
>
>
>--
>David Stevenson, JET Joint Undertaking +44 1235 465028
>Email: djs@jet.uk or hoagy@cix.compulink.co.uk
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

1060. Re: SpeedoGDOS and CoNnect

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 19:40:48 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <Cxu1C1.8CE@cix.compulink.co.uk>
Source record: 178931

>I have SpeedoGDOS, the one that comes with the Falcon, version 4 probably,
>and am having a hard time getting CoNnect to recognize these fonts.
>Basically, when I boot with GDOS installed, I try to select a font
>in CoNnect, but all it lists are three: the system font, a monospaced
>font, and one other that I forget. Even tho I have about 15 fonts installed,
>and they work fine elsewhere (ie: Atari Works).

'cause CoNnect is only allowing you to select mono-spaced (fixed-spaced)
fonts.

John.W

1061. Re: Falcon Hardware Upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 19:42:52 UTC
From: hkjdv93@hv.se
Message-ID: <37uk3t$d72@liberator.et.tudelft.nl>
Source record: 178938

In article EJQWCIUWUp@dksoft.ping.dk, Kim@dksoft.ping.dk (Kim Andersen) writes:
>In <37oifj$j35@news.kth.se> Bjorn Eriksson wrote :
>
>>Hello, recently I read about a hardware accelerator for the
>>Falcon in ST User. I think the card was called something like
>>'The Speed Resolution Card' and was sold by some german company.
>>Does anybody out there know anything about this card (performance,
>>where to find it, ease of installation...) ?
>>
>>-Bjorn Eriksson (d91-ber@nada.kth.se)
>>
>
>Try write to this adress: chainxor@kom.auc.dk and Henrik Weide will tell
>you all about it. He got it installed in his Falcon.
>
>Greets
>Kim
>
>

I think that you could get the card from a firm called Hard & Soft. I don't have the adress but if you buy the german magazine ST computer, you would most certenly find it there.

I have a friend who bought from an affair in Lund /Sweden (Falcon Pro center???)

Greets Henrik

/----------------------------\
| Henrik Kjellsson University of V&#65533;xj&#65533; |
| E-mail:hkjdv93@hermes.hv.se |
| Tel: +46-372-14560 |
\----------------------------/

1062. Re: Atari ST Offline-reader for usenet?

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 19:50:32 UTC
From: ole@murphy.sh.sub.de
Message-ID: <H.elB.d04tKEkHqk_U2@murphy.sh.sub.de>
Source record: 178803

In <H.eg.ZIL&cC1a59Y@semprini.waterloo-rdp.on.ca>, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>In <H.elB.4Ajmp4mmQLnB_@murphy.sh.sub.de>, Ole Marienhagen writes:
>> In <H.eg.HYmK7kPIE9E@semprini.waterloo-rdp.on.ca>, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>> >Hermes is probably your best choice, although it has some nasty (IMHO)
>> >problems, like a uucico (the main transfer engine for UUCP) written in
>> >GFA-BASIC, which makes it a challenge to run it under MiNT. It's a
>> >pity, since UUCP traffic really demands a minix filesystem under MiNT;
>> >it'd be so much faster and easier on the drive.
>
>> The next version of the UUCICO will be faster and bug reduced. I' hope that the
>> new version will be ready to the 5. Elmshorner computer day's.
>
>Ah, but will it be written in C, or HiSoft BASIC or something else that
>doesn't cause havoc in the system?
>
I'm using the GFA-Basic version 3.6 with ergo!-pro and inline-code. I'hope that i'm not using any critical commands of GFA-Basic. The uucico works on a falcon without any problems and under mtos also. With ergo i've found a lot of bugs in the old-source code.

Ole
--
********** 5. Elmshorner Computertage vom 29.10.94 - 30.10.94 **********
* Veranstalter : Computer Club Elmshorn e.V., Postfach 261, 25302 Elmshorn, *
* Telefon: (49)4121 83298, Telefax: (49)4121 82016 *

Ole Marienhagen e-Mail : marienhagen@tu-harburg.d400.de
Tel.: (49)4121/92349 or ole@murphy.sh.sub.de
Fax : (49)4121/92302 or ole@murphy.sh.sub.org
If possible use the first e-Mail address.

Murphy's word is law.

1063. Vortex 386 SX Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 19:51:27 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <Cxu1ts.Bq3@freenet.carleton.ca>
Source record: 178937

Is there anyone out there using the Vortex 386 SX emulator? Are they still available, and, if so, how much are they? Will they work with the Mega STe, and is the installation difficult?

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

1064. Re: Virtual Memory +Calamus S

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 20:36:25 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.782426185@acp5>
Source record: 178944

kaps3@central.susx.ac.uk (Steven Constantine) writes:

>If the 68000 can't cope with virtual memory, how come Calamus S on my
>STe uses virtual memory?

Calamus uses its own mechanism for virtual memory which is only available
for Calamus itself, not for other application. Programs like OUTSIDE, which
enable the use of virtual memory on 68030 machines, allow each program to
profit from virtual memory.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

1065. 128k ROM select?

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 20:51:02 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10171994.205102@empyr.dircon.co.uk>
Source record: 178934

Hi, I hope this is atari.st.tech, as my OLR chops off the end of the newsgroup name, it could be just atari.st !

Right, I have a friend who is sending me some TOS ROMS, I'm updating from 1.2 to 1.41. His ROMS are the 'six pack', I've looked in my ST and it has just two ROMS. There are a couple of soldered 'links' near the ROMS that look very much like selectors for 256k or 1M (6 or 2 ROMS), especially as ;

1) They have '256k' and '1M' written on the board and
2) They are near the ROMS !

:-)

Does anyone know which way to solder the links correctly to enable the 6 ROM configuration ?

(Any clever buggers who say 'The other way to what it is now', get a large custard pie on the head ! ;-) It is not too clear where the links should be, as there are a few possible places to connect.

Thanks in advance.

[short upgrade story: when I took the ST from 512k to 1 Meg, I had to remove the solder from all the holes in RAM bank 2 before I could solder in the new chips. Not having a desolder pump, I had a bright idea to use the hoover / vacuum cleaner nozzle on the underside of the board whilst melting the solder on the top. It was working great, solder disappearing out of sight, nice clean holes. Great....until I turned the board over and found the solder had spread all round the holes on the underside of the board, all over the tracks - everywhere ! Took ages to clean up whilst trying not to damage the tracks ! When it came to test the upgrade, I was too impatient to properly rebuild the ST first, so just balanced the floppy drive on the edge of the case and ran the test program. Upgrade was fine ! Then I knocked the floppy drive slightly and the bottom of it touched the shielding on the ST, which is earthed, and bzzzzzt....one dead floppy drive. Moral: Get the right equipment, take it slowly and DONT BE IMPATIENT ! I know !! :-)]

VQWK 6.20I

1066. Re: Multi-player games be

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 20:52:50 UTC
From: Dave.Thorson@f318.n114.z1.fidonet.org
Message-ID: <0aa_9410180052@cgs.fidonet.org>
Source record: 178820

To: rgivan@cix.compulink.co.u
In your message you said you're looking for info on multi-player games prior to 1983. On our PDP-11 at school we had "M-Trek", a multi-player Star Trek where each player had his or her own terminal, and you could also have computerized opponents. I think up to 12 or 16 people at one time. Also, what about Pong? Or are you looking for Atari computer games only? The 800 was around then... Wizard or Wor and Silicon Warrior are both 1983... There were several APX games such as Attank! or Dog Daze that may have been out before 1983. There were also LOTS of multi-player games on the Atari 2600, such as Warlord and Indy 500. All of the games I mentioned have 2 or more people playing at the same time, not waiting for "turns".
* CQWK 2.2 *
--
| Fidonet: Dave Thorson 1:114/318
| Internet: Dave.Thorson@f318.n114.z1.fidonet.org
| CyberSpace Gateway Services

1067. Re: What *is* TT-fastram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 20:55:06 UTC
From: dud@u.washington.edu
Message-ID: <37uoba$fni@nntp1.u.washington.edu>
Source record: 178942

gerrymon@Glue.umd.edu (Gerry Mon) writes:

>This is incorrect. The reason TT-RAM is faster than ST-RAM on the
>TT030 is because the video subsystem is not connected to TT-RAM.
>TT-RAM does not have to be shared between the CPU and the video
>subsystem. In addition, the CPU can access TT-RAM in burst mode.

>ST-RAM, on the other hand, must share its bandwidth between the CPU
>and the video subsystem. Think about how video refreshing works. The
>image you see on the computer screen is stored in a frame buffer
>(ST-RAM). This frame buffer must be read everytime the screen is
>refreshed. Typically, the screen is refreshed at about 60 times per
>second (60Hz). It takes about 153 Kbytes to store an image at 640x480 with
>16 colors. This means the video system must read 153 Kbytes every 60
>seconds!

I'm sure you mean 60 times a second... ;)

>In order to insure a stable image, the video system must have a higher
>priority than the CPU. Hence, everytime the video subsystem is
>refreshing the image, the CPU is locked out. This is the main reason
>why ST-RAM is slower than TT-RAM.

>By the way, to help offset the bandwidth demands of the video system,
>Atari actually made ST-RAM 64-bits wide. The video system can grab
>64-bits at a time (however, the 68030 can only access ST-RAM 32-bits
>at a time).

Why is it called ST RAM and TT RAM then? Simply because, like in an ST,
the ST RAM holds the frame buffer for the video? That seems like a
rather vague reason...

>So, in summary, the TT030 has two types of memory: ST-RAM and TT-RAM.
>ST-RAM is 64-bits wide and acts as the frame buffer and hence must be
>shared between the CPU and video system. TT-RAM is 32-bits wide and
>is pretty much dedicated to the CPU. In addition, the CPU can access
>TT-RAM with burst mode.

What exactly is burst mode? I designed my own TT RAM board and I don't
even know... :)

Dan

1068. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 21:53:25 UTC
From: swhatley@blkbox.com
Message-ID: <37urol$mhi@blkbox.blkbox.COM>
Source record: 178940

GEORGE GAGHON (gaghon@nevada.edu) wrote:
: azog (azog@world.std.com) wrote:
: : rgivan@cix.compulink.co.uk ("Roland Givan") writes:

: : >I'll second this. Maybe we need a comp.sys.atari.030 group. That would
: : >cover the PAK3 users as well.

: : Well, I dont think .030 is a good name, as others have said, since
: : Medusa has an 040, and it seems that 040 options exist for the Falcon.
: : A nice politically correct name is in order :-)

: How about comp.sys.atari.0x0 That way anyone with a 010 :) or better
: could use this section. (and we won't offend anyone.)

How about:

comp.sys.atari.8bit (exists, of course)
comp.sys.atari.st (exists, of course)
comp.sys.atari.others

Later,
Steven Whatley

1069. SDTUNNEL.LHA

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 22:02:12 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <37us94$k0v@golem.wcc.govt.nz>
Source record: 178941

THis Tunnel game demo..

Is there some thing wrong with the file on A.A...??

I unarchived it, OK, there are 6 files, 2 are hidden...

It loads and displays the title, still goes on loading,
then the title fades out, that is it, nothing...

STE 1.6 TOS 4 Megs, no Hard drive, tried with a 1/2 meg ram disk..??

Any help ???

Thanks..............

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1070. PTC 1426 VGA monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 22:24:12 UTC
From: dud@u.washington.edu
Message-ID: <37utic$god@nntp1.u.washington.edu>
Source record: 178943

Atari PTC 1426 14" TT monitor (also works on PCs). Works great in 640x480
and I think it will support up to 800x600, but I haven't tried that yet.
Good condition, clear picture, no burn-in.

I'd like to get $250 + shipping, but I'll take the best offer...

Thanks,

Dan Aylward
dud@u.washington.edu

1071. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 22:35:03 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cxu9EG.3GF@cix.compulink.co.uk>
Source record: 178945

UT@ttgk.textlitho.nl> <37e6gh$qu2@bs33n.staffs.ac.uk>
X-Newsreader: CixRead/CixComm

> No, no, no you are wrong. The Falcon _doesn't_ belong on the
> comp.sys.atari.ST group because it isn't an ST and never was. If
> this was called comp.sys.atari then perhaps it would be better, but
> it isn't.

The TT isn't an ST either - but it would be silly to claim it deserved a group all of its own. All the machines are binary compatible - therefore they all belong to the same family. Families should stick together!

:-)

Roland.

@CiX

1072. Re: Moderator for the group?

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 22:35:07 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cxu9EK.3HC@cix.compulink.co.uk>
Source record: 178946

> Crossposted articles are not sent more than once, nor do they take
> up more disk space (a link is used for multiple copies), so the

But they take twice as long to download and twice as much disk space if
you use an Off Line Reader.

This is my main gripe with a seperate Falcon group. I'll just get some
messages 3 times instead of only twice ;-)

Roland.

@CiX

1073. Re: Hardware for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 22:35:10 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cxu9EM.3Hx@cix.compulink.co.uk>
Source record: 178947

In message <37jllv$d4u@zippo.uwasa.fi>, peseb@freeport.uwasa.fi said:

I'm not sure if this message is aimed at me but -

> the Falcon, and as for marketing, I doubt that the little piece of
> Hardware between The DSP-port and phone jack could be too expensive
> to make that the whole thing would become not-worthwhile.

2 points:

The DSP in the falcon is not that good. Its unlikely that it will be able to do everything even cheap modems in a couple of years time will do. I don't think its up to ISDN (even though I'll admit I'm user a user of ISDN, not a developer).

There is more to the cost than the price of the parts. At least in the UK any such modem would need BABT approval. This is not cheap. Sure it is currently possible to sell it without approval - but this could change at any time.

> Ps. Roland, How Do You Then Propose to make the Atari Range
> More Profitable If Not with new Hardware/Software/Newsgroups?

I don't. I'm glad there is still are active developers - without trying to fight the inevabitible. Ataris just don't have the economies of scale against the PC. Ataris are no longer cheap - unless you're only interested in a basic configuration.

> I for one think that one of the greatest advantage the Falcon has
> has is All The hardware it has as Standard, ie. LocalTalk-Lan,
> SCSI-II, Analogue & Digital Joystick Contr. etc.

It would be nice if people actually used some of this extra hardware. The LAN port on the MSTE and TT has hardly been used at all AFAIK.

> (We Actually Found That A PC-clone (This Compared with a
> 386dx/40 !!) with all the stuff the Falcon has would cost
> Atleast 2/3 more then the Falcon. If We could also offer a

True - but obviously people are not prepared to pay for the extra hardware and/or PC compatibilty outways the advatages of the Falcon's built in hardware.

> cheap upgradable DSP ISDN modem, maybe even include it in
> standard packages, then the Falcon would once again be a

Very few people would have a need for such a modem. By the time they would have (maybe 5 years time), ISDN adaptors are going to be dirt cheap.

> Ps. Roland, Get A PC. You Seem to think that the Atari's are long
> dead anyway.

I've just bought a TT thankyou very much! Why should I buy a PC when I have no software for one?

Roland.

@CiX

1074. XHDI 1.25

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 22:54:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199410180054.a40026@wi2.maus.de>
Source record: 178882

New upload to ftp.uni-muenster.de, pub/atari/Docs/xhdi-125.zoo. From the readme:

Dear software developer!

This is the lastest edition of the XHDI specification (see the other files for details). This version is the result of a long discussion between driver and application developers (virtual memory, copying tools, disk tools, filesystem drivers).

This archive may be distributed freely, as long as all original files are included (and only those). Please delete the older versions XHDI-100.ZOO, XHDI-101.ZOO, XHDI-110.ZOO and XHDI-120.ZOO wherever you find them.

Included files are:

intro.{txt|eng} - Rationale
xhdispec.{txt|eng} - The specification
xhdi.c, xhdi.h - Bindings for Pure C
df.ttp, df.man - A sample XHDI aware application

WARNING

NO WARRANTY: I guarantee for nothing, especially not for the correctness of DF.TTP, XHDI.C and XHDI.H. Use at your own risk!

See `intro.*' for further deatails.

Julian Reschke, 2. Oktober 1994

1075. 5. Elmshorner Computertage

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 23:01:54 UTC
From: ole@murphy.sh.sub.de
Message-ID: <H.elB.cpuZR2O6MuaUQ@murphy.sh.sub.de>
Source record: 178805

```
ATARI Happening in Elmshorn/North Germany
-----------------------------------------

Announcement Update 10/11/1994
------------------------------

ECT Countdown (14 days !)
-------------------------

Computer Club Elmshorn e.V.
ATARI ST/TT/FALCON group
Postfach 261
D-25302 Elmshorn
Germany
Tel. 04121/83298
FAX 04121/92302

This is the eigth english announcement for the 5th Elmshorner
Computertage from the Computer Club Elmshorn e.V. On 29th and 30th
october is a big systemindependent computer exhibition in Elmshorn.
Elmshorn is a city 30 km north of Hamburg. The ECT has 10000 visitors
on average.

The exhibition are organized by the CCE e.V. and the city of Elmshorn.
The CCE e.V. is one of the biggest german systemindependent computer
clubs.

More than 70% of the exhibitors are ATARI dealers, ATARI clubs, ATARI
software producers and ATARI freaks. It's no PC show, it's an ATARI
happening. It's the biggest ATARI exhibition in North Germany since
the ATARI CeBIT exhibition 1992 in Hannover.

Venue is the KGSE Elmshorn (Kooperative Gesamtschule Elmshorn), the
street called 'Hainholzer Damm'. You can easy reach Elmshorn by train
or motorway.

Exhibition opening:
Saturday 29th october 2 - 6pm
Sunday 30th october 10am - 5pm
- no admission fee

- additional : - big cafeteria
- big tombola
- win an ATARI FALCON
- separate product presentations
```

ATARI exhibitors on the happening Update: 11th october 94

Betz Computer ByTech GbR
Gï¿½rtnerstr. 80, 20253 Hamburg Bismarckstr. 88, 10627 Berlin
(Medusa, GE_Soft Eagle, Tower..) (OFF-AXIS Scientific plots)

CD Service Bernd Lohrum Columbus Soft Ch. Schardt
Schloï¿½bergstr. 36, 66440 Blieskastel Kinzigweg 1, 64287 Darmstadt
(ATARI CD's, CD-ROM drives..) (Ergo! Pro GFA-BASIC tools..)

Computer & Service CrazyBits
Knooper Weg 111, 24118 Kiel Pintschstr.6, 10249 Berlin
(Multimedia ATARI/PC..) (PixArt, ATARI-Hardware..)

GALACTIC Hahn's DTP Werbe- & PR-Agentur
Julienstr.7, 45130 Essen Schulstr. 10-12, 25335 Elmshorn
(Sampling/Harddiskrecording..) (DTP live with Calamus SL)

Hinsch & Partner GbR Jochen Merz Software
Rethfelder Str. 52, 25337 Elmshorn Im stillen Winkel 12, 47169 Duisburg
(FALCON/Jaguar/PC/AMIGA games..) (SMS2 realtime operating system)

Layout Service OMIKRON Software
Eckernfï¿½rder Str.83, 24116 Kiel Sponheimstr.12a, 75177 Pforzheim
(GAL-ED, FFT, SE-Fakt,SE-Verein..) (K-Spread, Mortimer, OM-BASIC..)

OVERSCAN / COMPO Pagedown Computer
Elbestr. 28-29, 12045 Berlin Hannoversche Str.144, 37077 Gï¿½ttingen
(Afterburner040, That's Write..) (Script 3.5, Formula, Midnight II..)

Pergamon, Ch. Lehmann R.O.M. logicware
Am Roten Hang 14, 61476 Kronberg Raschdorffstr.99, 13409 Berlin
(Pegasus, Audion, Videon, HD-Plus) (Papyrus, Speedo-GDOS, Heatseeker..)

SDS Software (Betz Computer) Softwarehaus Alexander Heinrich
Peterskampweg 15, 22089 Hamburg Postfach 1411, 67603 Kaiserslautern
(Topics 2.0 database) (Maxidat-database, Videotext decoder)

Trifolium VHF Computer
Wilhelmsstraï¿½e 5, 34117 Kassel Daimlerstr. 13, 71101 Schï¿½naich
(MIDI/Music applications, Trilingua..) (Janus ST-Emulator, Platon PCB)

DLM Datentechnik (Betz Computer) Gellermann & Fellmuth GbR
Saarlandstr.74, 25421 Pinneberg Frankenbergstr.38, 12589 Berlin
(Electronic software,Spice,Staned..) (IDE-Adapter/CD-ROM-Adapter)

Jobis unternehmenssupport Atlantis Design & Software
Samerhof, 83224 Grassau Groningen, Holland
(ATARI networks, PAM's Net) (Invent, Flora..)

MA-SOFT Mï¿½nchen Delirium Arts
Josephsburg-Str.55, 81673 Mï¿½nchen Lauffener Str. 11, 74226 Nordheim
(Multiline Mailbox program) (TwiLight Screen saver..)

Neumann-Seidel GbR (bei C&S) Fischer Computer Systems
Hafenstr. 16, 24226 Heikendorf Goethestr.7, 64407 Fr.-Crumbach
(Karma, Toxis,GL ..) (ATARI Power-Laptop/FALCON-Portable)

MAUS-BOX IZ Itzehoe Computer Inventions
Julius-Leber Weg 2, 25524 Itzehoe Am Ziegelteich 20, 22525 Hamburg
(Mailbox system ATARI/PC) (ATARI Packet Radio, Genlock..)

Woller & Link Gbr Softworks Company Baack & Partner
Westenallee 94a, 14052 Berlin Rathausallee 141, 22846 Norderstedt
(Quark I+II mailbox software) (Music software ATARI/PC)

Falke Computer Rudolf Leukefeld
Rï¿½hrsbrook 10, 24226 Heikendorf Reventlowstr. 52, 22605 Hamburg
(ATARI-Inside magazin) (Electronic instruments...)

Oliver Schmidt
Hasselredder 23, 23701 Eutin
(Everest texteditor)

- Computer Club Elmshorn e.V./ATARI ST/TT/FALCON group
(FALCON's, TT's, ST's with ATARI applications, demos,
Cubase MIDI, ATARI programmers etc.)
- free ATARI PD-service (don't forget formatted discs !)

- A.C.T. e.V. ATARI Computer Team, Bremen

- Computer Club86, 74004 Heilbronn

This is a message is for all european ATARI enthusiasts, especially for
our dutch, scandinavian, polish and british ATARI friends. Let's have a
big ATARI party and two nice days.

If you've questions about the exhibition, please contact Ole
Marienhagen by EMAIL (marienhagen@tu-harburg.d400.de)

Jens Schulz
Manager of the ATARI ST/TT/FALCON group CCE e.V.

--
********** 5. Elmshorner Computertage vom 29.10.94 - 30.10.94 **********
* Veranstalter : Computer Club Elmshorn e.V., Postfach 261, 25302 Elmshorn, *
* Telefon: (49)4121 83298, Telefax: (49)4121 82016 *

Ole Marienhagen e-Mail : marienhagen@tu-harburg.d400.de
Tel.: (49)4121/92349 or ole@murphy.sh.sub.de
Fax : (49)4121/92302 or ole@murphy.sh.sub.org
If possible use the first e-Mail address.

Murphy's word is law.

1076. SDTUNNEL.LHA 2

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 23:07:51 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <37v047$l1g@golem.wcc.govt.nz>
Source record: 178859

Number 2 posting...

Well I have tried again to get Stardust to run, I dnloaded
it again from A.A.

All I get is the Title screen, then the disk loads, then fade out, that is all.

All run from disk on a UK STE 4 megs TOS 1.6, and I have tried
to remove some ram with a ram disk, if that could be a problem..

Any clues...??

Thanks.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1077. Re: SDTUNNEL.LHA

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 23:17:28 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37v0m8$2e5@mailer.fsu.edu>
Source record: 178948

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> THis Tunnel game demo..
>
> Is there some thing wrong with the file on A.A...??
> I unarchived it, OK, there are 6 files, 2 are hidden...
> It loads and displays the title, still goes on loading,
> then the title fades out, that is it, nothing...
> STE 1.6 TOS 4 Megs, no Hard drive, tried with a 1/2 meg ram disk..??

It worked fine for me (MegaSTE, 4mb, from hard drive). I used the same
file you did, so if you didn't get any errors from lzh, I would guess that
it is something on your end. Try it from a floppy, no ram disk, perhaps?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1078. GFA Basic Compiler/Interpreter

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 23:42:22 UTC
From: bob@news.otago.ac.nz.earthlight.co.nz
Message-ID: <CxuCIn.MFH@news.otago.ac.nz>
Source record: 178858

Hi There,

Recently, I have been searching all over the place for a GFA compiler. I managed to pick one up in a sale for about $10 which was great. I raced home with it, stuck it in my STE and tried to compile a GFA program with it.

Problems. It's a compiler for GFA Basic 2.0 and i've got GFA 3.5. What i'm after, is either the compiler for GFA 3.5 (preferred) or GFA Basic 2.0. Are these available for FTP from anywhere or do I have to mail order it from somewhere ... if so, where?!

Thanks!

- Bob -

1079. Re: Unwanted: MiniX partition

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 23:42:22 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxuCIM.89z@cix.compulink.co.uk>
Source record: 178863

> I have tried zeroing it withthe ICD driver, and even re-installing
> a TOS partition from the Install.prg. But all the time, I am told
> that it still contains about 6Mb, and looking at it with a sector
> editor reveals that it is still a MiniX partition.

Minix partitions often look like half full GEM ones.

Have you changed the partition type? If it is not set to GEM then it
probably won't work. You can do this in the ICD format program.

Undoing Minix partitions is definatly possible - though I haven't had to
do it for a while.

Roland.

@CiX

1080. Re: What *is* TT-fastram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 23:42:24 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxuCIo.8Av@cix.compulink.co.uk>
Source record: 178864

> Tempus text editor is an example. If I understand it correctly, the
> 68000 has 24 address bits, 16 of which can be used for memory access
> (because the chip can only handle a 16 bit data bus), but Tempus used

That doesn't sound right. The number of address bits has no relationship to the number of data bits. If only 16 address bits were used - then you would have only a maximum 64K RAM area.

Roland.

@CiX

1081. Re: Virtual Memory +Calamus S

Newsgroup: comp.sys.atari.st
Date: 1994-10-17 23:42:26 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxuCIr.8BK@cix.compulink.co.uk>
Source record: 178865

> If the 68000 can't cope with virtual memory, how come Calamus S on
> my STe uses virtual memory?

It doesn't ;-)

Well - it might do - but not transparently. Ie the application *itself* has to do all the work shuffling data in and out of memory. Fine if your application is written this way - but not so good other wise.

Real VM is totally transparent to the applcation - but you need a certain level of hardware support that the 68000 just doesn't have.

:-)

Roland.

@CiX

1082. Re: X-Control's CPX files

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 00:00:51 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <37v37j$dl9@msuinfo.cl.msu.edu>
Source record: 178949

In article <CxtyIH.4FJ@watserv2.uwaterloo.ca>, sasmesba@kingcong.uwaterloo.
ca (Samy Mesbah) writes:
>Sorry to steal the subject line but...
>
>On the subject of XCONTROL - can anybody explain why the latest
>version SOUND CPX (dist with v1.31) doesn't recognize the
>sound capabilities of my TT? I have a TT with TOS 3.06
>and the same CPX used to work fine with my Mega STe - most other
>STe sound related programs work just fine. Is this an oversight
>or is there a version that does work?

AFAIK, the version distributed with v1.31 is buggy ("broken" might be a
better word). You need the older version. If you don't already have it,
I'd be happy to uuencode you a copy, saving you the d-l time of the entire
archive. FWIW, the version you're having problems with on your TT also
doesn't work on my Mega STE.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

>Thanks,
>Sam
>+---+
>| Samy Mesbah "Karma can only be apportioned by the cosmos" |
>| EE Grad Student -Homer Simpson |
>| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
>+---+
>| "Men go crazy in congregations but they only get better one by one" |
>| -Sting, _All This Time_ |
>+---+
>

1083. Setting SCSI ID of a Digital HD

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 00:19:12 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EJSAFGVI@ttgk.textlitho.nl>
Source record: 178868

Hi,

Does anyone know how to adjust the SCSI ID of a Digital RZ28-E harddisk ?
On the PCB of the drive are 6 jumper pins arranged in 3 rows of 2 pins,
normally this kind of arrangement implies the 1-2-4 SCSI ID setting, but
whatever combination I set (the drive came without jumpers on these pins),
the drive keeps 'being' ID 0 and runs as if nothing changed.

As the drive is not starting up on itself (spindle motor doesn't start on
power up, only after being 'asked' by the Hushi driver software...) I would
like to set the ID to anything other than 0 so my 'old' SCSI drive could
boot up the HD driver and then start up the Digital. Booting from floppy
goes OK but I had to set my old drive to ID 1 to get things running.

The drive identified as SCSI-2 with the SCSI tools from Hushi, maybe this
will help a bit..

Could the drive be 'programmable' ? It does contain an EEPROM 28C64.

Gert

P.S. I forgot to mention, the drive is connected to the SCSI port of my TT.

--

-- --
Atari TT-Point
-- --

1084. Re: Mac hd on atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 01:50:54 UTC
From: Matt.McAlister@dataport.com
Message-ID: <10f_9410171827@dataport.com>
Source record: 178950

MB> devices. At worst, you might have to move a jumper on the drive to
MB> provide terminator power (from which the Link and Link2 operate). An LED
MB> on the Link2 shows you when this is needed.

Thanks for the advice, maybe I'll pick that up next week. It's good to know
that it's not too expensive !!!

Matt McAlister

Dragnet BBS.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

1085. Re: Mac hd on atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 01:58:36 UTC
From: Matt.McAlister@dataport.com
Message-ID: <110_9410171827@dataport.com>
Source record: 178851

Thanks Andy,

That sounds like the way to go.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

1086. Re: Atari ST Offline-reader for usenet?

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 02:08:14 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.JBgWxfeVAAU@harvee.billerica.ma.us>
Source record: 178852

In <H.ekBL.6wddqkaPGYE@quark.hn.bawue.de>, Frauke Cremer writes:
>Btw: Does anyone know an online-newsreader for Atari TT and Hermes? I mean
>really online, no GEM, no Windows, just TTY and working over serial Ports
>too... MAIL and TASS included with Hermes 1.14 cannot be redirected
>correctly...

well, they can be redirected (login -a -bAUX) but the screen updates
don't work correctly unless you are an ST on the other end. RSN, a new
version will be available that can work with different terminal types.

--- eric
--
esj@harvee.billerica.ma.us ka1eec
those that do not read history are doom to repost it

1087. Re: Mac hd on atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 02:08:30 UTC
From: Matt.McAlister@dataport.com
Message-ID: <111_9410171827@dataport.com>
Source record: 178853

MB> like the funny end of a
MB> printer cable). This type of connector seems to have found favor in the
MB> industry, so many vendors are using it on the actual drives units, and
MB> supply an adaptor cable for Mac use. That way, they can use the same

Thanks Mickey (I was the one who started the topic!) I'll check into that. If it has the Centronics cable then I WON'T need the host adapter?

That'd be too cool

Matt McAlister

Dragnet BBS

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

1088. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 02:09:20 UTC
From: gathings@cs.utk.edu
Message-ID: <37vaogINNfgg@duncan.cs.utk.edu>
Source record: 178854
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 1050stf $150

mouse, internal 3.5"
drive,
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 external drive

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold within the week, I will junk.

Golando

1089. any descriptions of... (Was Re: Weekly Posting of New Atari Stuf)

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 02:12:42 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.fwY3oJOWxOM@harvee.billerica.ma.us>
Source record: 178855
Cross-posted to: comp.sys.atari.st,umich.archives

```
In <3755sa$f48@terminator.rs.itd.umich.edu>, Atari Archive Robot writes:
> -rw-r--r-- baldrick 137320 Oct 1 13:15 ./Network/Uucp/uucpv2.arc
> -rw-r--r-- baldrick 53864 Oct 1 13:12 ./Network/News/bsnews.arc
> -rw-r--r-- baldrick 4420 Oct 3 19:16 ./Network/Midi/mdneteng.zip

any descriptions for these programs?

--- eric
--
esj@harvee.billerica.ma.us ka1eec
those that do not read history are doom to repost it
```

1090. trade old for new?

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 02:15:30 UTC
From: asges@orion.alaska.edu
Message-ID: <1994Oct17.221530.1@orion.alaska.edu>
Source record: 178856

Anyone interested in trading an Atari 520ST system for a Super Nintendo system with many games? Everything in excellent condition. Please reply by e-mail:

asges@acad2.alaska.edu

1091. Re: What *is* TT-fastram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 02:23:01 UTC
From: warwick@cs.uq.oz.au
Message-ID: <37vbi5$d26@uqcspe.cs.uq.oz.au>
Source record: 178857

japolis@nyx10.cs.du.edu (Jeff Apolis) writes:

>Hello! I have heard talk among Atari Users of st ram and tt ram,
>and how much better and faster the tt ram is...

`ST-RAM' is like `Chip RAM' on the Amiga, and a bit like `Video RAM' on PCs.
`TT-RAM' is like `RAM' on other computers.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

1092. Questions regarding MegaSTe and Cartridges

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 03:23:14 UTC
From: higham@ist.flinders.edu.au
Message-ID: <1994Oct18.032314.38474@frodo.cc.flinders.edu.au>
Source record: 178860
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I was wondering if anyone had experience with a Mega STe and cartridges,
namely Spectre GCR and Replay 16 or 8. I have seen a pic of a R.16 and
I think it would be a tight fit to get it to fit well on my Mega.

Hmmm, the main reason I bought it was for music, I hope a Replay 16 will
fit *8-/

Anyone got any of the above cartridges for sale, in Australia if possible?

Thanks,
Skip.

Ps: how about comp.sys.atari.>68000 for Falcons, TTs, Pak3s etc.
....well it seems appropriate. ;)

1093. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 04:52:38 UTC
From: ahuyghe@madwand.bison.mb.ca
Message-ID: <FqkDuc1w165w@madwand.bison.mb.ca>
Source record: 178897

millert@grad.csee.usf.edu (Timothy Miller) writes:

> Hutch (hutch@ilmen.lanl.gov) wrote:
> : In article mva@bs33n.staffs.ac.uk, cm3hirjd@bs47c.staffs.ac.uk (Requiem) wr
> : >
> : >But I would like to do a small vote... who here uses their Falcon WITHOUT
> : >a 32MHz board? (This isn't a 'are you happy with it running this way'
> : >but a test to see if you _are_ running with this system).
> >
> : Add me to the list. My Falcon is bone stock 16MHz. Not that I wouldn't
> : want it to be a bit faster, mind you. :)
> >
> : -Hutch- @ Fair Dinkum Tech
> >
> Me too. Ich habe nicht genug Geld. Haben Sie etwas Geld dass Sie kann mir
> geben?
> >
> <grin>
> >

likewise. A barebone F030.
Al Huyghe

1094. ST -> Falcon compatability??

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 05:02:36 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <782720044.0@mettav.exnet>
Source record: 178861

It was none other than Victor White that wrote on 12 Oct 94 that ,
VW> Having sold my old 520-ST and picked up a Falcon, I noticed
VW> that a percentage of my ST programs do not run on the Falcon.
VW> Anyone have the scoop on this?
VW> In perticular, I have alot of old, but good, programs
VW> written in the BASIC that came with the 520-ST (vintage-'86),
VW> but I can not get it to run.
VW> Any ideas? Patches? Useable BASICs out there for cheap? ideas?

I don't think it will help you in this case but a lot of old ST stuff that would otherwise not work can be persuaded to do so with 'Backwards' which patch's the Falcon to behave more like an STFM. Current version is v2.70.

////
Graham Irvine
grin.mettav.exnet.com

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

1095. Re: ST -> Falcon compatability??

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 05:07:46 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <782720044.1@mettav.exnet>
Source record: 178862

It was none other than -Unknown- that wrote on 12 Oct 94 that ,

-> Try Backwards (v2.22 is, I think, the current one). This program
-> tries (and succeeds pretty well, from what I've heard) to emulate the
-> older TOSes.

Current version is v2.70 and also much improved over versions pre 2.52.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

1096. HD Format problem...

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 06:14:51 UTC
From: sforseil@vub.ac.be
Message-ID: <37vp4r$m1g@rc1.vub.ac.be>
Source record: 178866

I knew there was a way to make a SCSI HD partition usable by both
MSDOS and TOS. But the program I used to format the HD didn't accpet partitions
larger than 32Mb.

So here's my problem. A customer has a 500Mb Digital SCSI external HD
wich should be used by both his Atari and his PC. Not concurently of course.
He just wanna use his falcon to record huge d2d sounds and then exploit them
later on the PC. He had sounds as large as 110Mb. So there is a problem.
I wasn't able to format the HD so that partitions larger than 32Mb were
recognized by both MSDOS and TOS.

Is there a way to do that? Some formating/partitioning program
I don't know perhaps?

Any help will be appreciated, even if it's "You definitely CAN'T
do that".

Thanks.

Stephan

++==++
	Forseilles Stephan		sforseil@ulb.ac.be	
	Av. FRISSEN 1/14		----------------------------	
	1160 Bruxelles		Fido: 2:291/705.3503	
	BELGIUM		Phone: +32 2 675-61-09	
	--	
	Home Page at http://rcibm.ulb.ac.be:8000/~sforseil	
	--	
	Anarchy is not disorder. Anarchy is the absence of orders.	
++==++

1097. Re: Neodesk 3/4

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 07:03:02 UTC
From: dowdle@delphi.com
Message-ID: <pI+0yoe.dowdle@delphi.com>
Source record: 178867

I use Geneva/Neodesk on an ancient STfm (upgraded to 4MB and BLiTTER) and background operations are just fine... although I don't do a lot of them.

1098. Stardust 3

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 07:25:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <37vt95$q6t@golem.wcc.govt.nz>
Source record: 178869

SDTUNNEL (STARDUST) does not Run...

Well this is my third try to get SDTUNNEL.LHA to work,
this time I FTP Mailed a copy from kl.de using a remote mailer.

I get the same results, title screen, disk loads, then fade out.....

I also tried it with memset for one meg...!!!

Do I need one of the later STE's for this to run, ie, one with the intergated
blitter chip..??

Please can any one help.....

Thanks.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1099. color screen dump

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 09:28:34 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3804g2$74t@matrix.fwi.uva.nl>
Source record: 178870

Hi,

I am looking for a program that writes the screen to disk. Not only monochrome
but also color screens. It should be usable at any time so I guess it should
be .acc or tsr (but .acc is good enough, because I want to make dumps of GEM
screens).

--
Martijn Dekker +-------------= PFF - Software =---------------+
University of Amsterdam | coding for:c64/appleMac/AtariST/PC/Unix/X |
department of Mathematics +---+
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

1100. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 09:37:22 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <38050i$r95@golem.wcc.govt.nz>
Source record: 178871

In article <1994Oct17.133851.26824@jet.uk>, djs@jet.uk (David Stevenson) writes:
>>In article <1994Oct14.164730.11723@esca.com>, woodford@esca.com (Steven Woodford)
writes:
>>>ysiu@lexicor.com (Yat Siu) writes:
>>>
>>>[Proposal for a new newsgroup: comp.sys.atari.programmer]
>>>
>We already get excessive crossposting; adding new groups will make that
>worse. The .tech group is OK for programming discussion.
>
>I say NO.
>
>(And I say no to a .falcon group too).

Come on come on how about being POSITIVE, go have a look at the Amiga groups,
we leave a lot to be desired...

YES WE DO NEED A PROGRAMING GROUP..

So Please put brain into gear before posting, that is if you have one...:-)

May be you need to move over to the PC clone patform, you are obviously
not to intrested in Atari groups......!!!

If you think about it the more specific groups there are the less chance
of cross posting....

>David Stevenson, JET Joint Undertaking +44 1235 465028
>Email: djs@jet.uk or hoagy@cix.compulink.co.uk
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1101. DULIB For Lattice C, OOPLIB for HiSoft Basic2

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 09:50:25 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3805p1$oeq@whitbeck.ncl.ac.uk>
Source record: 178872
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just uploaded the DULIB GUI library for Lattice C (5.52) and
the OOPLIB Object Oriented Programming Library for HiSoft Basic 2.

You should be able to find them on ftp.uni-kl.de any time now.......

Any comments appreciated.

(Frank - I haven't done the docs for the Basic version of DULIB yet,
so I'll upload that next week.)

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
```

1102. Re: What *is* TT-fastram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 09:50:55 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Oct18105055@issan.informatik.uni-dortmund.de>
Source record: 178873

In article <37uoba$fni@nntp1.u.washington.edu>, dud@u.washington.edu (Dan Aylward) writes:

|> Why is it called ST RAM and TT RAM then? Simply because, like in an ST,
|> the ST RAM holds the frame buffer for the video? That seems like a
|> rather vague reason...

In Atari's terms the TT RAM is actually called "alternate RAM" (which
also includes memory from the VME bus). I think the ST RAM is called
"compatible RAM" or something like that.

|> What exactly is burst mode? I designed my own TT RAM board and I don't
|> even know... :)

In burst mode the CPU fetches four consecutive 32-bit words in very
short time. The CPU does not have to start the rather complicate bus
protocol for every word, instead only the address is incremented and
only one additional signal is asserted. The burst mode is used to
fill an entire cache line in one go. Instead of having to waste four
clock cycles for each word the cache line can be filled in about 12
cycles total (not sure about the exact figures, but should be close).
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

1103. Re: What *is* TT-fastram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 09:54:27 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Oct18105427@issan.informatik.uni-dortmund.de>
Source record: 178874

In article <37uoba$fni@nntp1.u.washington.edu>, dud@u.washington.edu (Dan Aylward) writes:

|> Why is it called ST RAM and TT RAM then? Simply because, like in an ST,
|> the ST RAM holds the frame buffer for the video? That seems like a
|> rather vague reason...

In Atari's terms the TT RAM is actually called "alternate RAM" (which
also includes memory from the VME bus). I think the ST RAM is called
"compatible RAM" or something like that.

|> What exactly is burst mode? I designed my own TT RAM board and I don't
|> even know... :)

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short time. The CPU does not have to start the rather complicate bus
protocol for every word, instead only the address is incremented and
only one additional signal is asserted. The burst mode is used to
fill an entire cache line in one go. Instead of having to waste four
clock cycles for each word the cache line can be filled in about 12
cycles total (not sure about the exact figures, but should be close).
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

1104. Re: Atari Syquest -> PC or Mac

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 09:59:48 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Cxv53p.2Kq@hpbbrd.bbn.hp.com>
Source record: 178875
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Brad Jones (brad@halia.pbrc.hawaii.edu) wrote:
> We have data archived on Syquest cartridges that were formatted and
> written on an Atari. Alas, the Atari is no longer with us but we
> need to access the data on a PC or a Mac. We have no problem
> connecting our Syquest to either platform, what we need is software
> that will allow us to mount the Atari file system or somehow convert
> or copy the files. Is there such software anywhere?

Not that I know of. It shouldn't be a big problem to convert the
Atari partition tables into a DOS-readable format, though. Since
most Atari hard disk drivers nowadays support the DOS partition
table format, you would then be able to read and write such
partitions both on the Atari and on DOS clones.

Volunteers?

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

1105. Re: sh204 = scsi or what?

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 10:01:53 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Cxv575.2ME@hpbbrd.bbn.hp.com>
Source record: 178876

Peter Missel (Peter_Missel@m4.maus.de) wrote:
> BEWARE: You have to format and partition the drive elsewhere, since that host
> adaptor has a bug that prevents the drive from reporting its capacity. Using
> the drive afterwards does work perfectly well, though.

Are you talking about the ol' status byte bug?

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

1106. Re: What *is* TT-fastram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 10:02:08 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Oct18110208@issan.informatik.uni-dortmund.de>
Source record: 178877

In article <37uoba$fni@nntp1.u.washington.edu>, dud@u.washington.edu (Dan Aylward) writes:

|> Why is it called ST RAM and TT RAM then? Simply because, like in an ST,
|> the ST RAM holds the frame buffer for the video? That seems like a
|> rather vague reason...

In Atari's terms the TT RAM is actually called "alternate RAM" (which
also includes memory from the VME bus). I think the ST RAM is called
"compatible RAM" or something like that.

|> What exactly is burst mode? I designed my own TT RAM board and I don't
|> even know... :)

In burst mode the CPU fetches four consecutive 32-bit words in very
short time. The CPU does not have to start the rather complicate bus
protocol for every word, instead only the address is incremented and
only one additional signal is asserted. The burst mode is used to
fill an entire cache line in one go. Instead of having to waste four
clock cycles for each word the cache line can be filled in about 12
cycles total (not sure about the exact figures, but should be close).
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

1107. Re: What *is* TT-fastram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 10:10:45 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Oct18111045@issan.informatik.uni-dortmund.de>
Source record: 178878

In article <37uoba$fni@nntp1.u.washington.edu>, dud@u.washington.edu (Dan Aylward) writes:

|> Why is it called ST RAM and TT RAM then? Simply because, like in an ST,
|> the ST RAM holds the frame buffer for the video? That seems like a
|> rather vague reason...

In Atari's terms the TT RAM is actually called "alternate RAM" (which
also includes memory from the VME bus). I think the ST RAM is called
"compatible RAM" or something like that.

|> What exactly is burst mode? I designed my own TT RAM board and I don't
|> even know... :)

In burst mode the CPU fetches four consecutive 32-bit words in very
short time. The CPU does not have to start the rather complicate bus
protocol for every word, instead only the address is incremented and
only one additional signal is asserted. The burst mode is used to
fill an entire cache line in one go. Instead of having to waste four
clock cycles for each word the cache line can be filled in about 12
cycles total (not sure about the exact figures, but should be close).
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

1108. Re: Floppy Formats (was: Re:

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 10:11:54 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Cxv5nu.2oK@hpbbrd.bbn.hp.com>
Source record: 178879

Lars-Erik Oesterud (larserik@oslonett.no) wrote:
> > I have never had a problem reading/writing to a 10 sector/82 track floppy
> > on a pc... Maybe it depends on the PC's floppy controller.
>
> I have :-) But PCs are different - some even read standard ST-disks !!

When reading Microsoft's specifications on bootsectors, one is tempted
to think that *all* PCs should be able to read nearly all kinds of ST
disks if they adhere to the standard. Obviously, they don't. It is
safe to say that our trusty Ataris are more PC-compatible in this
respect than PCs.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

1109. Apologies (Was: Re: What *is* TT-fastram?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 10:15:09 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Oct18111509@issan.informatik.uni-dortmund.de>
Source record: 178880

Sorry for the duplicate postings, i had problems with my news server.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

1110. Re: REQ: *.PI1 --> *.PCX IBM Pic Converter

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 10:36:45 UTC
From: djsime@dux.dundee.ac.uk
Message-ID: <3808ft$hr7@dux.dundee.ac.uk>
Source record: 178881

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: Wayne Burland (wburland@solano.community.net) wrote:
: > I need a program that will run on an intell box (I don't care what OS,
: > DOS/WINDOWS/OS2/NT) that will convert an Atari ST Degas *.PI1 picture
: > format to something I can read on an IBM (ie PCX, BMP, GIF, whatever).
: >
: > I know there was an intell based program called OPTIKS that just might do
: > the trick, but I don't know where to find it. The reason I need this is
: > to convert a bunch of *.PI1 bitmaps to the intel for I game I wrote on
: > the ST that I'm porting to OS/2 (I'm using the new DIVE API's in Warp
: > II). If I still had access to my ST, I'd simply convert them to GIF's
: > using the myriad of graphics converters native to the Atari, but I don't,
: > so I need a PC version to do it. Any help would be MUCHLY appreciated.
: > Also, Atari FTP site listings could be a help. Thanks......

Get a copy of Gemview for the ST range. It's available at Umich,
probably in the graphics directory. It will convert almost any
picture type known. It's shareware so if you use it remember to
pay your dosh for this excellent program.
Cheers,
Dave

1111. Re: HD Format problem...

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 11:03:58 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.782478238@acp5>
Source record: 178883

sforseil@vub.ac.be (FORSEILLES STEPHAN) writes:

> So here's my problem. A customer has a 500Mb Digital SCSI external HD
>wich should be used by both his Atari and his PC. Not concurently of course.
>He just wanna use his falcon to record huge d2d sounds and then exploit them
>later on the PC. He had sounds as large as 110Mb. So there is a problem.
>I wasn't able to format the HD so that partitions larger than 32Mb were
>recognized by both MSDOS and TOS.

> Is there a way to do that? Some formating/partitioning program
>I don't know perhaps?

You definitely CAN'T do that. That's the only answer to your problem indeed.
There is no way to have partitions > 32 MByte that are both DOS and TOS
compatible.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

1112. Medusa benchmarks

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 11:44:44 UTC
From: t94patsa@ida.liu.se
Message-ID: <1994Oct18.114444.15537@ida.liu.se>
Source record: 178886

Has anyone run GEM-Bench on the Medusa. Please post the results

--
___ ___ / Snailmail: Korskrog, S-590 30 Borensberg, Sweden
/__/ /_ / Computer student at University of Linkoping (LiTH)
/ atrik ___/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

1113. Questions, Answers page ready.

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 11:52:19 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <380ctj$cot@mserv1.dl.ac.uk>
Source record: 178884

I have now included a questions and answers page in my Atari Web pages. If I get a decent response this should prove an invaluable service to those who use it. Please send any questions to me for inclusion and state if the question is for me personally or for the Q&A pages.

If you know the answers to any of the questions in this page then again mail them directly to me for inclusion. You will receive full credit for any answers you provide, and answers will appear in the Web page next to the question and will also be mailed directly to the person who posed the question for those who don't have Web access but want to use this service.

I rely on your support so please mail your questions and answers to me.

Thanks,

Mark msh@dl.ac.uk

(Atari Web Pages : html://www.dl.ac.uk/MISC/ATARI/atari.html)

1114. Re: MPEG Player version 0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 11:59:42 UTC
From: mdg@ukc.ac.uk
Message-ID: <10667@gos.ukc.ac.uk>
Source record: 178885

In article <37r0o8$17d@prime.mdata.fi> contacts@mits.mdata.fi (Pekka Saarinen) writes:
>In article <37opbi$1ld@mother.usf.edu>,
>Timothy Miller <millert@grad.csee.usf.edu> wrote:
:>>This latest version of MPEG player can actually play most of my mpegs now.
:>>But for about 50% of them, it puts my computer into some weird display
:>>mode that my multisync can't handle and all I see it a lot of flickering
:>>garbage.
:>>I think the developer should check what kind of monitor is being used
:>>before he changes display modes.
:>>And if it's a problem with 640x400 TC, then use a 256 color mode.
:>>But aside from this problem, the program is coming along admirably.
:>I have excactly same problem, better multisyncs are not capable of the
:>lower scan rates that some programs insist.
:>I hope that the otherwise excellent Plaympeg 0.68 would develop into
:>fully (colour)resolution independent, *windowed* application - with
:>or without dithering - and definately *with* sound support.

I will definitely add sound support. How many people would like a windowed
version, even if it was true colour only ?

>----Pekka Saarinen

Griff
--

1115. Re: Know a good comms pro

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 12:20:40 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Oct18.122040.7924@bradford.ac.uk>
Source record: 178892

On 12 Oct 1994 06:41:34 GMT, Roger Sheppard. wrote:
: TOS 1.2 does need the patch, in fact TOS 1.2 is full of bugs in more way than
: one...

: >I've always been under the impression that TOS 1.2 was one of the (few) TOS
: >versions that handled RTS/CTS flow control properly...am I mistaken?

So have I, and I always use an unpatched TOS 1.2 to do all my uploads, downoads,
in an RTS/CTS mode without any problems whatsoever.

: RTS/CTS Flow control, well if you don't upload then it does no matter,
: flow control is only used when you upload and the Data going to the modem is
: farster than the line rate....
--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

1116. Re: GFA Help needed

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 12:26:29 UTC
From: BenJ <cb170@city.ac.uk>
Message-ID: <Pine.SOL.3.91.941018132319.244E-100000@shepherds>
Source record: 178900

On Tue, 18 Oct 1994, Bob Brown wrote:

> > Can anyone out there help me with a recursive file/directory search routine in
> > GFA basic - I've got the right algorythms, but FSNEXT doesn't seem to work
> > properly.
>
> Hi there, i've had the same problewm. What parts of FSNEXT don't work for
> you?

I think I've fixed it now (thanks Ewout!). If you want some more info on
it then please mail me...

>
> > Also, I've done an ST-Guide (excellent prog.) version of the GFA Basic 3.5
> > command reference detailing all the commands and their syntax. If anyone wants
> > it, then please mail me...
>
> I'd appreciate a copy of it. Also, while i'm at it, do you have a copy of the
> GFA Basic 3.,5 compiler that you could mail to me???

I've uploaded it to ftp.funet.fi. Look for it in the pub/atari/hypertexts
dir soon... I'm also uploading it to Hensa too...

Compiler: 'Fraid not, it's commercial see - you should still be able to
get it cheap from GFA in the UK (about 20 pounds I think). If you want the
'phone number, I'll dig it out...

|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Law of Communications: The result of enlarged communications
is a vastly increased area of misunderstanding.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

1117. Re: Virtual memory on Atari ST with MC68010

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 12:33:56 UTC
From: koehne@tripolis.informatik.uni-dortmund.de
Message-ID: <380fbk$e32@fbi-news.informatik.uni-dortmund.de>
Source record: 178887

In article <seimet.782067395@acp5>, seimet@chemie.uni-kl.de (Uwe Seimet)
writes:

|> You won't be able to profit from the 68010 because for virtual memory in the
|> sense of swapping pages out to disk you need a chip with a PMMU (Paged
|> memory management unit), i. e. a 68030.

Ok, I do have an 68030!
Is there a possibility of paging or swapping then??

--

Gruss

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede
Germany

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@troja.informatik.uni-dortmund.de
Patrick Koehne @ UN (Maus-Netz)

+++ Letzte Meldung:

Irakische Wissenschaftler entdeckten Oelgemaelde von Winston Churchill!
-- "Unbezahlbar."

1118. Printers

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 12:43:00 UTC
From: dan.dreibelbis@balmybeach.tor250.org
Message-ID: <a266d43d@balmybeach.tor250.org>
Source record: 178888

JR> I am a novice on computers and I have a question for more
JR> experienced users about printers. I went to the store to buy
JR> a printer for my ST. I also thought that any printer will
JR> work on any computer.... Apparently not. I found the exact
JR> same printers, one made for PC's and others made for MACS.
JR> When I asked which printer to buy for an Atari the salesman
JR> responded, "I don't think they make atari computers anymore."

Jeffrey - you can use just about any printer designed for use with a PC, since the Atari uses the same port design as a PC. All you need is the printer, the proper cable, and make sure the software you're using has the proper drivers for your brand of printer. I've been using a Canon BJ-5 BubbleJet printer for over a year now and have been pleased with its performance.

I bet your salesman doesn't know the difference between girl cats and boy cats, either.....:)

... CAUTION! Do Not Look Into Laser With Remaining Eye.
___ Mountain Reader II - #00000007

1119. Atari "compatibles"

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 13:07:52 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <CxvDt5.KEq@cee.hw.ac.uk>
Source record: 178889

I was reading with interest the article in ST Format about the "new breed" of Atari machines being developed. It seems that (rather like the PC) we're going to end up with Atari "compatibles". Possibly this will be a good thing as we'll see better Atari equipment in the near future. And let's face it, Atari have totally abandoned computers for the moment while they develop the Jaguar.

Perhaps this might mean we'll see cheaper equipment in the future too. It would be interesting if there were fierce competition like in the PC compatible market.

I think it can only be a good thing. Good luck to them.

Stuart.

1120. Chords

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 13:11:41 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <CxvDzI.KH2@cee.hw.ac.uk>
Source record: 178890

Is there a program available (i.e. through FTP) which takes the name of a musical chord (e.g. 'Cmaj7') and displays the notes required to play that chord? I know of Chordex, but it has a limited number of chord types.

Thank you in anticipation.

Stuart.

1121. DX-7 sysex banks (ftp) to keyboard?

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 13:22:38 UTC
From: selick@acs4.bu.edu
Message-ID: <380i6u$4ak@news.bu.edu>
Source record: 178893

Hello!

There seem to be about 20,000 sound patches for the Yamaha DX-7 keyboard
at ftp.ucsd.edu in midi/patches/DX7 that do not contain the header necessary
to simply send the data out the midi port as is. Does there exist a program
for the Atari to read in a 4096 byte dx-7 bank, add on the header, and the
checksum bits, and then send it all out the midi port to the keyboard? If
so, please point me to it, or uuencode it and send it directly to me.
Thanks,
Steve
selick@acs.bu.edu

1122. RE: Where is CLA v2?

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 13:29:08 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <380ij4$pcp@whitbeck.ncl.ac.uk>
Source record: 178891

I missed the original post here (thanks to Simes for mailling it to me):

In article <37137qINN3jd@cicg-communication.grenet.fr>,
Etudiants de Physique UJF Grenoble <students@cicg-communication.grenet.fr>wrote:
>I'm desperately trying to find the integrated circuits simulation program
>CLA v2. So far, I could only find version 1 that was posted in
>comp.sys.atari.binaries. This new version was developped on Falcon and
>is far much better.
>Has anyone seen it somewhere on the Internet ?
>

>whitema@rtsg.mot.com (Michael A. White)

>If you register v1, you'll get v2.2 (like I have). AFAIK, it should not be
>at any FTP site.

>Mike

Almost right Mike :)

CLA v1 was posted on comp.sys.atari.binaries about 2-3 years ago.

CLA v2r1 is available via FTP from atari.archive.umich.edu or ftp.uni-kl.de.
(In fact, most FTP sites have it)

Mike's last update was v2r2a (but he'll be getting a new one RSN).

The current version is v2r3, which is quite an improvement over v2r1.

That will be the last of the v2rX releases, as a ground up re-write is
currently under way (to be released as v3 in 1995) with a completely new
schematic editor & simulator.

Anyway, interested parties can get CLA v2r3 from me now (enclose an international
money order in sterling for 35 pounds (europe) / 40 pounds (everywhere else)).

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------ o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
```

1123. Re: Questions regarding MegaSTe and Cartridges

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 14:13:35 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <380l6f$6uj@mailer.fsu.edu>
Source record: 178895
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jason S. Higham (higham@ist.flinders.edu.au) wrote:
> I was wondering if anyone had experience with a Mega STe and cartridges,
> namely Spectre GCR and Replay 16 or 8. I have seen a pic of a R.16 and
> I think it would be a tight fit to get it to fit well on my Mega.

I have a Spectre GCR hooked to my MegaSTE, and it works just fine. I do
have to do a little "trick" to make the floppy work correctly each time
(access the floppy at least once while in ST mode before running Spectre),
but I think this is not just a MegaSTE thing.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1124. Re: color screen dump

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 14:16:58 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <380lcq$6uj@mailer.fsu.edu>
Source record: 178896

Martijn Dekker (mdekker@fwi.uva.nl) wrote:
> I am looking for a program that writes the screen to disk. Not only monochrome
> but also color screens. It should be usable at any time so I guess it should
> be .acc or tsr (but .acc is good enough, because I want to make dumps of GEM
> screens).

There are a number of programs that intercept the "print screen" keypress (ALT-Help) and instead write a screendump to disk in the form of a Degas picture (multiple dumps receive different file names). Some names: Dump It, Mobzdump, Degas Snap. I think there is at least one more. Anyway, these should all be on atari.archive.umich.edu. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1125. Re: Posting Binaries in c.s.a.s.

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 14:26:56 UTC
From: avg@cwi.nl
Message-ID: <avg.782490416@news.cwi.nl>
Source record: 178894

wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>] If at all possible, please do not post huge encoded binary files to
>] comp.sys.atari.st or any other newsgroup except those especially
>] intended for such files (such as .sources or .binaries).

>On this subject, how about the c.s.a.binaries moderator telling us his
>address every now & then. I doubt that all sites keep all the news for
>months at a time. (We've got to live with a 3-day read or delete,
>and I know other sites have similar routines in operation).

>Are you out there Mr. Moderator? :)

Hiya. I've been slightly busy the last few days so I missed the
original article. My address is

avg@cwi.nl (Annius Groenink)

but you can also post directly into the groups - anything posted
will automatically be sent to the moderator first.

Please allow 1 week between submission and publication on the
news group.

The next 2 publications will be posted this friday. I will include
the 'Introduction to comp.*.atari.st' messages, and from now on
make a habit of doing this once every month.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1126. New Falcon Goodies?

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 15:12:09 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94291.111209STIRRE31@MAINE.MAINE.EDU>
Source record: 178830

Being in the States, I rarely hear about the new things over
in Europe. I have been hearing that there are quite a few
Falcon products coming out. I was wondering.... can someone
fill me in on a couple of new developments?
Thanks.
scott tirrell

1127. Mint FAQ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 15:14:09 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94291.111409STIRRE31@MAINE.MAINE.EDU>
Source record: 178831

```
Is there a Mint FAQ available anywhere?
thanks.
scott tirrell
```

1128. ** HARD DRIVE WANTED FOR STE

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 15:23:47 UTC
From: garnerg@esu.edu
Message-ID: <380pa3$quq@jake.esu.edu>
Source record: 178899

===> I'm looking for a roughly 100 Meg HD for roughly $100. The more the megs, the less the price, the happier I'll buy! Thanks to all.

--
****
"That's just the way it is. Some things will never change. That's just the way it is. * Oh, but don't you believe them *" - B. Hornsby, 1986

If anything in the above message sounds interesting, please respond at:

===> garnerg@esu.edu ** George W. Garner **

Thank you, drive through.
****

1129. Re: HSC status - official

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 15:46:18 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <EJSIEBBWUp@elfhaven.ersys.edmonton.ab.ca>
Source record: 178898

>Scott Bigham:
>>fountad@vax.sbu.ac.uk:
>>Yes, I know about Sozobon 2X, but I _HATE_ working from a CLI! If I wanted to
>>type I would be using MSDOS! When S2X is GEM friendly, I might switch to it...
>
>There is, I believe, a program called C-Desk which is essentially a GEM
>wrapper around SozobonX. I can't tell you much about it (I'm a tcsh man
>myself); perhaps someone else here can fill in the details.

It exists; beyond that, I do not know much about it. Holger Weets is the
author, and it is (so I have been told) available at ftp.cs.tu-berlin.de
in one of the programming directories.

An alternative, which works very well, is Gemini II. After creating a few
batch files, you can have a very sophisticated GEM programming environment
(the desktop). What do you really have to do when programming?

1. Edit Resource Files

Put the resource editor on the desktop as an icon.
Install the resource editor as an application, taking .RSC as the
file type.

2. Build Libraries

Put the archiver (har.prg) on the desktop as an icon.
Install the archiver as an application, taking .LIB & .A as the
file types.

3. Compile .C Files

Create a batch file with a line that takes the filename from the
command line and plugs it into a command line). The syntax for this
example may be wrong; check before trying it.

cc.ttp -V -c $1

4. Use Make

Install Make (make.ttp) as an application, using .MAK as the file
type.

5. Precompile .H Files

Install the precompiler (whose name escapes me at the moment) as an
application, with *.H as the file type.

6. Use Lint

Install Lint (clint.ttp) as an application, with *.C & *.H as the
file types.

7. Debug

Put the debugger of your choice on the desktop as an icon. There are
some GEM debuggers out there, I believe.

8. Clean Up

Create a batch file that will delete all *.O, *.PRG, *.LIB, *.A, and
*.OLD (if you keep backups like I do) files. Then drag the batch file
to the desktop, so that you can execute it just by double-clicking on
it.

9. Compile Optimized Versions

If you only optimize your programs when you are done writing (as any
sane person would) then you can just create a batch file that calls
cc.ttp with the -O option for all of your source code modules. Or,
if you are good with Make (which I am not) have it compile a
different target (specified on the command line).

Is there anything I missed? The end result of this is that the CLI becomes
a glorified output device where programs send their output. If you find
that you want to use the CLI (as many people do) then you can just top
the CLI window and start typing. One side-effect (which is nice) is that
you can also use the MiniWIN (or whatever TOS-in-a-window program you
are using) as a scrollback window, so if something scrolls by you can look
at it again. There is really no limit to what you can do with this
setup. It takes some work to get it working the way you want it, but
after that it would be smooth sailing.

Me, I just use a CLI. I like GEM, but I am so used to the CLI that I do
not bother with making a GEM programming environment these days. If I
register Gemini II, though (what is the status? shareware?) than I will
do exactly what I outlined above.

The only thing that would not be easy to do would be to change compiler
options on the fly. However, you could write a program to alter your
batch files for you. In fact, that would be a good idea... :) A
project! I might actually do this, since my time for larger projects
is being taken away by college.

If anyone has anything to add (about the GEM programming shell I talk about
above) send me your comments. I'll write up (and post) a document that
explains in detail how to set up a good GEM programming environment for
SozobonX.

--
Michel Forget / Electric Storm Software \\ october...october...october
mforget@elfhaven.ersys.edmonton.ab.ca \\ ...it should be here by now...
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 AD 6E 02 71 85

1130. Re: GFA Basic Compiler/Interpreter

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 16:00:55 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410181508.AA00300@ilmen.lanl.gov>
Source record: 178801

In article MFH@news.otago.ac.nz, bob@news.otago.ac.nz.earthlight.co.nz (Bob Brown) writes:
>Hi There,
>
>Recently, I have been searching all over the place for a GFA compiler. I
>managed to pick one up in a sale for about $10 which was great. I raced home
>with it, stuck it in my STE and tried to compile a GFA program with it.
>
>Problems. It's a compiler for GFA Basic 2.0 and i've got GFA 3.5. What i'm
>after, is either the compiler for GFA 3.5 (preferred) or GFA Basic 2.0. Are
>these available for FTP from anywhere or do I have to mail order it from
>somewhere ... if so, where?!

I dunno, Bob. It looks more and more like GFA Systemtechnik has given up
completely on the Atari market. While I have not confirmed it yet, I was
recently told that GFA closed their USA office and were not even _selling_
any Atari products (such as the 3.5 compiler) much less developing new or
enhanced versions. Any German users care to confirm GFA's Atari status?

You might try contacting Paragon Computers in Perth, WA, Oz, if they have
not closed _their_ doors yet. I heard from a friend in Sydney the other
day that Phil Reeves (at Paragon) was finally giving up and closing down.
To my knowledge that was the last decent sized Atari shop in all of Oz.
I suppose your situation in NZ is similar.

I could call Toad Computers here in the US for you, to see if they still
have the GFA 3.5 compiler in stock. The interpreter was on a magazine
cover disk some time ago but the compiler was still commercial payware
so you won't find it available via ftp. The GFA BASIC 2.0 interpreter
has been PD for some time now but you don't want it, believe me. :)

As much as I personally prefer GFA, if they have dropped ALL support for
Atari then I would recommend HiSoft BASIC. At least they continue to
support Atarians and the latest version is Falcon compatible, too.

Ofir Gal could give you more info re: HiSoft BASIC, if interested.
Right Ofir? ;-)

Good luck,

-Hutch- @ Fair Dinkum Tech

1131. Re: Medusa benchmarks

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 16:08:38 UTC
From: Lexicor@world.std.com
Message-ID: <CxvM6E.DLn@world.std.com>
Source record: 178804

In article <1994Oct18.114444.15537@ida.liu.se>,
Patrik Sanfridsson <t94patsa@ida.liu.se> wrote:
>Has anyone run GEM-Bench on the Medusa. Please post the results

Patrick,

for some reason, Gem Bench doesn't run on any of the Medusa's we
have and have passed out. It crashes when doing rom tests, but everything
else seems to work fine. However can't do a complpete test without it.

Yat @ Lexicor

>
>--
> ___ ___ / Snailmail: Korskrog, S-590 30 Borensberg, Sweden
> /__/ /_ / Computer student at University of Linkoping (LiTH)
> / atrik ___/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

1132. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 16:15:11 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410181523.AA00306@ilmen.lanl.gov>
Source record: 178806

In article r95@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>In article <1994Oct17.133851.26824@jet.uk>, djs@jet.uk (David Stevenson) writes:
>>
>>(And I say no to a .falcon group too).
>
>
>Come on come on how about being POSITIVE, go have a look at the Amiga groups,
>we leave a lot to be desired...
>
>YES WE DO NEED A PROGRAMING GROUP..
>
>So Please put brain into gear before posting, that is if you have one...:-)
>
>May be you need to move over to the PC clone patform, you are obviously
>not to intrested in Atari groups......!!!

Oh, come on yourself, Roger. Just because someone disagrees with your
particular point of view does not mean they are brainless or Anti-Atari.

There are valid arguments both for and against the creation of a new
newsgroup. That's what the RFD is for... discussion, not mud-slinging.
When the CFV comes out, you'll have your opportunity to cast your vote.
Majority rule is not -that- bad of a system, after all. :)

>If you think about it the more specific groups there are the less chance
>of cross posting....

No, the only way to ensure no cross-posting is to have only ONE group. :)

I don't think it would have much affect, one way or another, on the
frequency of cross-posting Atari-related articles. We just don't have
enough traffic in our groups for it to be that big of a problem, IMHO.

-Hutch- @ Fair Dinkum Tech

1133. ftp.cs.ruu.nl no longer an Atari archive!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 16:22:06 UTC
From: atari@cs.ruu.nl
Message-ID: <CxvMsv.3tE@cs.ruu.nl>
Source record: 178802

Hello,

Next week (25-Oct-94) I'm going to remove our Atari archive on ftp.cs.ruu.nl.
I don't have the time (and enthusiasm) anymore to maintain this archive in
a proper way. And as we recently ran out of diskspace on our FTP server, this
seems the perfect moment to end our Atari archive.

- Ate -
--
Ate Brink, Moderator of the ATARI archive at the Utrecht University
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this for uploads to the ATARI archive
archivist@cs.ruu.nl For complaints, comments and info about the archive

1134. Re: GFA Basic Compiler/Interpreter

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 16:24:46 UTC
From: koehne@troja.informatik.uni-dortmund.de
Message-ID: <380sse$lcj@fbi-news.informatik.uni-dortmund.de>
Source record: 178807

In article <9410181508.AA00300@ilmen.lanl.gov>, hutch@ilmen.lanl.gov
(Hutch) writes:

|> As much as I personally prefer GFA, if they have dropped ALL support for
|> Atari then I would recommend HiSoft BASIC. At least they continue to
|> support Atarians and the latest version is Falcon compatible, too.
|>

Just mentioned:
Another firm now supports GFA-Basic for the ATARI and they are working on a new
version of GFA-Basic but they really don't know when that will be ready because
they don't have enough programmer :-(

At this firm you are able to get GFA-Basic in the latest version any longer!
It's here in Germnay but I really don't know the name at the moment, but if
some
more are interested in I could search for the address...

--

Gruss

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede
Germany

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@troja.informatik.uni-dortmund.de
Patrick Koehne @ UN (Maus-Netz)

+++ Letzte Meldung:

Mike Krueger: "Schnueffler des Mossad folterten meine Zofe!"
-- Weiter Seite 6.

1135. Re: color screen dump

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 16:52:31 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <380ugf$m5n@msuinfo.cl.msu.edu>
Source record: 178808

In article <3804g2$74t@matrix.fwi.uva.nl>, mdekker@fwi.uva.nl (Martijn Dekker) writes:
>Hi,
>
>I am looking for a program that writes the screen to disk. Not only monochrome
>but also color screens. It should be usable at any time so I guess it should
>be .acc or tsr (but .acc is good enough, because I want to make dumps of GEM
>screens).

There are dozens of programs that do what you're asking. Some are accessories, some TSRs, some will dump any portion of a screen that you grab, and some simply redirect the <Alt><Help> screen dump into a PI? file on disk. Check out your favorite archive cite under "Utils" or "Graphics."

Regards,
Tom
hopper_t@msupa.pa.msu.edu

>
>--
>Martijn Dekker +-------------= PFF - Software =---------------+
>University of Amsterdam | coding for:c64/appleMac/AtariST/PC/Unix/X |
>department of Mathematics +---+
>mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

1136. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 17:06:02 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Oct18.170602.22597@bradford.ac.uk>
Source record: 178809

On Thu, 13 Oct 1994 05:19:55 GMT, Jeffrey Ray Healey wrote:
: Hello!

: I am a novice on computers and I have a question for more
: experienced users about printers. I went to the store to buy a printer
: for my ST. I also thought that any printer will work on any computer....
: Apparently not. I found the exact same printers, one made for PC's and
: others made for MACS. When I asked which printer to buy for an Atari
: the salesman responded, "I don't think they make atari computers anymore."

Strewth - Dixons haven't moved into the USA have they???

:-))

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

1137. Re: Mosaic?

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 17:19:05 UTC
From: wmpeen@urc.tue.nl
Message-ID: <wmpeen.782500745@asterix.urc.tue.nl>
Source record: 178810

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>I remember someone saying they had written a HTML viewer for the Atari,
>nothing quite like the full Mosaic but useable anyway. I am sure it was
>in the advocacy section this post appeared. Have a root around.

I missed out on the Mosaic/HTML thread, but for those that want to do at least SOMETHING with HTML on the ST, I recently oploaded SGMLSTOS.LZH to ftp.ifi.uio.no and ftp.cnam.fr SGMLSTOS is SGMLS for TOS , an SGML parser that will check if HTML files are correctly written (you need the HTML DTD for that of course).

Erlend.

P.S. this is currently the only available piece of SGML software available for Atari, besides a not yet de-flea-ed version of EASYDTD the DTD creator (and I still need to contact the author for permission to release it). It also includes ST-Guide versions of the docs.

P.P.S. if you know of other SGML software for the ST let me know!

1138. Gem WWW Programming Pages

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 18:02:11 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <Cxvrv5.KMq@world.std.com>
Source record: 178815
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.announce

I have started a new Atari WWW page that is thought to fill out a bit of that huge gap that programmers feel once in a while. The pages will contain the information on system calls, hardware registers, Q & A, and everything a programmer might need to know.

There are a lot of hard work to go there, though, and I still need info on the new system calls of MiNT > 0.95, MultiTOS and TOS >= 4.0x.

Please take a look at the pages at http://www.dtek.chalmers.se/~d2cg/gem.html or http://www.mdstud.chalmers.se/~d2cg/gem.html and tell me what you think. I need suggestions on what the pages could contain!

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 HVNV	one failed."

1139. Gem WWW programming page started!

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 18:09:08 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <381304$15@nyheter.chalmers.se>
Source record: 178812

I have started a new Atari WWW page that is thought to fill out a bit of that large gap that programmers feel once in a while. The pages will contain the information on system calls, hardware registers, Q & A, and everything a programmer might need to know.

There are a lot of hard work to go there, though, and I still need info on the new system calls of MiNT > 0.95, MultiTOS and TOS >= 4.0x.

Please take a look at the pages at http://www.dtek.chalmers.se/~d2cg/gem.html or http://www.mdstud.chalmers.se/~d2cg/gem.html and tell me what you think. I need suggestions on what the pages could contain!

Christer Gustavsson.
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

1140. GFA Basic Compiler/Interpreter

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 18:30:10 UTC
From: fvdakker@sterbbs.nl
Message-ID: <028039XXCODLJCBBLSJV@sterbbs.nl>
Source record: 178811

bob@news.otago.ac.nz wrote:

bo>Hi There,

Hi!

bo>Recently, I have been searching all over the place for a GFA
bo>compiler. I managed to pick one up in a sale for about $10 which
bo>was great. I raced home with it, stuck it in my STE and tried to
bo>compile a GFA program with it.

This is off the toppic, but it's a tipical question that would belong
in c.s.a.programmer....

bo>Problems. It's a compiler for GFA Basic 2.0 and i've got GFA 3.5.
bo> What i'm after, is either the compiler for GFA 3.5 (preferred) or
bo>GFA Basic 2.0. Are these available for FTP from anywhere or do I
bo>have to mail order it from somewhere ... if so, where?!

Your problem is that GFA 2.x uses *.BAS -files and GFA 3.x *.GFA
Those file are different in format and not compatible, so you would
need to have an compiler for GFA 3.x or GFA 2.x
I would recomment to get the GFA 3.5 (NOT 3.6 -that version is for
TT and Falcon), because it compiles lots of options you don't have
with 2.x e.g. the GEM-commands.
But, that's just IMHO...
GFA 2.x is not PD, so there shouldn't be an ftp site where you can
get it, but it doesn't cost much (In holland it's 25 guilders, about
10 pounds).

Frits.

Frits van den Akker == fvdakker@sterbbs.nl
JFA Software == Internet

* TailMail 2.1 #031 *

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

1141. Re: MPEG Player version 0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 18:38:10 UTC
From: maba@simpson.ruhr.de
Message-ID: <381162$5m@simpson.ruhr.de>
Source record: 178814

```
: I will definitely add sound support. How many people would like a windowed
: version, even if it was true colour only ?

Hi,

I am interested in a windowed version in True Clolour and if possible in other
resolutions perhaps only in grayscale. Does Sound support mean playing
simultaneously wave-files?

Tschau,

/Martin/

--
+------------------+--------------------------------+------------------+
| Martin Bartsch | Internet: maba@simpson.ruhr.de | |||||| MiNT is |
| Am Waldesrand 14a | | |||||| Now TOS |
| D-58093 Hagen | Fax: +49 2331 589761 | _// || \\_ |
| Germany | | /_/ || \_\ |
+------------------+--------------------------------+------------------+
```

1142. Re: RFD: comp.sys.atari.p

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 19:00:52 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10181994.190052@empyr.dircon.co.uk>
Source record: 178813

>It's a well needed newsgroup.

I@(V> It sure is... (and so is comp.sys.atari.falcon :-)

Me too... (and so is comp.sys.atari.falcon and
comp.sys.atari.st.crashes.bombs.bloodything.psychiatric.help)
. .
|
_/

___ Blue Wave/QWK v2.12

VQWK 6.20I

1143. Re: ps files from Calligrapher

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 19:37:09 UTC
From: graham@insignia.co.uk
Message-ID: <Cxvvtx.E3x@isltd.insignia.com>
Source record: 178821

In article 9952@falcon.ukc.ac.uk, jpb3@ukc.ac.uk (J.P.Beranek) writes:
...
> I create a test document in Calligrapher, save it as a .ps file fine also.
...
> I then do "lpr -Pruskin testfile.ps" (ruskin is a laser printer) and a few
>mins later I get very polite mail from a printer daemon saying that
>"testfile.ps" is not a postscript file, when it definitely is. I tried to
>get help from the facilities here, but they didn't do any good at all.
>

The first line of a .ps file should start with one of the following to be recognised as such by
document/printer managers.

%! PostScript file (Calligrapher output should use this one).

%!PS-Adobe- PostScript Doc, minimally DSC conforming

%!PS-Adobe-1.0 PostScript Doc, fully DSC 1.0 conforming
...
%!PS-Adobe-3.0 PostScript Doc, fully DSC 3.0 conforming

%!PS-Adobe-3.0 EPSF-3.0 Encapsulated PS file, fully DSC 3.0 and EPSF 3.0 conforming

etc.

(DSC - Document Structuring Convention)

Calligrapher output is not DSC conformant so must use the first form. I think it uses just a %

Many Unix file are identified by the 16 bi t id formed from the first two byte of the file thus #! for shell scripts %! for PS etc.

1144. Re: Virtual memory on Atari ST with MC68010

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 20:14:12 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.782511252@acp5>
Source record: 178822

koehne@tripolis.informatik.uni-dortmund.de (Patrick Koehne) writes:

>Ok, I do have an 68030!
>Is there a possibility of paging or swapping then??

Yes, there is. There are two commercial products: VRAM and OUTSIDE. You find
a demo version of OUTSIDE on ftp.uni-kl.de in pub/atari/other_demos.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

1145. Porfolio for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 20:23:51 UTC
From: osteele@u.washington.edu
Message-ID: <381asn$n6l@nntp1.u.washington.edu>
Source record: 178816

Ultimate Portfolio system for sale

I'll take $600 or best offer on the following (I will take any best offer, so even if it's lower, make one, if it's the best I'll take it). I'm also willing to trade for almost anything (including a Sharp Wizard).

* Portfolio w/ 640K
* BSE FlashDrive 25 - 21MB Hard Drive
* DOS Utilities card
* FileManager/Tutorial card
* 32 KB Memory card
* 128 KB Memory card
* Terminal card
* PBASE card
* Instant Speller card
* Portfolio Power Basic card
* Smart Parallel Interface
* Smart Serial Interface
* Hard Card reader (for PC, includes reader and card for PC)
* All the PD/Shareware software available from most on-line sources

1146. ST Hardware

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 20:24:18 UTC
From: osteele@u.washington.edu
Message-ID: <381ati$n6s@nntp1.u.washington.edu>
Source record: 178817

For sale or trade (for almost anything) to asking price or best offer:

Title	Maker	Price
3D Glasses	StereoTek	$59.00
520/1040 ST Clear Plexiglass Stand	The STation	$14.00
Cable: TT to Image Systems monitor		$5.00
Digisound	Alpha Systems	$34.00
Discovery Cartridge	Happy Computers	$59.00
Drive Master	Practical Solutions	$19.00
IB Drive	IB Computers	$24.00
Internal Mega Host Adaptor	Supra	$29.00
Link (Limited Edition: Clear Case)	ICD	$89.00
Monochrome Monitor	Atari	$79.00
Mouse Master	Practical Solutions	$18.00
Replay 4	Microdeal	$49.00
SF354 Disk Drive (non-working)	Atari	$9.00
ST Floppy Drive Cable	Atari	$3.00
Tweety Board	Practical Solutions	$14.00
Xtra-RAM MMU Adapter	Marpet	$4.00

1147. IB Drive for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 20:24:30 UTC
From: osteele@u.washington.edu
Message-ID: <381atu$n6u@nntp1.u.washington.edu>
Source record: 178818

Only one left: IB Drive in great working condition with DOS 3.3 and a couple of blank 5.25" disks and DOS 3.3. Excellent package for any IBM emulator used with an ST!

All this just $24 + shipping or best offer (willing to trade).

1148. Mono monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 20:24:53 UTC
From: osteele@u.washington.edu
Message-ID: <381aul$n6v@nntp1.u.washington.edu>
Source record: 178819

Monochrome monitor in EXCELLENT shape for sale: $79 (or best offer) + shipping. If you want to make a lower bid, do it, I'll collect all and decide within a week who gets it.

1149. Re: Compiling MiNT v1.10

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 21:32:09 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cxw15M.14n@cix.compulink.co.uk>
Source record: 178823

> If anyone can help me out, I'd really appreciate it. Am I using the
> wrong Gnu compiler (it is for the Falcon but it runs on my TT without
> complain.)

I think you are using the wrong the libraries. Have you tried MiNTLibs
PL44?

BTW I've just bought a TT and was think of changing my trusty GCC 2.33 for
the Falcon/TT version. How is it improved over the standard ST one?

Thanks

Roland.

@CiX

1150. Re: ENDLESS INCOME!

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 22:11:35 UTC
From: jws4p@Virginia.EDU
Message-ID: <Cxw2zC.n1z@Virginia.EDU>
Source record: 178834
Cross-posted to: comp.sys.atari.st,comp.sys.apple2

```
Go away and don't come back.
```

1151. Re: GFA Basic Compiler/Interpreter

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 22:30:14 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410182138.AA00453@ilmen.lanl.gov>
Source record: 178824

In article lcj@fbi-news.informatik.uni-dortmund.de,
koehne@troja.informatik.uni-dortmund.de (Patrick Koehne) writes:
>
>Another firm now supports GFA-Basic for the ATARI and they are working on a new
>version of GFA-Basic but they really don't know when that will be ready because
>they don't have enough programmer :-(
>
>At this firm you are able to get GFA-Basic in the latest version any longer!
>It's here in Germnay but I really don't know the name at the moment, but if
>some more are interested in I could search for the address...

I suppose you are talking about the Richter Company in Germany who supposedly
were obtaining the rights to Atari GFA BASIC and were re-writing the whole
thing from the ground up and it was going to be great, etc, etc. I've heard so
many promises from and about these people and their as-yet-to-be-seen GFA
developments that I refuse to believe anything I hear about them anymore, at
least not until I see their product(s) on the dealer's shelves.

I'm not holding my breath anymore. :)

-Hutch- @ Fair Dinkum Tech

1152. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 22:33:01 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410182140.AA00458@ilmen.lanl.gov>
Source record: 178825

In article 22597@bradford.ac.uk, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>On Thu, 13 Oct 1994 05:19:55 GMT, Jeffrey Ray Healey wrote:
>:
>: [...] When I asked which printer to buy for an Atari
>: the salesman responded, "I don't think they make atari computers anymore."
>
>Strewth - Dixons haven't moved into the USA have they???

No, but I think they and Radio Shack hire the same 'quality' salespeople. ;-)

-Hutch- @ Fair Dinkum Tech

1153. Re: GFA Basic Compiler/Interpreter

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 22:45:29 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410182153.AA00463@ilmen.lanl.gov>
Source record: 178826

In article 028039XXCODLJCBBLSJV@sterbbs.nl, fvdakker@sterbbs.nl () writes:
>
>Your problem is that GFA 2.x uses *.BAS -files and GFA 3.x *.GFA
>Those file are different in format and not compatible, so you would
>need to have an compiler for GFA 3.x or GFA 2.x

Or save the 2.x files in .LST format which can then be read into the
3.5 interpreter. Of course, he still needs the 3.5 compiler.

>I would recomment to get the GFA 3.5 (NOT 3.6 -that version is for
>TT and Falcon), because it compiles lots of options you don't have
>with 2.x e.g. the GEM-commands.

Agreed, but you can use 3.6 with the ST and STe, as well. It's just
a superset of 3.5, anyway. Personally, I thought it to be more buggy
on my system, but I know many who claim it to be solid. Go figure.

>GFA 2.x is not PD, so there shouldn't be an ftp site where you can
>get it, but it doesn't cost much (In holland it's 25 guilders, about
>10 pounds).

The GFA 2.x interpreter has been PD in the US for some time now, and
the 2.x compiler was finally made PD by GFA sometime last year, AFAIK.
That's what I recall someone told me anyway. Maybe so, maybe not.

Even though the compiler is pretty simplistic, I'm sure Bob (the
original poster) would like to have an English version, unless his
Dutch and/or German skills are more advanced than mine. :)

-Hutch- @ Fair Dinkum Tech

1154. Re: What *is* TT-ram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 22:49:18 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cxw4q7.F2G@cix.compulink.co.uk>
Source record: 178829

> to synchronize with the video/dma etc. TT-RAM can use fast ram chips
> (70ns) effectively (at least that's what I understand). Isn't ST-RAM
> 120ns RAM?

I think STs can cope with up to 170NS RAM, though most were fitted with
150NS or less. My STM has .5M of 120NS and 2MB of 80NS.

The TT sees equally flexible. My TT has 4Mb of 100NS ST RAM, 2MB of 100NS
TT RAM and 2MB of 80NS TT RAM.

I think you are right about the difference between ST and TT RAM though.

:-)

Roland.

@CiX

1155. Re: Nova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 22:50:16 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EJSXEDUQ@ttgk.textlitho.nl>
Source record: 178832

In <CxsJy0.MJI@world.std.com> ysiu@lexicor.com wrote :

>Gert, I am fairly sure that it's faster than your regular ET4000 as the NOVA
>Boards are tweaked and the VDI is very good, however why don't you use a
>program like Ofir's gembench (btw available on every good atari ftp
>site) and make some gembench results. Let's compare those results and then
>we can clearly see how much better it is?

Ok, I downloaded GEMBENCH and let it roar...

So here are the results of the Dutch jury.....
(I include 2 sets, one without Mint and one with Mint..)

```
-------------------------------------------------------------------------------
GEM Bench v3.28c ï¿½ Ofir Gal 28.9.93
===========================================
TT 030 TOS 3.06, MiNT not present
Blitter not present, NVDI not present
Video Mode = 800 * 608 * 256 Colours
LineF FPU installed
Run and Malloc from FastRAM
Reference = TT + Fast RAM + FPU
Graphic Card: modified STGA ET4000 2theMax VGA on VME bus
===========================================================
GEM Dialog Box: 3.565 88%
VDI Text: 1.365 317%
VDI Text Effects: 8.965 80%
VDI Small Text: 3.580 113%
VDI Graphics: 9.805 59%
GEM Window: 3.535 28%
Integer Division: 1.535 100%
Float Math: 0.245 97%
RAM Access: 1.285 102%
ROM Access: 1.390 100%
Blitting: 12.755 13%
VDI Scroll: 33.095 8%
Justified Text: 10.270 38%
VDI Enquire: 0.765 142%
===========================================
Average: 91%
Graphics: 88%
CPU: 99%

-------------------------------------------------------------------------------
GEM Bench v3.28c ï¿½ Ofir Gal 28.9.93
===========================================
```

```
TT 030 TOS 3.06, MiNT 1.04
Blitter not present, NVDI not present
Video Mode = 800 * 608 * 256 Colours
LineF FPU installed
Run and Malloc from FastRAM
Reference = TT + Fast RAM + FPU
Graphic Card: modified STGA ET4000 2theMax VGA on VME bus
=========================================================
GEM Dialog Box: 3.350 94%
VDI Text: 1.370 316%
VDI Text Effects: 8.330 86%
VDI Small Text: 3.330 122%
VDI Graphics: 9.690 60%
GEM Window: 10.180 10%
Integer Division: 1.980 77%
Float Math: 0.265 90%
RAM Access: 1.715 76%
ROM Access: 2.375 58%
Blitting: 12.760 13%
VDI Scroll: 32.910 8%
Justified Text: 9.740 40%
VDI Enquire: 0.720 151%
=========================================
Average: 85%
Graphics: 90%
CPU: 75%
-------------------------------------------------------------------------------------

--

-- --
Atari TT-Point
-- --
```

1156. FS: SLM804 $250+ship

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 22:53:28 UTC
From: mbates@netcom.com
Message-ID: <mbatesCxw4x4.9yA@netcom.com>
Source record: 178847

Title says it all. I have an SLM804 Atari Laser printer with an extra
toner kit and all manuals and software for sale. $250 plus shipping.
Make me an offer. I might not take it but I swear I won't dismiss it.

I also have a SC1224 - $60 plus shipping
I have an SM124 $45 plus shipping
1040 STf $50 plus shipping
Take it NOW! PLEASE
-Marlin

1157. Re: ENDLESS INCOME!

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 23:00:14 UTC
From: joko@crl.com
Message-ID: <381k1u$42r@crl7.crl.com>
Source record: 178828
Cross-posted to: comp.sys.atari.st,comp.sys.apple2

LOSE MONEY FAST

Are you tired of watching the Internet be spammed by bozos with get rich quick schemes?

Well, so am I. That's why I invented the patented, yet tried and true method to Lose Money Fast. If you follow these simple steps, you'll quickly lose every cent you have, and you'll no longer be bothered by con artists trying to take advantage of you...because you won't have anything left to lose. You'll finally be free at last! This one step method is so easy, anyone can do it. Right from the comfort of their own home. Just follow these simple instructions:

Take all your current income tax information and burn it.

When the IRS comes knocking at your door, proclaim as loudly as you can, "I DON'T HAVE TO PAY NO STEENKIN TAXES." Then, just sit back and wait. Within 90 days, you'll never have another care in the world. No more bills and no more bill collectors. No more con artists trying to part you from your money.

And, best of all, you will find yourself living the life of luxury. You'll get "3 hots and a cot" for many many years.

Just say no to money!
Just say no to scam artists.
Just say no to spam artists!
Just say YES to Lose Money Fast!

1158. Shareware Piracy (Re-post)

Newsgroup: comp.sys.atari.st
Date: 1994-10-18 23:10:02 UTC
From: frank@theshack.demon.co.uk
Message-ID: <941018Z231002.998frank@theshack.demon.co.uk>
Source record: 178827

Apologies if me re-posting this gets up anyone's nose, but I'd like to encourage some more response. If you have emailed me with answers, don't worry if I haven't replied. I will eventually, when I collate the final results.

Please take 2 mins out of your time to read and respond to teh following (by Email)

Hi,

I'm currently researching an article for the January Issue of ST Format magazine about Piracy in the Shareware Market (cracked keys for shareware programs, key generators, that sort of thing), and I'm contacting you as you've released shareware applications in the past. I'd be extremely grateful if you could take a few minutes of your time to give me some sort of answer, however brief, to the following questions.

Please email all answers to frank@theshack.demon.co.uk as soon as possible. Thanks!

1) Have you ever registered a shareware program?
2) Have you ever continued to use a shareware program without registering it? If so, why? Were you worried about not receiving anything in return? Were you worried about sending money to a foreign country?
3) If you answered YES to #1, roughly how many programs have you registered?
4) Have you ever been offered a cracked shareware program?
5) Have you ever been offered a textfile or program which allowed you to register a program in your own name?
6) Would you ever use a cracked shareware program?
7) Do you think the future of the Atari computers lies in the commercial market, or in the shareware market?
8) Would you rather see shareware released as full versions, with the onus on the user to be honest, or crippled versions where you're forced to register?

Please feel free to add *any* other comments, and thanks for your time.

Frank Charlton,
ST Format Magazine.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk

= PGP 2.6 Public Key available on request

1159. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 00:25:04 UTC
From: dmb@case.ai.mit.edu
Message-ID: <381p10INNqp9@life.ai.mit.edu>
Source record: 178837

In article <Cxp2G0.G42@world.std.com>,
ysiu@lexicor.com <Lexicor@world.std.com> wrote:

>comp.sys.atari.st.tech -> discussion of atari st hardware

This is not a correct summary of the charter for the group. I'll include
my original CFD below as evidence of this. IMHO, the best thing to do if
you are unhappy with a single technical group is to remove .tech and add
.programmer and .hardware, or something like that. I don't see how the
traffic in this group merits any new groups, but that's for you all to
argue -- I've had my fill of news.groups flame wars.

>Maybe you haven't seen it, but I've seen people scared off from programming
>questions because others said it didn't belong here.

Those people are incorrect.

Dave Baggett

[original CFD and charter follows, new comments enclosed in square brackets]

>Article 27996 of comp.sys.atari.st:
>Xref: wam news.announce.newgroups:419 comp.sys.atari.st:27996
>Path:
wam!haven!ames!think!zaphod.mps.ohio-state.edu!uwm.edu!bionet!turbo.bio.net!wam.umd.edu
>From: dmb@wam.umd.edu (David M. Baggett)
>Newsgroups: news.announce.newgroups,comp.sys.atari.st
>Subject: CALL FOR DISCUSSION: comp.sys.atari.st.tech
>Message-ID: <1990Apr13.225146.7988@wam.umd.edu>
>Date: 22 Apr 90 22:51:46 GMT
>Sender: lear@turbo.bio.net
>Reply-To: dmb@wam.umd.edu (David M. Baggett) [NO LONGER VALID]
>Followup-To: news.groups
>Organization: University of Maryland at College Park
>Lines: 70
>Approved: lear@turbo.bio.net [DO NOT REPLY TO THIS ADDRESS]

This is the first call for discussion regarding the creation of a new
newsgroup comp.sys.atari.st.tech. The discussion period will end
on Monday, April 30, 1990. (Total discussion time will be 18 days.)

Initial proposals (to be discussed during the discussion period):

Name
---

comp.sys.atari.st.tech

Charter
------

comp.sys.atari.st.tech will be devoted to technical discussion
regarding Atari ST software and hardware. Examples of topics to
be discussed in this newsgroup include:

"What are the pinouts for the ___ port on the ST?"

"Has anyone managed to hook up a ___ successfully?"
(Assuming this is a nontrivial task)

"Which system vector controls ____?"

"What is the official, Atari-sanctioned method of doing ___?"

"What are the specs for ___ file format?"

"How does ___ manage to get 20 million colors on the screen?"

"What is the best way to do fine scrolling?"

Examples of topics NOT to be discussed in this newsgroup include:

"How do you get past the dragon in ___ game?"

"For sale: ___"

"New product announcement: ___"

"My ST is better than your ___ because"

"My ___ is better than your ST because..."

"Atari's financial situation is ___"

Moderated?

My initial proposal is that this group should be unmoderated.

Voting for/against:

The official vote will not be taken until after the discussion period
has ended. No votes will count officially until the CALL FOR VOTES is
made.

Thanks.

Dave Baggett
dmb@cscwam.umd.edu [NOTE: no longer valid!]
--
dmb@ai.mit.edu MIT AI Lab He who has the highest Kibo # when he dies wins.
ADVENTIONS: We make Kuul text adventures! Email for a catalog of releases.

1160. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 00:26:26 UTC
From: rzb20@ccc.amdahl.com
Message-ID: <1994Oct19.002626.11075@ccc.amdahl.com>
Source record: 178728

In article <38050i$r95@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

(quotes omitted concerning proposal for comp.sys.atari.programmer and
David Stevenson's response have been omitted to save photons)

>Come on come on how about being POSITIVE, go have a look at the Amiga groups,
>we leave a lot to be desired...
>
>YES WE DO NEED A PROGRAMING GROUP..
>
>So Please put brain into gear before posting, that is if you have one...:-)
>May be you need to move over to the PC clone patform, you are obviously
>not to intrested in Atari groups......!!!

At the risk of starting a flame-fest, let's try to be less rude. David
Stevenson is a long-time Atari supporter.

>If you think about it the more specific groups there are the less chance
>of cross posting....

Well, if the groups are clearly distinct, like .source / .binaries
that's probably true. However, since programming is undoubtedly technicalot
I would expect most .programmer msgs to be crossposted to .tech. The
volume of messages surely isn't high enough to warrant splitting. Ask
yourself: how many people would decide to subscribe to .tech and NOT
.programmer, or vice versa ? If the answer is "almost no-one", then
creating a new group can't help (and it will almost certainly increase
the number of messages to scan).

Roger Burrows
--
Roger Burrows | (613) 238-8151 | rzb20@juts.ccc.amdahl.com |
Amdahl Corporation | | |
[The opinions expressed above are mine, solely, and do not]
[necessarily reflect the opinions or policies of Amdahl Corp.]

1161. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 00:56:30 UTC
From: lexvan@knoware.nl
Message-ID: <CxwAM7.62B@knoware.nl>
Source record: 178833

I say YES!!!

Good luck,
Lex Vanderwal.

--
---
lexvan@runner.knoware.nl
Cape Photographic Durchmusterung

1162. Looking for the FAQs

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 01:27:00 UTC
From: asges@orion.alaska.edu
Message-ID: <1994Oct18.212700.1@orion.alaska.edu>
Source record: 178835

I looked at MIT's pub/usenet directory for Atari.St faq files and nothing was there. I am interested in obtaining an St system, mostly for games and netsurfing. Is a 520 system sill compatible with much of the game software out there and are there any magazines that cover any kind of St momvement?

1163. Re: Unwanted: MiniX partition

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 01:52:31 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Bs6Xqmn.lmcclure@delphi.com>
Source record: 178836

In a message dated 10-16-94, Steve Taylor asked:

"Short of copying my entire hard disk onto floppies,
formatting the drive, then copying everything back,
has anyone got any idea how I can get my 9 meg back?"

(1) Load ICDFMT.PRG

(2) Select your drive from the menu

(3) Select the "PARTITION" button

(4) Select the affected partition

(5) Select the "Write Partition Info Only" button at the bottom of
the dialog. Make certain you have "GEM" as the partition type...
edit this if necessary. This assumes the start and end sector
information is already present (according to what you described,
it should be). If this had been a GEM partition before, the data
would still be present. With a custom partition, it may be there,
but unreconizable or garbaged, possibly necessitating moving on
to the next step.

(6) If for some reason this fails, repeat steps 1-4, but instead of
step 5, select the "Rebuild One Partition Only" button at the
bottom of the screen. All data on this partition (but no other,
if the start and end sector info is correct) will be lost.

1164. Hardware for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 02:20:45 UTC
From: Michael_Silver@brown.edu
Message-ID: <Michael_Silver-181094212045@cis-ts4-slip7.cis.brown.edu>
Source record: 178838

I still have some ST stuff for sale with any reasonable offer. Buy it all
or in pieces.

2 double sided disk drives

1 SC1224 color monitor

1 520 ST upgraded to 1 meg of ram

EMail to Michael_Silver@brown.edu

1165. JOVE Emacs clone Need *Help*

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 02:46:36 UTC
From: info@kora.pn.com
Message-ID: <H.ekBL.9&zdb1GYO8s@kora.pn.com>
Source record: 178839

```
If anyone knows where their are any Docs, Man.pages or readme files
for the JOVE editor <Emacs clone> Please let me know.
Thanks
Dave Gilden INTERNET>> dgilden@kora.pn.com
```

1166. FS: PS 3000 $125

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 03:24:29 UTC
From: mbates@netcom.com
Message-ID: <mbatesCxwHGt.C61@netcom.com>
Source record: 178840

I have a PS3000 Color Monitor for sale. This is the JVC color monitor
with a built-in Disk Drive. I have upgraded it to a DSDD drive. Works
GREAT.
I would like $125 plus shipping
-Marlin

1167. Mega 4 / Megafile 60 FS

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 03:35:43 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <38246f$ga1@usenet.INS.CWRU.Edu>
Source record: 178841

I have decided I want a Falcon!
Please offer on the following equipment . . .

- Mega 4 ST, TOS 1.4, mint condition.

- Megafile 60 MB Hard Drive. Again, mint condition

Thanx!

1168. Cyrel Sunrise Card

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 03:51:55 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <38254r$cok@charm.magnus.acs.ohio-state.edu>
Source record: 178842

I am interested in hearing from the elite. TT030 owners that also use a CyRel Sunrise M16-1280 graphics card.

How, well does it perform? Does it solve the dull graphics problems for the TT?

Does it work well with such programs a X-Boot, STalker, and First Word Plus (TT version).

What, about paint programs, picture showing programs.

I hope you netters can help me out. I need the hard facts about what I need to make the transition to this VME options.

Raymond Collins	Atari TT030 4/4 MB ST/TT RAM 245 HD
rcollins@magnus.acs.ohio-state.edu	Travel By ZyXEL 19,200 bps
or rcollins@freenet.columbus.oh.us	Die Hard Atari Fan since 1983

1169. Re: ENDLESS INCOME!

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 04:47:09 UTC
From: nathan@cco.caltech.edu
Message-ID: <3828cd$p39@gap.cco.caltech.edu>
Source record: 178627
Cross-posted to: comp.sys.atari.st,comp.sys.apple2

In article <Cxvy0E.GtH@dfw.net>, <EVT@alpha.dfw.net> wrote:

It looks like MAKE.MONEY.FAST (aka LOSE.ACCOUNT.FAST) has found
a new home, one in the bank robbing business :)

> BE YOUR OWN BOSS AND EARN A LIFETIME RESIDUAL INCOME OF OVER
> $200,000 PER YEAR!!

Hmmm. Rob a bank, get $4000. Get visited by Guido that weekend,
you lose. You made $4000/week, which is a very short lifetime of
200,000/year :)

>
> THIS BUSINESS OPPORTUNITY
> REQUIRES NO INVENTORY INVESTMENT,
> AND TAKES LESS
> THAN 1 HOUR PER MONTH TO DO!

Yeah. How much work is it to go into a bank and say "gimme
everything"?

>----THIS IS THE BEST "NO HASSLE" PART TIME BUSINESS EVER DESIGNED!----
Definitely. You won't be hassled too much in prison, not until
your cellmate starts calling you 'sugar'.

>HERE ARE SOME HIGHLIGHTS OF THIS EXCITING PART TIME BUSINESS:
>* Get started for less than $30!
One saturday night special isn't that much, true.

>* THE INCOME POTENTIAL IS UNLIMITED!!
And the potential to push up daisies or just do pushups the rest
of your life

>* No Inventory, No Paperwork, or Quotas!
Nah. Don't need any of that from Prison

>* No need to make phone calls, and it's totally discreet!
Remember: wear a mask with eyeholes.

>* No need to bother friends or relatives! Company supplies leads!
"We'll send you a phone book with the banks circled"

>* Earn Fabulous, World Wide Vacations from the comfort of your home!
To Alcatraz, Siberia, and the Sahara, not to mention all of the
neat courthouses

>* Members enjoy low cost group dental insurance & prescription drugs!
Get Uncle Sam to pay for it, yeah, I guess that's low cost

>* EASY TO EARN BIG $$$, anyone can do it!
Anyone with a positive IQ, you mean. And anyone with an IQ greater
than the square root of their IQ will not do it.

>* Member's unique investment program, will be your ticket to wealth!
Invest in a cheap gun, get a bit of money. Big deal. Let's see
you keep it.

>* No meetings or presentations are necessary!
Doesn't presenting your gun count?

>* Members can purchase name brand products near manufacturer's cost!
If you're looking for a new license plate

>* Rock-solid, long-term program that will produce a lifetime income!
3 strikes, and you've got a lifetime job making big rocks smaller.
What more do you want?

>* YOU CAN MAKE MORE IN ONE MONTH, THAN WORKING ALL YEAR AT A JOB!
You'll make more the first 5 minutes of a bank robbery than you'll
make in the next year, yeah.

> FOR FREE INFORMATION,
But braincells are extra

> AND A FREE $100 TRAVEL GIFT.....
"We'll even point you to a different bank than you normally use
so all the tellers won't recognize you"

> Please send a stamped self-addressed, #10 envelope to:
> Endless Income
c/o FBI Investigative Services
> FT. WORTH, TX. 76124-1469

>PS: PLEASE, IF YOU DO NOT LIKE THIS POST, GO ON TO THE NEXT! For
>every one that does not like it, five do! Too much bandwidth is
>waisted by NET-JERKS discussing the merits of everyone's posts!
>SEND ALL CORRESPONDENCE BY MAIL, AND PLEASE NO E-MAIL, OR FLAME!

In other words, "I'm too smart for you folks, and if you dare to
flame me, I'LL SPEAK IN ALL CAPS AND CALL YOU A NASTY NAME". Go to
hell, bozo, and you might get off on the excuse of "I left my terminal
unattended" Also, who the f**k are you to call the rest of us jerks?
We use a little more bandwidth discussing things so that 10 bozos
like you don't do this everyday, which is a far better thing. At
least you said "please no flame", but since there's one of you and
lots of us, you'll just have to deal with the flames :)

I'd like to see even five letters of appreciation from people,
never mind this bogus claim of a 5:1 appreciation ratio. If it's so
great, how about a description why this silly thing works (you forgot
to put in the request for $5 with each envelope, or does that come

next?) or some letters of appreciation from people (other than
yourself) who have gotten this pyramid scheme to work? Bet none of the
references you'll give have a chance of existing.

--- Speaking to the rest of you...

Rather than simply flaming this bozo to hell, I decided to make
fun of his 'enterprise'. What do you know, my descriptions fit his
claims... :)

Nathan Mates
-- Really should get back to homework :)
--
* Nathan Mates http://www.ugcs.caltech.edu/~nathan/ *
* Ftp humor archiver: ftp to cco.caltech.edu, look in pub/humor *
* "Always listen to experts. They'll tell what can't be done, and *
* why. Then do it." -- Robert A. Heinlein, Lazarus Long *

1170. LaTeX Available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 07:44:20 UTC
From: cc103@city.ac.uk
Message-ID: <1994Oct19.074420.4142@city.ac.uk>
Source record: 178843

I am looking for LaTeX for the Atari ST. I have found TeX on
Atari.Archive but would like LaTex if I can get it.

Thanxs in advance.

--
Stephen Norman - Nogssoft Software
E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Life is a lemon and I want my Money Back

1171. Re: Medusa benchmarks

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 07:50:28 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <382j44$3p3@percy.cs.bham.ac.uk>
Source record: 178844

t94patsa@ida.liu.se (Patrik Sanfridsson) writes:
>Has anyone run GEM-Bench on the Medusa. Please post the results

The Medusa currently only gets about 5.6 kWhetstones as the 040's
copyback mode could not be enabled because of problems with TOS. When
the Medusa people fix this, they should get about 7M Whetstones.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1172. Re: Dodgy DMA Chip Number

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 08:11:03 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <382kan$35l@infa.central.susx.ac.uk>
Source record: 178846

BLAIR DEAN (bdean@hpb.hwc.ca) wrote:
: Steven Constantine (kaps3@central.susx.ac.uk) wrote:
: : Can someone please post the number found on DODGY DMA chips please - I
: : saw it a few days ago but forgot to note it down.

: : Cheers,

: : Steve

: On a 1040STe; the 'dodgy' DMA chip is part number C025913-38.

: the 'correct' DMA chip is part number C398739-001.

Many thanks to all who replied.

Steve@sussex

1173. Re: ARJ....!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 09:18:16 UTC
From: vctec@westminster.ac.uk
Message-ID: <CxwxuH.69E@westminster.ac.uk>
Source record: 178704
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: Well lets get the strait, the Stuff that has been place on a number
: of Archive site.....
: ARJ992.TOS and ARJ992A.LZH
: TU-BERLIN list this as German, NO they are wrong..
: they also list it as UNARJ again the are wrong,
: they also list it as the JUNIOR Version,
: again they are wrong....
: It is a ARJ and a UNARJ, and includes German/English versions
: and the Junior one....

HENSA got it right.... ;-)

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1174. Re: MPEG Player version 0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 09:49:25 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <382q35$8do@parsley.csv.warwick.ac.uk>
Source record: 178845

In article <10667@gos.ukc.ac.uk>,
mdg@ukc.ac.uk (M.D.Griffiths) writes:
>
>I will definitely add sound support. How many people would like a windowed
>version, even if it was true colour only ?
>
>
>Griff
>--
I certainly would. I can see it being slightly slower, but with the speed
it has at the moment it wouldn't bother me :-)

Paul

1175. WP/DTP Package with Postscript output?

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 10:05:51 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <382r1v$8hg@parsley.csv.warwick.ac.uk>
Source record: 178705

Over the next 20 or so weeks I need to produce a lengthy report documenting my final year project. I therefore need a decent package for my Falcon which will allow me to produce a Postscript file which can be sent to one of the printers here at Uni.

I was interested in Papyrus, but the main programmer says he has no plans to produce a PS engine for the program. Looks like the demo of Papyrus will just have to be a flashy text editor...

Can anyone comment on the following proposed solutions?

1) Calamus 1.09N and the Postscript module

2) Da's Layout

3) NVDI 3 getting a PS driver?

4) Anything I haven't thought of...

In the report I will need different font styles and sizes, simple .GEM drawings etc. (and contents generation would be nice)

Thanks,

Paul
3rd Year Comp. Sci.

1176. Re: OMEN

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 10:31:13 UTC
From: ceebsm@cscd4c12.caledonia.hw.ac.uk
Message-ID: <Cxx182.A8H@cee.hw.ac.uk>
Source record: 178736

In article <CxtJGK.MAr@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta)
writes:
>
>Craig Graham (Craig.Graham@ncl.ac.uk) wrote:
>: v2.46 of OMen worked fine on my f030 4/32Mhz + SVGA monitor, but
>: no matter what mode I start v2.50d from, it still shags the screen by
>: setting some ridiculous mode on start up.
>
>This is interesting really...
>
>I have tried OMEn 2.50d on my ST in both TOS 1.06, and TOS 2.06 mode,
>and I always get a garbled screen....and can't do anything...even
>though I can sort of see mouse movements there...
>
>My friend who has tried this on his TOS 2.06, says that it works.....
>
>Hmmmm....anyone any ideas?
>

I had the same problem until I worked out that the program HAS to be running
at 60Hz. So switch to this frequency and it will work, in colour mode
anyway.

Hope this helps,

Barry
--
++
+++ InterNet: ceebsm@clust.hw.ac.uk +++
+++ ceebsm@caledonia.hw.ac.uk +++
+++ ceebsm@cee.hw.ac.uk +++
+++ Barry S. Munro ++++++++++++++++++++++++++++++++++

1177. Thanks for GFA help

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 10:48:44 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.782563724@paddington>
Source record: 178712

I'd just like to say a big 'thanks' to all who dropped me a line
and code to do with my GFA problem, and I think it's sorted now...

Cheers all you GFA gurus!

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

1178. Questions, Answers page ready.

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 10:51:06 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <382tmq$fuo@mserv1.dl.ac.uk>
Source record: 178707

I have now included a questions and answers page in my Atari Web pages. If I get a decent response this should prove an invaluable service to those who use it. Please send any questions to me for inclusion and state if the question is for me personally or for the Q&A pages.

If you know the answers to any of the questions in this page then again mail them directly to me for inclusion. You will receive full credit for any answers you provide, and answers will appear in the Web page next to the question and will also be mailed directly to the person who posed the question for those who don't have Web access but want to use this service.

I rely on your support so please mail your questions and answers to me.

Thanks,

Mark msh@dl.ac.uk

(Atari Web Pages : html://www.dl.ac.uk/MISC/ATARI/atari.html)

1179. Re: WP/DTP Package with Postscript output?

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 10:59:30 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <382u6i$9t3@percy.cs.bham.ac.uk>
Source record: 178709

csulw@csv.warwick.ac.uk (Paul Donovan) writes:
>Over the next 20 or so weeks I need to produce a lengthy report
>documenting my final year project. I therefore need a decent package
>for my Falcon which will allow me to produce a Postscript file which
>can be sent to one of the printers here at Uni.
[...]
>3) NVDI 3 getting a PS driver?
>
>4) Anything I haven't thought of...

NVDI probably won't have a PostScript driver, but Robert@COMPO has
hinted that COMPO are investigating the possibility of a PS driver for
Speedo 5. I assume it will work with NVDI 3!

Your best bet ATM is to find a Laserjet and print on that. There are
plenty of LJ drivers for Atari apps.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1180. Jeff Minter's Llamazap - Quote From Atari UK

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 11:04:32 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <382ug0$of@whitbeck.ncl.ac.uk>
Source record: 178711
Cross-posted to: rec.games.video.atari,comp.sys.atari.st

I mailled Darryl Still at Atari UK about the release of Llamazap, and
other related stuff on unreleased software (TOS5, etc) and here's what
he had to say.....or someone at atari had to say anyway (no-one put a
name at the bottom of the message, so it could have been anyone there).

==========QUOTE==========
>Date: Tue, 18 Oct 94 17:49 BST-1
>From: atari@cix.compulink.co.uk (Atari Corporation UK)
>Subject: Re: Llamazap : Falcon Game
>To: Craig.Graham@newcastle.ac.uk
>Reply-To: atari@cix.compulink.co.uk
>Message-Id: <memo.685316@cix.compulink.co.uk>
>In-Reply-To: <memo.683731@cix.compulink.co.uk>
>
>We HAVE given it to somebody else. Llamazap, Steel Talons and Dino Dudes
>will be released by 16/32 software (nharlow I believe is the Cix name)
>and certainly Llamazap should be on sale at the Future Entertainment Show.
>
>OK, so why would Ofir Gal know more about TOS 5.0 than Atari? It is not stable
>it is not finished therefore it does not exist.
>
>Atari is in business to make money. To package and release falcon titles
>like those above takes much time, resources and effort and Atari decided that
>putting those factors into other things would be more profitable for it
>and was VITAL to the survival of the company. This has paid dividends and
>has allowed us to do the deal with 16/32 and ensure the future of Falcon,
>something that would not have happened if we had not concentrated so much
>and been so successful with the Jaguar launch.
>
>the long term view is much more important than short term demands.

==========UNQUOTE==========

So - Llamazap gets a release at FES (finally).
But I still think the reply is laden with bad attitude towards me and
other disgruntled falcon owners (esp. the bits about TOS 5).

Ce' La Vie. I'll buy it anyway.....

Craig.

-- -
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------ o --------------------------

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

1181. Problems with printer in SPECTRE 3.0

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 11:48:33 UTC
From: biofotos@ars.ath.forthnet.gr
Message-ID: <2840SBHWSAQANOJQTX@ars.ath.forthnet.gr>
Source record: 178848

Hi to all
I have this problem. I run SPECTRE 3.0 in my FALCON and it seems that
there is a problem handling the Centronics port. The problem lies too to
the TT as far as I know. I have a DESKJET 520 and it can't be reset.
Is there a fix for that (I have heard something in the past) ?
Thanks in advance
Spiros

****
biofotos@ars.ath.forthnet.gr
****

--
Sent via ARS_FORUM ONLINE INFORMATION SYSTEM, ATHENS GREECE

1182. jpeg viewer?

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 11:58:56 UTC
From: ajdw@st-and.ac.uk
Message-ID: <3831m0$fr@calvin.st-and.ac.uk>
Source record: 178723

```
Is there a jpeg viewer for the Atari ST(520stfm upgraded to 2 1/2meg)
I've got a gif viewer (fastgif, but I would like to view jpegs as I can
get more on a disk

Thanks

Adam
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ Mail: ajdw@st-and.ac.uk Or ajdw@dcs.st-and.ac.uk +
+ X400: /S=ajdw/O=st-andrews/PRMD=UK.AC/ADMD= /C=GB/ +
+============================================================================+
+ "Well of COURSE they're VHS, only an idiot would own BETA" +
+ "Or someone who believes a womans orgasm is brought on by yelling +
+ `Cmon will ya!'" Married...With Children +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

1183. Re: Demos

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 12:09:07 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <383293$fcm@bs33n.staffs.ac.uk>
Source record: 178717

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
:] I've heard that Dune is making an Wolfenstein-Clone for the STE. Is this tr
:] and when will it be out (I hope, very soon!) ?

: It was supposed to be ready a fair while ago. (If I'm thinking of the
: same people). I doubt it'll happen!

: Of course, I could (hopefully) be wrong!

Well Dune certainly have the talent there, let's just hope they have the
inclanation!

Richard Davey
Falcon Owners Group (UK)
--
email to this address should now work!

1184. Re: What Programs...

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 12:14:32 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3832j8$fcm@bs33n.staffs.ac.uk>
Source record: 178718

How about a FLI to MPEG convertor? (or vica versa?)
I also had an idea for a Falcon program which works something like this:

There are so many different resolutions on the Falcon, lots of programs only work on some, work faster in others etc... so how about an AUTO folder program or ACCessory that lets you assign a screen resolution to a program, when you launch that program the display changes accordingly and changes back again. Thus saving you the hassle of the Video Modes window.

Just my idea anyway...

Richard Davey
Falcon Owners Group (UK)
--
email to here should work now

1185. Re: Falcon serial port

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 12:16:57 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3832np$fcm@bs33n.staffs.ac.uk>
Source record: 178719

Laurent Charriere (charrier@int-evry.fr) wrote:
: My Falcon's serial port will work correctly only after a reset.
: Why ? Is there a remedy ?

: Tanks in advance,

: LC.

In the house where I live we have my Falcon linked to a PC, an A1200 and
an A500+ all via a serial link and we experience no 'reset' problem.
Maybe it's a hardware thing, or maybe you are running system unfriendly
programs? Some more information would be helpful to diagnose the problem.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

1186. Re: OMEN

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 12:21:21 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <383301$fcm@bs33n.staffs.ac.uk>
Source record: 178720

Another rather annoying bug i've found on OMEN on the Falcon (tos 4.02) is that the files it creates cannot be deleted from the desktop, only via the OMEN system itself. This is due to the filenames having odd characters (lower case letters etc) in them. When you drag to trash on the desktop it has says error in file name, then try renaming it and you get a rename error.

Sorry if this bug has been covered already, but its a damn annoying one. Although it may be a TOS bug I hasten to add.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

1187. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 12:24:31 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38335v$fcm@bs33n.staffs.ac.uk>
Source record: 178721

As a thought I guess if you all moan so much about a
comp.sys.atari.falcon how about using the following format when posting
messages (idea taken from alt.ascii.*)

[ST] - Guess?! An STFM related question/enquiry/post
[STE] - An STE only post
[FAL] - A Falcon related post
[GEN] - Applies to all Atari computers
[REQ] - A request

Ie this thread would have been a [GEN] comp.sys.atari.falcon ?
another example... [FAL] Mugwumps Demo on a VGA

Does *that* sound any better guys 'n gals?

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

1188. Re: What *is* TT-fastram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 12:30:38 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3833hf$ecq@ugle.unit.no>
Source record: 178716

Dud@u.Washington.Edu,
In a message on 17 October, wrote :

dR> cummins@osuunx.ucc.okstate.edu (John Cummins) writes:
dR>
dR> >ST memory is shared with the video (and I believe, DMA) hardware in a "c
dR> >cycle sharing mode" (CPU cets a shot, other hardware gets a shot, repeat
dR> >This was great when the cpu was slower...
dR>
dR> >Now the TT memory can be accessed cycle after cycle by the CPU and is on
dR> >limited by RAM speed and CPU speed. Starts twice as fast and can be mad
dR> >faster!!!
dR>
dR> >Got it? ST RAM is neccessaty for compatability, but the use of TT RAM f
dR> >but the final displayable images and DMA IO make programs fly.
dR>
dR> Actually, from my understanding, this is not true. Yes, ST RAM in a TT
dR> is used for screen memory, but that's not why it's slower. See my
dR> previous post for more info on that...
dR>
dR> The reason why ST RAM is in a TT is for compatability, because there are
dR> a few programs that don't expect to be able to access RAM 32 bits at a
dR> time; usually these programs are older and do funky things. Tempus text
dR> editor is an example. If I understand it correctly, the 68000 has 24
dR> address bits, 16 of which can be used for memory access (because the chip
dR> can only handle a 16 bit data bus), but Tempus used the extra address
dR> bits (<16) to speed up scrolling, I believe. When you try to run it on a
dR> TT, which uses 32 bit addressing, those extra 8 bits can't be used by
dR> Tempus and it crashes. (please correct me if I'm wrong on this)
dR>

Wrong.
The ST ram in a TT is accessed 32 bits at a time by the processor, and 64
bits at a time by the video logic.
The term ST ram comes from the fact that the memory is located below 16
Megabyte - that is within the 24 bit address-space. This is the only
address space the 68000 (and ST) can access - therefore the term.
TT - ram is located at memory locations above $00ffffffff. And as was
mentioned by John Cummins, it is not shared with the video-logic.

dR> >jc (Wishing I had a 19" monochrome TT!!!!!)

Hey, what's so wrong with a 21" monochrome TT :-)))

dR> No, you wish you had a TT with a SuperNova graphics card and a 21" monito

Nah, not for my use anyway...

dR> :)
dR>
dR> Dan

Erling

1189. Re: Falcon Hardware Upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 12:31:53 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Oct19.123153.1426@cathy.ijs.si>
Source record: 178849

In article <37uk3t$d72@liberator.et.tudelft.nl>,
Henrik Kjellsson <hkjdv93@hv.se> wrote:
>In article EJQWCIUWUp@dksoft.ping.dk, Kim@dksoft.ping.dk (Kim Andersen) writes:
>>In <37oifj$j35@news.kth.se> Bjorn Eriksson wrote :
>>>Hello, recently I read about a hardware accelerator for the
>>>Falcon in ST User. I think the card was called something like
>>>'The Speed Resolution Card' and was sold by some german company.
>>>Does anybody out there know anything about this card (performance,
>>>where to find it, ease of installation...) ?
I have written an article on this speed enhancement card for the AEO, and I have now verified that the article is in the latest issue. The card is available from Hard & Soft in Germany. If you read my article, you will find that the instalation is complicated, which is why H&S charge 100 DEM (1/4 of the price!) for instalation.

The speed increase is, IMHO, worth it. I get anywhere from 160-170% speed increase in real-world applications. Tight, cacheable loops can get as much as 250% faster.

Note that I am just a satisfied customer, and not in any way associated with the company.

From their ad in ST-computer:
Hard & Soft
Obere Muensterstrasse 33-35
44575 Castrop-Rauxel
Phone: 02305/18014
Fax: 02305/32463

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

1190. Re: AVR to AIFF conversion

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 12:33:18 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3833meEghg@uni-erlangen.de>
Source record: 178732

lexvan@knoware.nl (Lex Vanderwal) writes:

>I am looking for a program that converts .AIFF sound files to the .AVR
>format - sources would be even better!

If anybody could give us the AIFF specs we would be glad to add this format
to our sound file converter '525'.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

1191. Re: Jeff Minter's Llamazap - Quote From Atari UK

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 13:01:36 UTC
From: michrm@central.susx.ac.uk
Message-ID: <3835bg$7tn@infa.central.susx.ac.uk>
Source record: 178641
Cross-posted to: rec.games.video.atari,comp.sys.atari.st

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: I mailled Darryl Still at Atari UK about the release of Llamazap, and
: other related stuff on unreleased software (TOS5, etc) and here's what
: he had to say.....or someone at atari had to say anyway (no-one put a
: name at the bottom of the message, so it could have been anyone there).

: ==============================QUOTE=======================================
: >Date: Tue, 18 Oct 94 17:49 BST-1
: >From: atari@cix.compulink.co.uk (Atari Corporation UK)
: >Subject: Re: Llamazap : Falcon Game
: >To: Craig.Graham@newcastle.ac.uk
: >Reply-To: atari@cix.compulink.co.uk
: >Message-Id: <memo.685316@cix.compulink.co.uk>
: >In-Reply-To: <memo.683731@cix.compulink.co.uk>
: >
: >We HAVE given it to somebody else. Llamazap, Steel Talons and Dino Dudes
: >will be released by 16/32 software (nharlow I believe is the Cix name)
: >and certainly Llamazap should be on sale at the Future Entertainment Show.
: >
: >OK, so why would Ofir Gal know more about TOS 5.0 than Atari? It is not stable
: >it is not finished therefore it does not exist.
: >
: >Atari is in business to make money. To package and release falcon titles
: >like those above takes much time, resources and effort and Atari decided that
: >putting those factors into other things would be more profitable for it
: >and was VITAL to the survival of the company. This has paid dividends and
: >has allowed us to do the deal with 16/32 and ensure the future of Falcon,
: >something that would not have happened if we had not concentrated so much
: >and been so successful with the Jaguar launch.
: >
: >the long term view is much more important than short term demands.

: ================================UNQUOTE=====================================

: So - Llamazap gets a release at FES (finally).
: But I still think the reply is laden with bad attitude towards me and
: other disgruntled falcon owners (esp. the bits about TOS 5).

: Ce' La Vie. I'll buy it anyway.....

: Craig.

This just epitomises the whole Atari attitude. I often wish that I had gone
for a PeeCee just because the whole Atari thing stinks. The Jaguar has begun

to be popular so lets just forget the falcon and all those people who forked out for it.

Michael

1192. Re: NECROMUNDA by PARANOIA

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 13:09:03 UTC
From: chainxor@kom.auc.dk
Message-ID: <3835pg$laq@news.iesd.auc.dk>
Source record: 178735

Have you seen CYCEDELIC KNOCKOUT for Falcon ??
I can tell you - It`s a VERY COOL demo !!!!`
It`s a techno-trance kind of demo with 8-channel 16-bit music and a huge intro.

I love demos - I think it`s great watching demos. Sometimes better than games, because I mostly haven`t got time to play games. A demo doesn`t take houres to "complete" - ya know :-)

Keep Cool and Flying....

ChainXOR...

1193. Re: Falcon Hardware Upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 14:08:02 UTC
From: chainxor@kom.auc.dk
Message-ID: <383982$mmk@news.iesd.auc.dk>
Source record: 178850

Hi there,

I also have a Speed Resolution Card installed. And I have a few minor problems, which I hope you could help me with....

When I run in 20 Mhz CPU and 20 Mhz BUS, the computer have problems in reading correctly from the floppy drive. There are no error messages, the data read from the floppy is just somewhat corrupted and the same thing happens if I copy a file on to floppy disk than the data is getting corrupted.

Are you familiar to this problem, if so - do you have an explanation ???

And I can`t run 40 Mhz on my Falcon, the max. is 36 Mhz with 18 Mhz BUS.
Would it work if I put an active cooler onto the 68030 ???
Or does problem lie in interferance because of the relatively high clock ??

The other problem is that games using Jaguar Joypads doesn`t run correctly with SpeedRes.Card installed. I`m quite sure that the reason for this lies in the four wires mounted close to the Joypad ports for software control of the BUS frequency.
I`m thinking of putting a four-terminal switch between those wires, so that I just can switch all the four wires off before staring a Joypad game.

Do you have a better solution ?

Keep Cool and Flying....

ChainXOR...

1194. Re: LaTeX Available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 14:26:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <383a9o$mmk@news.iesd.auc.dk>
Source record: 178701

LaTeX is avaiable for Atari-platforms in the name of MultiTEX from MaXON COMPUTER in Germany. It`s halfway commercial, they call it "sonderdisks" - means something like "special disks".
It has everything that a LaTEX system must have, but I'm still in the learning process of LaTEX so I can`t say more now.
By the way I can tell you what I remember right here, it can export to PostScript format (very useful indeed), the LaTEX compiler comes in to versions - one for standard ST(e) and one for TT/Falcon with 68882 Co-processor for faster compilation.
You get both versions when purchasing MultiTEX.

I haven`t got the address of MAXON right here, but I'll try to find it at home if you`re interested.

Hope this could help a bit..

Keep Cool and Flying....

ChainXOR..

1195. Uploading some Icons (question)...

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 14:31:26 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <383aju$f9d@charm.magnus.acs.ohio-state.edu>
Source record: 178702

Hi all,

I've been fairly unimpressed thus-far with the Icons available for Neodesk 4.0 (most of which are from Windoze and thus pretty darn stupid looking IMHO of course). So, I've been converting a bunch of Macintosh Icons, which are generally much nicer looking and more creative. I've set up a 'user-defined' pallate for Photoshop on the Mac which allows me to screen-snap 256 color Mac icons, and then dither them to the default 16 colors that NeoDesk 4.0 uses! What this means is that all of the icons look about right, rather than having screwed-up/random colors. Unfortunately, most of these are only effective in 16 color modes or higher on the ST (dithering the icons to B&W does not produce acceptable results, and many Mac Icons are not well-designed for B&W in the first place).

What I'm getting at though, is that I would like to release these into Public Domain with as little work on my part as possible ('cause I'm lazy see...). And, though I've been using the net for years now, I've never actually uploaded anything to an FTP site. Is there a proper process to follow, or should I simply upload them to the 'Incomming' directory at umich for example? Also, I would like to post them to GEnie. I do have an account, and, this looks like a fairly simple process, but any advice useful to a person who might miss the 'bluntly obvious' would be welcome on either of these topics!

Thanks!

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's 'Statistics of Deadly Quarrels'. You've probably never heard of it even though its relevance to the mess you're in is at least as great as that of Darwin's 'On the Origin of Species,' which you learned about in fourth grade. And that's because it's so completely terrifying only those 'experts' who are adequately armoured with preconceived contrary ideas which will enable them to disregard Richardson's work completely ever get to study it."
- Chad C. Mulligan

1196. Dave Small ??

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 14:59:23 UTC
From: to43211@aida
Message-ID: <383c8b$4ml@reseau.cict.fr>
Source record: 178703

I'm searching informations about Dave Small. He wrote in St Magazine some month later...
They (St mag 'authorities') say that he was ill??

Beg your pardon, my english is to bad !!!

Waiting news ...

Macumba

1197. Re: ENDLESS INCOME!

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 15:13:07 UTC
From: kevinb@central.susx.ac.uk
Message-ID: <383d23$a0u@infa.central.susx.ac.uk>
Source record: 178713
Cross-posted to: comp.sys.atari.st,comp.sys.apple2

EVT@alpha.dfw.net wrote:-

> BE YOUR OWN BOSS AND EARN A LIFETIME RESIDUAL INCOME OF OVER
> $200,000 PER YEAR!!

> PS: PLEASE, IF YOU DO NOT LIKE THIS POST, GO ON TO THE NEXT! For
> every one that does not like it, five do! Too much bandwidth is
> waisted by NET-JERKS discussing the merits of everyone's posts!

(Apologies in advance if this crosses with any debate which has not yet reached this site!)

I agree that "Too much bandwidth is waisted by NET-JERKS discussing the merits of everyone's posts!"; and have therefore used email to express how much I "liked" this junk posting, and enjoyed being preached to by a company with no concept of netiquette. No doubt the corresponding five happy punters who were pleased to see the original message will wish to express their gratitude by this means also.

Kevin

1198. Re: color screen dump

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 16:08:04 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <383g94$7re@proffa.cc.tut.fi>
Source record: 178706

In <380lcq$6uj@mailer.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>There are a number of programs that intercept the "print screen" keypress
>(ALT-Help) and instead write a screendump to disk in the form of a Degas
>picture (multiple dumps receive different file names). Some names: Dump It,
>Mobzdump, Degas Snap. I think there is at least one more. Anyway, these
>should all be on atari.archive.umich.edu. Hope that helps.

Can any of these save blocks from any size screens? Eg. program named
snapshot bombs if screen's not 32k... Image format should be IMG as
other 'ST' formats don't store image size. Images need not to be
packed, although it would be nice :-).

If someone sends me (preferably Sozobon) C-code for catching the
ALT-HELP vector using XBRA protocol, I'll might do the IMG saving
myself...

- Eero -

1199. WWW

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 16:42:58 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <782584978snz@chowgar.demon.co.uk>
Source record: 178708

Hello there,

I don't suppose anybody knows if there has been a program like Mosaic written
for the ST has there? If not, is it possible to access sites that are meant
to be accessed with Mosiac (or similar) in a different way.

Thanks.

--

Simon Moore

smoore@chowgar.demon.co.uk

1200. Re: LaTeX Available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 16:56:57 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Oct19.165658.1428@cathy.ijs.si>
Source record: 178722

In article <1994Oct19.074420.4142@city.ac.uk>,
NORMAN S L <cc103@city.ac.uk> wrote:
>I am looking for LaTeX for the Atari ST. I have found TeX on
>Atari.Archive but would like LaTex if I can get it.
Both TeX distributions for Atari include latex as well as TeX.
You see, LaTeX is simply a set of macros that gets pre-compiled with TeX and
then included when needed.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

1201. Re: Looking for the FAQs

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 17:06:01 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94292.130601STIRRE31@MAINE.MAINE.EDU>
Source record: 178710

An ST is still compatible with most of the new stuff coming out.
There are some Falcon or STE specific stuff, but most is still
ST. I would suggest getting the machine with at least 1 meg of
RAM, though, as some games and most serious software is starting
to require it. You may want to consider an STE, though. I saw
a new 1 meg STE with color monitor and software listed for $339
in ST Informer Magazine. BTW, Current Notes and ST Informer
are the only domestic Atari mags I know of. CN's address is
122 N. Johnson Rd, Sterling, VA 20164. I do not have ST Informer's
handy. Hope this helps!
-scott tirrell

1202. REQ: HD box and PSU

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 17:08:24 UTC
From: ied2@aber.ac.uk
Message-ID: <383jq8$au0@osfa.aber.ac.uk>
Source record: 178730

I've got a 60 Mb SCSI hard drive, a SCSI host adaptor, all necessary ribbon cables and bits and pieces etc. I want to hook all the drive up to my old STFM so I still need a hard drive case and a power supply. I rang Gasteiner and was told they charge exactly one hundred quid for those two items!!!
Anybody know where I can get 'em cheaper? I'm only a poor student etc etc...

Thanks in advance for any advice...

```
|\_/|
{o O}
(")
U
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
_______| Ivan Dimbleby - ied2@aber.ac.uk - "I'm immortal SO far..." |_______
\ '70 |_____________________________________________________________| '94 /
/_______\| >> tlhIngan Hol jatlH trqwI'pu'na' << |/_______\
```

1203. WTB: Atari Compendium!<?!?

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 17:08:31 UTC
From: BRUCES@VM.TEMPLE.EDU
Message-ID: <17054B8CFS86.BRUCES@VM.TEMPLE.EDU>
Source record: 178729

I am looking to buy a copy of the Atari Compendium, used, or whatever. Toad ha
s them, but I was hoping someone was unloading some Atari books and had one...
email me if you got one you wanna get rid of!

1204. Re: Gemfast 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 17:13:10 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Oct19.171310.8071@vax.sbu.ac.uk>
Source record: 178782

In article <CxM01A.BB2@cee.hw.ac.uk>, sbrown@cee.hw.ac.uk (Stuart Brown) writes:
> During the recent messages about the current state of Heat and Serve C,
> somebody mentioned a Gemfast v2.0. I'd like to know if it's available
> via ftp or whatever. If the source code is available that would be quite
> good as well.

It is out there somewhere, though it is not tested. 1.9 is the latest pucker
release.

Del

1205. Re: jpeg viewer?

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 17:20:50 UTC
From: vctec@westminster.ac.uk
Message-ID: <CxxK6r.6p3@westminster.ac.uk>
Source record: 178734

Al Bundy (ajdw@st-and.ac.uk) wrote:

: Is there a jpeg viewer for the Atari ST(520stfm upgraded to 2 1/2meg)
: I've got a gif viewer (fastgif, but I would like to view jpegs as I can
: get more on a disk

GEMVIEW springs to mind.....

Suppose I don't have to tell you where to get it from.....just look at
the header, and organisation. ;-)

Dan
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1206. HSC status - official

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 17:28:42 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Oct19.172842.8072@vax.sbu.ac.uk>
Source record: 178784

For the record, after managing to contact Ian Lepore (ianl@BIX.com) I got the official word on HSC:

Ian is now working with the 3D0 thingy, and doesn't have time for the Atari anymore. HSC 1.40 is the final version - V2.0 supported externals with names >7 chars, but nothing else dramatic. It won't be released.

Gemfast 1.9 is the last official version, but I haven't found it anywhere yet. 2.0 is also out, but has not been tested. That doesn't mean it's buggy. The source to GemFast is out there somewhere too.

Yes, I know about Sozobon 2X, but I _HATE_ working from a CLI! If I wanted to type I would be using MSDOS! When S2X is GEM friendly, I might switch to it...

Del

1207. Calamus fonts - where?

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 17:30:55 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Oct19.173055.8073@vax.sbu.ac.uk>
Source record: 178786

This sounds a bit daft, but where can I get some Calamus fonts from? Some people claim to have megabytes of them, but I picked up the ones from umich, and haven't seen any since...

Del

1208. Re: Who is working on MiNT?

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 17:41:37 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <383loh$bgs@ra.ibr.cs.tu-bs.de>
Source record: 178714

Scott Flinn (flinn@cs.ubc.ca) wrote:
: The only version of MiNT I have used is 0.95, since I haven't the
: necessary tools or resources to compile a 1.x version. My dimming
: recollection tells me that this version was produced directly by
: Eric Smith, before he began work in Sunnyvale.

: Since then I have heard two related rumours: Eric is now working on
: Jaguar things, and a binary distribution of some new version of MiNT or a
: MiNT based MultiTos (version 1.10?) is planned. Does anyone know who
: is making these plans, or who is continuing to develop MiNT or MiNT
: derivatives?

: Thanks in advance for whatever you can tell me/us.
: Scott

Eric still works on MiNT but the Jag is top priority now.
There is a BETA-version of MiNT 1.11 on the mailing list and we
are waiting for the BETA-2 now.
BETA-2 will be tested for some weeks, bugs will be fixed and it
will be put on ftp afterwards.

This Version (1.11-final) may be distributed in binary form.

Thus everyone with MULTITOS is able to upgrade to the latest
MiNT version.
I hope this will be available X-mas :-)

BTW you really don't want to have one of the 1.10 or early 1.11
versions unless you are able to fix bugs and recompile, believe me.

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

1209. Re: Wanted : ps -> deskjet conversion

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 17:51:46 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <383mbi$bgs@ra.ibr.cs.tu-bs.de>
Source record: 178715

Erwin Nymeijer (erwinn@sci.kun.nl) wrote:
: Dear friends,

: I'm looking for a (public domain) conversion program to convert
: postscript 2 HP deskjet format. It has come to my attention that
: Ghostscript should be able to do the trick but since I am not
: experienced to Ghostscript (what fonts do I need ?) , I thought I better
: ask some atari hackers for some advice.

: If you happen to know how this could be done please mail to me directly.
: Thanks in advance.

GhostScript is the right choice. Version 2.6.1 works without
problems (if you have sufficient memory)
3.0 is still in test.

There are 3 files with fonts for ghostscript 2.x. These
are the basic PS-fonts in *bitmap* form. They are readable
but look ugly in larger sizes.

GS 3.0 (and later) has two archives which contain exactly the same
fonts but don't fit on one 720 k disk:-)

You can use any font designed for the ATM (Adobe Type Manager), simply
install it in the Fontmap-File.

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

1210. Announcment: FozCi

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 18:34:28 UTC
From: jabrana@powertech.no
Message-ID: <1994Oct19.183428.219@powertech.no>
Source record: 178727

FozCi.

FozCi a Caps-Lock indicator for the ST ranges of computers.
Unlike using a corner on the screen to display the state of
Caps-Lock FozCi uses the disk-drive A's LED. When the Caps-Lock
is On the LED will also turn On. Otherwise it will naturally
remain turned Off.

Not only that whenever you'll press one of the other Shift keys
the LED will then also turn On and remain On as long as the key
is being held down.

Make a better use of the DiskDrive LED by using FozCi!

Avaliable from most Atari ftp sites. On Hensa in o144.
Or email me to get a uuecoded version.

```
___ __ ___ __ __ ___ _ __ ___________________________________
\ /_ / /_ / / / ) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ \_ / / \ /_ ///
\\\_____________________________________ jabrana@powertech.no _//
```

1211. [Q] Medusa

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 18:39:48 UTC
From: dietz@lirmm.fr
Message-ID: <383p5k$26s@lirmm.lirmm.fr>
Source record: 178724

Hello!

I would like to learn a little bit about the Medusa machines.

- Who produces (and sells) them?
- What is the price of a Medusa?
- Are there incompatibilities with respect to the ST,
i.e. which "standard software" is known not to run
on a Medusa?

Thank you for answering!

1212. Re: REQ: HD box and PSU

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 18:55:49 UTC
From: dba@jet.uk
Message-ID: <1994Oct19.185549.22040@jet.uk>
Source record: 178725

In <383jq8$au0@osfa.aber.ac.uk> ied2@aber.ac.uk (IVAN ERIC DIMBLEBY) writes:

>I've got a 60 Mb SCSI hard drive, a SCSI host adaptor, all necessary ribbon
>cables and bits and pieces etc. I want to hook all the drive up to my old STFM
>so I still need a hard drive case and a power supply. I rang Gasteiner and was
>told they charge exactly one hundred quid for those two items!!!
>Anybody know where I can get 'em cheaper? I'm only a poor student etc etc...

>Thanks in advance for any advice...

ring BULL ELECTRICAL on 0273203500 ask for the catalogue
There is on offer an ASTEC psu for Pounds 5.99 which gives +5v@3.75A
+12v@1.5A and -12v@0.4A Should be OK for most hard drives.
They may have a case to fit them in for a low price as well.
You can usually get a good deal from some of these surplus shops.

--


```
_. .________________________. ._____________________________________________
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk
```


- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1213. HELP! I need MiNT UUCP!

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 18:55:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Qpilx_NURa_@semprini.waterloo-rdp.on.ca>
Source record: 178726

Boy, do I ever need a UUCP/news/email system that works under MiNT.

I got 3500+ "control" messages yesterday, apparently all trying to kill articles from a berzerk gateway (die die die!!!). Hermes UUCP, being brain-damaged, stored them all in a "control" newsgroup (which is probably correct behaviour; Hermes's brain-damage occurs in its uucico, which doesn't run under MiNT).

Just try putting several thousand files into a directory on a FAT partition. It took 16 *hours* to write those 3500 files to disk. And it still wasn't done. I stopped it and deleted a bunch of news packets that weren't unpacked yet.

Please hurry with the MiNT UUCP FAQ! Someone please! Make the software available (unless, of course, you can compile it on a wimpy 4M ST)! I desperately need to run my UUCP on a minix partition!

Help!

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

1214. Re: WP/DTP Package with Postscript output?

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 19:59:24 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <CxxrJ0.52K@cix.compulink.co.uk>
Source record: 178731

>Over the next 20 or so weeks I need to produce a lengthy report
>documenting my final year project. I therefore need a decent package
>for my Falcon which will allow me to produce a Postscript file which
>can be sent to one of the printers here at Uni.

Try TeX/LaTeX - latest (1992) Atari versions can cope with .GEM files.
You might find that the Uni has TeX, although you would then have to
convert graphic files.

John.

1215. Re: Stardust demoversion

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 20:05:40 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <383u6k$kva@golem.wcc.govt.nz>
Source record: 178733

```
] s > Please stick to MSDOS file extensions as their Gopher can't han
] s > ones....
]
] Arrrg!! your telling Atari people to stick to MSDOS type of
] things??!!! This could start a serious FLAME war!! (grin).

Well, Neodesk uses an EXE file! ;-)

LZH is used on everything other than Amigas AFAIK, and most sites won't
support the Amiga extensions (DMS, LHA etc.) So, using a more "standard"
format makes life a lot simpler! :)
```

1216. ATARI FTP SITE LIST

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 20:26:49 UTC
From: hallvart@ifi.uio.no
Message-ID: <383ve9$sos@holmenkollen.ifi.uio.no>
Source record: 178738

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
Last edit: 19-October-1994
Additions/changes since last list: 1
- ftp.cs.ruu.nl removed from list (will close down shortly)

Any new information regarding changes/deletions/additions etc. can be emailed
to me. Thanks!
Compiled by: Hallvard Tangeraas, Oslo, Norway (hallvart@ifi.uio.no)

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
---
aupair.cs.athabascau.ca...(131.232.10.8)...../atari/

CZECH REPUBLIC:
---
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

NETHERLANDS:
---
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/

```
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)........./pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)........./pub/erikjan/Atari

FINLAND:
--------
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
-------
ftp.cnam.fr.........(163.173.128.6)........./pub/Atari/

GERMANY:
--------
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.2.32)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)........./pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email servere.........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server............archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari

UK:
---
micros.hensa.ac.uk (148.88.8.84) .......... /micros/atari/
email server......archive-server@micros.hensa.ac.uk

SWITZERLAND:
-----------
ftp.isbiel.ch.....(147.87.2.27)............/atari/
```

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)...../mirror/atari/
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after
uncompressing .Z and/or .uu.
Use the appropriate decomompression program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)

i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for
"low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from
disk to computer. i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Compiled by Hallvard Tangeraas, Oslo, Norway
(hallvart@ifi.uio.no) (c) 19-October-1994

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with all data intact.

1217. Re: GFA Basic Compiler/Interpreter

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 21:12:52 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EJTVFIVC@ttgk.textlitho.nl>
Source record: 178748

In <9410182138.AA00453@ilmen.lanl.gov> Hutch wrote :

>I suppose you are talking about the Richter Company in Germany who supposedly
>were obtaining the rights to Atari GFA BASIC and were re-writing the whole
>thing from the ground up and it was going to be great, etc, etc. I've heard so
>many promises from and about these people and their as-yet-to-be-seen GFA
>developments that I refuse to believe anything I hear about them anymore, at
>least not until I see their product(s) on the dealer's shelves.
>
>I'm not holding my breath anymore. :)

Hi Hutch,
Strangely enough, there are 2 new GFA Basic versions for the PC !! One for
the 'older' 8086 related machines and one for the newer 80x86 machines. A
few days ago I have seen it working on a 80486 and it looked very good (and
familiar), so I think we all should kick this company (haven't got it's
name though, I will contact the guy who showed me the stuff) to create a
new GFA for the Atari, one which IS multitios compatible.

Gert

--

-- --
Atari TT-Point
-- --

1218. Re: Unwanted: MiniX partition

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 21:31:24 UTC
From: markh@markus0.demon.co.uk
Message-ID: <941019Z213124.379markh@markus0.demon.co.uk>
Source record: 178788

In article <1994Oct16.230105.27968@bradford.ac.uk>
S.P.Taylor@bradford.ac.uk "Steve Taylor" writes:

> I recently tried to install MiNt on my system, just to see if I liked it.
> I never got it to work properly, so for the moment at least, I want use of
> my 9Mb on drive F, which I had installed as a MiniX partition.
>
> I have tried zeroing it withthe ICD driver, and even re-installing a TOS
> partition from the Install.prg. But all the time, I am told that it still
> contains about 6Mb, and looking at it with a sector editor reveals that it
> is still a MiniX partition.
>
> Short of copying my entire hard disk onto floppies, formatting the drive,
> then copying everything back, has anyone got any idea how I can get my 9
> meg back?
>
I had the same problem. What I did was to check the partition using knifest
from hisoft. comparing the sector which has the disk format details showed
that the 'minix' partition information was still on the drive even though
I had 'zeroed' it using the icd utilities. after a bit of time studying
the differences i was able to use the disk editor to reset the patition
to a tos partition (unfortunately i can't remember exactly how i did it)
and I then had all my space back on the partition.
warning - if you are going to use this method please make sure you understand
about the way disk drives work. I more or less copied the appropriate sector
data from a similar partition.

Hopefully, someone will have an easier solution for you, but if not I hope
this helps.
--

Mark holderness
markh@markus0.demon.co.uk

1219. Re: ftp.cs.ruu.nl no longer an Atari archive!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 22:33:28 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3846ro$me5@golem.wcc.govt.nz>
Source record: 178744

In article <CxvMsv.3tE@cs.ruu.nl>, atari@cs.ruu.nl (Atari-ST Software) writes:
>Hello,
>
>Next week (25-Oct-94) I'm going to remove our Atari archive on ftp.cs.ruu.nl.

Can some of the Archive be moved to other sites, like the stuff
that is not on other sites, that is if its not to late...

Or can some one move the stuff for you...??

This is a shame as I thought this was a Important Atari archive..

- Ate -
>--
>Ate Brink, Moderator of the ATARI archive at the Utrecht University
>Email: ate@cs.ruu.nl
> atari@cs.ruu.nl Use this for uploads to the ATARI archive
> archivist@cs.ruu.nl For complaints, comments and info about the archive

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1220. America ON-Line

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 22:40:00 UTC
From: Rich.Cunningham@f0.n0.z0.fidonet.org
Message-ID: <782622552.AA02023@jina.rain.com>
Source record: 178737

I have someone who is contemplating using America On-line as a computer service, and is contemplating using the Mac version. Does anyone have any experience using the Spectre GCR and the America On-line package? Please respond to this node.

Thanks./s

1221. Re: Virtual memory on Atari ST with MC68010

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 22:48:30 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxxzCu.KHo@cix.compulink.co.uk>
Source record: 178745

> Ok, I do have an 68030!
> Is there a possibility of paging or swapping then??

Yes. If you have an a Atari running with a 68030 then there is a reasonable chance you will be able to get the 'Outside' VM software working. I think you need TOS 3.06 as well.

I haven't tried it myself.

:-)

Roland.

@CiX

1222. Re: DX-7 sysex banks (ftp) to keyboard?

Newsgroup: comp.sys.atari.st
Date: 1994-10-19 23:38:26 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EJTXCJUWUp@dksoft.ping.dk>
Source record: 178753

In <380i6u$4ak@news.bu.edu> selick@acs4.bu.edu wrote :

>
>Hello!
>
>There seem to be about 20,000 sound patches for the Yamaha DX-7 keyboard
>at ftp.ucsd.edu in midi/patches/DX7 that do not contain the header necessary
>to simply send the data out the midi port as is. Does there exist a program
>for the Atari to read in a 4096 byte dx-7 bank, add on the header, and the
>checksum bits, and then send it all out the midi port to the keyboard? If
>so, please point me to it, or uuencode it and send it directly to me.
>Thanks,
>Steve

I'm not sure, but i think Cubase's Satelite program should be able to manage
that.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\--/-
\--/

1223. FS: Mega 4 STe/SLM 804/ other

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 00:30:00 UTC
From: michael.mcfarlane@norlink.com
Message-ID: <4e.10494.3709.0N8302D1@norlink.com>
Source record: 178739

-> Message-ID: <mbatesCxqKGx.IDu@netcom.com>
-> Newsgroup: comp.sys.atari.st
-> Organization: NETCOM On-line Communication Services (408 261-4700
-> guest)

-> TONS of ST software and books! Ask me I probable have it for sale.
-> ALL of the Compute! and Abacus books are $5 each (and I have 'em
-> ALL!)

I'm looking for some books on the ST, specifically information on the
actual workings of the beasts. (upgrading etc etc.) Do you have
anything like this? Could you drop me a list of the books you have?
Thanks.........Michael McFarlane

Coming out of Thunder Bay, Ontario, Canada.

1224. Re: [Q] Medusa

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 00:39:44 UTC
From: Lexicor@world.std.com
Message-ID: <Cxy4I9.5p5@world.std.com>
Source record: 178740

In article <383p5k$26s@lirmm.lirmm.fr>, Andreas DIETZ <dietz@lirmm.fr> wrote:
>
>Hello!
>
>I would like to learn a little bit about the Medusa machines.
>
> - Who produces (and sells) them?

Medusa Systems in Switzerland does..in the USA Lexicor Software sells them
for (complete set) around 3,400 U$D. In Germany the price is around 8000DM,
available through various distributors.

> - What is the price of a Medusa?

That depends where you buy it from, pretty much.

> - Are there incompatibilities with respect to the ST,
> i.e. which "standard software" is known not to run
> on a Medusa?
>

There is a Medusa text file available on announce and ftp.std.com, there are
incompatib. like no games or hardly any will run, but most modern applications
will rnu. It uses TOS 3.06 and most programs will run on it that runs on a TT
withou problems.

If you can name me some software you would like to know, I could tell you
if it runs or not.

>Thank you for answering!

Cheers

Yat @ Lexicor

1225. Re: PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 00:47:16 UTC
From: millert@grad.csee.usf.edu
Message-ID: <384emk$519@mother.usf.edu>
Source record: 178741

Hutch (hutch@ilmen.lanl.gov) wrote:
: In article VAA17603@postbox.acs.ohio-state.edu, brown.251@postbox.acs.ohio-state.edu (Ted Brown) writes:
: [...]
: >I don't see how this served any usefull purpose (or any purpose
: >other than causing this useless thread).
: [...]

: OK, OK... In an attempt to quell the further propagation of this thread,
: I apologize for any errors in judgement, breaking of rules, insenstivities,
: faux pas, or other goofs I may have made, intentionally or by accident,
: in public or in private, to any parties now living or dead, in reference
: to my original _request_ for users to post in 80 columns or less.

: So... does that cover the bill? Sheesh. Anything for a little peace here.

: -Hutch- @ Fair Dinkum Tech

Heh. YOU did nothing wrong.

1226. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 00:52:37 UTC
From: millert@grad.csee.usf.edu
Message-ID: <384f0l$519@mother.usf.edu>
Source record: 178742
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I got version 0.68 of MPEG play, and it works nicely, except for about half of my MPEGs. It throws the video hardware into some weird mode (probably NTSC or PAL) that my multisync monitor can't handle. It would be nice if it didn't do that.

I have this really old MPEG player that does 1fps. That program doesn't screw with the display modes, it's in color, and it works with ALL of my MPEG's.

1227. Re: Floppy Formats (was: Re: Kermit or XYZ-Modem f)

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 03:21:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.L6DfvEG_R2g@semprini.waterloo-rdp.on.ca>
Source record: 178797

In <37srgo$gla@mailer.fsu.edu>, Mickey Boyd writes:
> Dan Aylward (dud@u.washington.edu) wrote:
> > I have never had a problem reading/writing to a 10 sector/82 track floppy
> > on a pc... Maybe it depends on the PC's floppy controller.
>
> I saw a claim that the version of MSDOS is the key. Version 6.x is apparently
> smarter about floppies. I have not verified this.

OS/2 has no problems reading/writing to oddly-formatted diskettes; as of
2.11 though, it still can't format them. Under OS/2, I use a DOS
program, fdformat.exe, to format 1.72M high-density floppies, which I
also use on my ST.

VERY nice to be able to format in the background though.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

1228. Re: MPEG Player version 0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 03:23:15 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CxyC2r.MsM@freenet.carleton.ca>
Source record: 178743

>In article <10667@gos.ukc.ac.uk>,
> mdg@ukc.ac.uk (M.D.Griffiths) writes:
>>
>>I will definitely add sound support. How many people would like a windowed
>>version, even if it was true colour only ?
>>
>>
>>Griff

A windowed version would be nice but only if it was Multitos
compatible or could run as an accesory. Otherwise you might as well run it
full screen. The most important part IMO is a speed controll. Another nice
feature would be an option to scale MPEGs to half size to speed up
decompression for the full screen MPEG files.
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1229. Re: What Programs...

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 03:33:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.81pLbQreA1I@semprini.waterloo-rdp.on.ca>
Source record: 178798

In <cb170.782155048@paddington>, HALL B J writes:
> Programs I'd like to see:
>
> Calamus .CFN Program - finds and fixes damaged fonts : I'm working on

> Mono bitmap editor that can simulate changing brightness (through dithers)

Warwick's got a good bitmap editor (called Magnus or something like
that), but he hasn't uploaded it anywhere yet... he's busy at the moment
playing with a Linux box.

> WWW Browser

I was going to do this, but my cross-compiler exploded, and I haven't
been able to get it re-built. Good luck porting libWWW on my ST; it
takes too damn long to compile "hello world"!

> More mono games

I was going to do this, too, but my monochrome monitor died AGAIN.
Programming and reading news stinks in ST Medium.

> Erm.. can't think of any more at the mo'. Any ideas...

HTML Editor; there isn't IMHO a good one of these available for *any*
platform yet. Case in point -> check out HoTMetaL for Windoze... ick!

C++ class browser

Complete UUCP, News, newsreader, email system for use with MiNT, and
yet, easy to install or at least documented and with sample config
files.

Standardized installer program for installing things from floppy (or a
large archive) to your hard drive; it'd have to support some sort of
script so you could create config files, etc by asking the user
questsions, etc.

Couple of other things I was going to work on, but never seem to have
time:

GEM version of xdm for MultiTOS systems -> essentially a GUI login
screen for your MultiTOS system.

GEM editor for /etc/passwd, /etc/group, etc.

Other GEM-based UNIX system-admin tools for use with multi-user MiNT or
MultiTOS systems.

```
--
------------------==========================================------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
```

1230. Re: MPEG Player version 0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 04:03:17 UTC
From: sammcgee@crl.com
Message-ID: <384q65$9kg@crl.crl.com>
Source record: 178754

Paul Donovan (csulw@csv.warwick.ac.uk) wrote:
: In article <10667@gos.ukc.ac.uk>,
: mdg@ukc.ac.uk (M.D.Griffiths) writes:
: >
: >I will definitely add sound support. How many people would like a windowed
: >version, even if it was true colour only ?
: >
: >
: >Griff
: >--
: I certainly would. I can see it being slightly slower, but with the speed
: it has at the moment it wouldn't bother me :-)

: Paul

I'd like to see color/grey switchable in the registered version for the speed improvement.

One PC MPEG viewer first extracts a sound file (.AVI?) and then plays both the audio and video together. This may be a first step.

Sam

1231. Re: ENDLESS INCOME!

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 04:03:47 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <384q73$rig@golem.wcc.govt.nz>
Source record: 178595
Cross-posted to: comp.sys.atari.st,comp.sys.apple2

] Rather than simply flaming this bozo to hell, I decided to make
] fun of his 'enterprise'. What do you know, my descriptions fit his
] claims... :)

It was a lot better than the original post! :)

If only we could get these guys net access banned or something worse....

1232. Re: Quantum LPS help

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 04:38:49 UTC
From: blade01@pplnet.com
Message-ID: <06583FBCAKUUULNVLWF@pplnet.com>
Source record: 178790

IJ>On 10-15-94 blade01@pplnet.com wrote to ALL...
IJ> b> I have a Quantum LPS 330mb SCSI hard drive (manufactured to Apple specs,
IJ> b> it says on the label). My ICD host adapter reports it as "unrecognized
IJ> b> unit." What must I do to make it work with an ICD original or Micro
IJ> b> host adapter (or, ideally, an Atari MSTe internal HA)?
IJ> b>
IJ> I would suspect that the parity setting is enabled. TTBOMK all 3 of t
IJ>host adapters you mentioned require parity disabled. Check the bottom of the
IJ>drive and see if PE is jumpered or not - it should not be. I am also assumei
IJ>that the cables are seated properly. SOME of the LPS drives will never be
IJ>recognized by the ORIGINAL ICD hostadapters, btw!

That would be great, except this is one of the "no jumpers" drives.
The only available jumpers are for the SCSI devices number.

Anybody have Quantum's 800 number?

--
_____ 30 lines of pleasure and friendship _____
Paradise Play Line BBS ********** PPL Networks - Ambassador Dealer for
(713)597-4000 BBS Voice - (713)597-4049 Galacticomm Products
Sysop: Happydude@pplnet.com -------- FEEL The EXCITEMENT of PARADISE

1233. Re: WP/DTP Package with Postscript output?

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 04:42:45 UTC
From: hellman@teleport.com
Message-ID: <384sg5$cvs@sandra.teleport.com>
Source record: 178746

Paul Donovan (csulw@csv.warwick.ac.uk) wrote:
: Over the next 20 or so weeks I need to produce a lengthy report
: documenting my final year project. I therefore need a decent package
: for my Falcon which will allow me to produce a Postscript file which
: can be sent to one of the printers here at Uni.

: Paul
: 3rd Year Comp. Sci.

I don't know if Pagestream 2.2b is compatible with the Falcon,
but if it is, this is a very easy way to do what you want to do. You
print the file to disk and then use the MS-DOS print file command (I
forget what it is) to send the file directly to the postscript printer.
I have used this method with Pagestream to send to both Mac and MS-DOS
ps printers.
Walter hellman@teleport.com

--
hellman@teleport.com Public Access User---Not affiliated with Teleport
2451 SE Clover Ct. Hillsboro, Oregon 97123 USA 503-648-6361

1234. Re: WP/DTP Package with Postscript output?

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 04:59:08 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <384tes$s7s@golem.wcc.govt.nz>
Source record: 178747

In article <382r1v$8hg@parsley.csv.warwick.ac.uk>, csulw@csv.warwick.ac.uk (Paul Donovan) writes:
>Over the next 20 or so weeks I need to produce a lengthy report
>documenting my final year project. I therefore need a decent package
>for my Falcon which will allow me to produce a Postscript file which
>can be sent to one of the printers here at Uni.
>In the report I will need different font styles and sizes, simple .GEM
>drawings etc. (and contents generation would be nice)

>Paul
>3rd Year Comp. Sci.

Well I could add 2 more...

Pagstreem 2.2..

Calligrapher Pro...3.3...?? Now $99usd Codehead price..

ST-Review did cheap offer on this one as well..

These would be far far cheaper.....

May be some one should post a list of PS capable
programs...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1235. Re: jpeg viewer?

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 05:48:58 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <zxjn5tivvwc@moacs11>
Source record: 178749

In <CxxK6r.6p3@westminster.ac.uk>, Denesh Bhabuta wrote:

> GEMVIEW springs to mind.....
>
> Suppose I don't have to tell you where to get it from.....just look at
> the header, and organisation. ;-)

According to archie the latest version (3.08) is not at HENSA, but maybe
it's just the archie-database that needs an update?

Waldi

1236. Re: LaTeX Available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 05:52:58 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <tvq0bbbxyh_@moacs11>
Source record: 178750

In <383a9o$mmk@news.iesd.auc.dk>, Henrik Lunardi Weide wrote:

> I haven`t got the address of MAXON right here,

Christian_Moeller@wi2.maus.de

Waldi

1237. Re: Uploading some Icons (question)...

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 05:55:30 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <u&7f5sylmhg@moacs11>
Source record: 178751

In <383aju$f9d@charm.magnus.acs.ohio-state.edu>, Panjandrum wrote:

> What I'm getting at though, is that I would like to release these
> into Public Domain with as little work on my part as possible

Post them to comp.binaries.atari.st.

Waldi

1238. Magazine Crap...

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 06:02:13 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <385155$spb@golem.wcc.govt.nz>
Source record: 178752
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Why do I have to read all this crap about a upsurge in Atari support
in ST-Review and ST-Format..

Like the Germans are droping there PC clones for Ataries..

Silica Shop in the UK opening up a group of Atari shops..

This to me can't be true at all..

A lot of German software houses have droped Atari, or have droped
English support...

German magazines reduced to one...!!

UK magazine closes...ST-User...

UK computer show was a flop for Atari people...

Codehead drops Atari...

Calligrapher support droped.

Falcons being dumped..

Paragon Computers in OZZ have closed, they were Big...

Still can't get PAL Jags here...

Unable to get spare part for STE computers, (UK), this chap tried many UK
firms, some said yes but did not deliver, he ended up getting
it from the service agent in OZZ......

So come on you Magazine Editors how about telling the truth for once...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1239. [Q] Medusa incompatibilities?

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 07:26:43 UTC
From: dietz@lirmm.fr
Message-ID: <38563j$66c@lirmm.lirmm.fr>
Source record: 178755

Hello!

Thank you for the information about Medusa machines.
The software which I would like to run on Medusa machines
comprises:

- TeX/LaTeX (Strunk-TeX and/or Lindner-TeX)
- Megapaint 6.0 (I think there might be problems,
as this program does not use the GEM interface
but a similar interface of its own)
- Phoenix 2.0
- QED (a text editor)
- GNU C/C++
- GNU Emacs
- alternative operating systems like MiNT, Linux or MagiC
- desktop replacements like Gemini

I am not sure if you know all these programs, for there is some german
software among them. Is german ST software widespread outside germany?

How about the support for Medusa machines? As I am living in Europe,
I am interested in support from European companies. I do not know the
swiss enterprise "Medusa Systems". Is it a rather small company? How
about the chances of this enterprise to "survive"? (If I should spend
about 8000 DM for a computer, there should be some probability that I
get support over an adequate period of time.)

Thank you for answering these questions.

1240. Re: WWW

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 07:33:56 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Oct20.073356.21796@news.unige.ch>
Source record: 178756

In article 782584978snz@chowgar.demon.co.uk, smoore@chowgar.demon.co.uk (Simon Moore) writes:
>>
>>I don't suppose anybody knows if there has been a program like Mosaic written
>>for the ST has there?

This must be the "most FAQ" of the year - surely somebody must be convinced
by now that there is a very worthwhile demand?!

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

1241. Re: [Q] Medusa

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 07:38:11 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Oct20.073811.21937@news.unige.ch>
Source record: 178757

Andreas DIETZZ asks:

> - Are there incompatibilities with respect to the ST,
> i.e. which "standard software" is known not to run
> on a Medusa?
>
ST Magazin (or is it called ST Computer? I forget) has just reviewed
Medusa, with a fairly thorough list of compatible and incompatible
s/ware.
Notably, they did not mention Neodesk 4, Geneva, and Magic!; does
anyone know about these?

****
Michael Morris PhD
Division of Medical Genetics Anyone want to give me
CMU, University of Geneva a Medusa "to test"?
Geneva, Switzerland :)

1242. Re: Medusa benchmarks

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 07:41:57 UTC
From: t94patsa@ida.liu.se
Message-ID: <1994Oct20.074157.21657@ida.liu.se>
Source record: 178758

Lexicor@world.std.com (ysiu@lexicor.com) writes:

>In article <1994Oct18.114444.15537@ida.liu.se>,
>Patrik Sanfridsson <t94patsa@ida.liu.se> wrote:
>>Has anyone run GEM-Bench on the Medusa. Please post the results

> for some reason, Gem Bench doesn't run on any of the Medusa's we
>have and have passed out. It crashes when doing rom tests, but everything
>else seems to work fine. However can't do a complpete test without it.

>Yat @ Lexicor

But you could run all the tests except the ROM test?

--

__ __
/_/ /_ / Computer student at University of Linkoping (LiTH)
/atrik __/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

1243. Re: LaTeX Available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 07:59:24 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <38580s$92k$1@usenet.pa.dec.com>
Source record: 178759

In article <1994Oct19.074420.4142@city.ac.uk>, cc103@city.ac.uk (NORMAN S L) writes:
|> I am looking for LaTeX for the Atari ST. I have found TeX on
|> Atari.Archive but would like LaTex if I can get it.
|>
|> Thanxs in advance.

If you get the CS-TeX package from atari archive, you'll find LaTeX is part of that package. And in any case, LaTeX is simply a macro package that sits on top of TeX providing you with structured markup. TeX itself has a set of macros, the so-called 'Plain TeX'. If necessary, read the comp.text.tex FAQ for details about TeX and LaTeX. In the future, you may wish to use different macro sets (document styles, or "packages") for extra functionality - get these from CTAN sites.

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
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** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

1244. Re: NVDI 3.0 available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 08:04:07 UTC
From: em09@liverpool.ac.uk
Message-ID: <Cxyp2w.JBz@liverpool.ac.uk>
Source record: 178760

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: michrm@central.susx.ac.uk said:
: >Thats good for you...but what about other registered users...like in the UK.
: >
: >I phoned System Solutions who I brought mine from and they could not get a
: >price for me for the upgrade from 2.5 to 3 yet because they did not have
: >any in stock.

: NVDI 3 will be available before the end of the month (October) in the UK.
: It is VERY good.

: ------------------------------
: Ofir ogal@cix.compulink.co.uk
: ------------------------------

Having just bought NVDI v2.5 (from Club Cubase Direct) I am VERY
interested in what has been improved or added in v3. Can you
elaborate?

John.
--
Mechanical Engineering Department John Boyes
University of Liverpool
P.O. Box 147 Email: em09@liverpool.ac.uk
Liverpool Phone: +44 (0)151-794-4861
L69 3BX (U.K.) Fax: +44 (0)151-794-4848

1245. Re: Vortex 386 SX Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 08:33:23 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <546XKAj.johnhechtman@delphi.com>
Source record: 178761

Mark Montreuil <ai066@FreeNet.Carleton.CA> writes:

>Is there anyone out there using the Vortex 386 SX emulator? Are they
>still available, and, if so, how much are they? Will they work with the
>Mega STe, and is the installation difficult?

I tried to put the Vortex in my STE and it wouldn't fit physically (hit the keyboard). Then I bought a Mega STF to put it in - the Vortex worked for a week and then blew up. I replaced it with an AT-Speed (286) which works fine, ask Toad for more info,

1246. LaTeX Help

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 08:40:45 UTC
From: cc103@city.ac.uk
Message-ID: <1994Oct20.084045.29781@city.ac.uk>
Source record: 178762

Could the person who E-Mailed me yesterday about LaTex please E-Mail me again
as I accidentally deleted the message and lost your email address.
I have some questions you might be able to answer for me.

--
Stephen Norman - Nogssoft Software
E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Life is a lemon and I want my Money Back

1247. Re: Virtual memory on Atari ST with MC68010

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 08:49:37 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.782642977@acp5>
Source record: 178763

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>Yes. If you have an a Atari running with a 68030 then there is a
>reasonable chance you will be able to get the 'Outside' VM software
>working. I think you need TOS 3.06 as well.

No, OUTSIDE doesn't require TOS 3.06. It works with all TOS versions >= 2.05
and with MagiC 2.0. TOS 2.0x doesn't mean, of course, it works with a simple
ST. But there are STs with the PAK/3 processor card and TOS 2.06. On these
machines OUTSIDE works, too.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

1248. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 09:01:02 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <385bke$167@golem.wcc.govt.nz>
Source record: 178764

In article <1994Oct19.002626.11075@ccc.amdahl.com>, rzb20@ccc.amdahl.com (-8151 548 Roger Burrows) writes:
>In article <38050i$r95@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
> (quotes omitted concerning proposal for comp.sys.atari.programmer and
> David Stevenson's response have been omitted to save photons)
>
>Well, if the groups are clearly distinct, like .source / .binaries
>that's probably true. However, since programming is undoubtedly technicalot
>I would expect most .programmer msgs to be crossposted to .tech. The
>volume of messages surely isn't high enough to warrant splitting. Ask
>yourself: how many people would decide to subscribe to .tech and NOT
>..programmer, or vice versa ? If the answer is "almost no-one", then
>creating a new group can't help (and it will almost certainly increase
>the number of messages to scan).

Well I don't know if you get more messages over there but the average
40 articles for the 2 groups a day, do you think that is massive...

I asked a freind here what here thought, and he stated their was not enough
trafic for another group...

>Roger Burrows

> Roger Burrows | (613) 238-8151 | rzb20@juts.ccc.amdahl.com |
> Amdahl Corporation | | |
> [The opinions expressed above are mine, solely, and do not]
> [necessarily reflect the opinions or policies of Amdahl Corp.]

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1249. Re: jpeg viewer?

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 09:10:27 UTC
From: djsime@dux.dundee.ac.uk
Message-ID: <385c63$apk@dux.dundee.ac.uk>
Source record: 178765

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:
: Al Bundy (ajdw@st-and.ac.uk) wrote:

: : Is there a jpeg viewer for the Atari ST(520stfm upgraded to 2 1/2meg)
: : I've got a gif viewer (fastgif, but I would like to view jpegs as I can
: : get more on a disk

: GEMVIEW springs to mind.....

So does Seed of Light..

1250. C-Labs

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 09:14:51 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <385ceb$agf@dux.dundee.ac.uk>
Source record: 178766

It seems that Atari are licencing most of their products to third parties
firstly C-Labs with the F030 and now Sega. Does anyone know if C-Labs
intend to launch a new F030?

Also I understand Atari may have an F030 and PowerPC Falcon under development
is this true?

Rod

--
****Please Note you are honoured enough to receive mail from ******

Rod McCall | "You cant afford me dear you
Dundee University | military fairy...Oohh I'll
Scotland | scatch your eyes out..."
Simon Barber, Apr 94
==========

1251. Re: WWW

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 09:18:24 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.nf4ie1fC9D6@pluto.ping.de>
Source record: 178695

In <782584978snz@chowgar.demon.co.uk>, smoore@chowgar.demon.co.uk (Simon Moore) writes:
> Hello there,
>
> I don't suppose anybody knows if there has been a program like Mosaic written
> for the ST has there? If not, is it possible to access sites that are meant
> to be accessed with Mosiac (or similar) in a different way.

There is a port of Unix lynx, an ascii-www browser.
With the virtual consloes of Juergen Lock it is working fine

>
> Thanks.
>

cu, michi
--
* *
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

1252. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 09:47:14 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <385eb2$inf@bs33n.staffs.ac.uk>
Source record: 178767

David Stevenson (djs@jet.uk) wrote:
: I say NO.
: (And I say no to a .falcon group too).

Programming group - superb idea Yat. count me in please.
Falcon group - superb idea, count me in there too :)

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

1253. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 10:33:18 UTC
From: djs@jet.uk
Message-ID: <1994Oct20.103318.29649@jet.uk>
Source record: 178775

In <38050i$r95@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>So Please put brain into gear before posting, that is if you have one...:-)
Twat.

>May be you need to move over to the PC clone patform, you are obviously
>not to intrested in Atari groups......!!!

It _is_ possible to disagree with you Roger, and still be non-anti-Atari.
And have a brain. I thought about it, and added my opinion to the discussion.
That's what an RFD asks for.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1254. Re: FS: SLM804 $250+ship

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 10:46:49 UTC
From: urbansky@bailey.com
Message-ID: <CxywM2.5Bx@bailey.com>
Source record: 178768

In article <mbatesCxw4x4.9yA@netcom.com>, mbates@netcom.com (Marlin Bates) says:

>1040 STf $50 plus shipping

I would like to purchase this piece of equipment. Our band will need a sequencer on stage, and this will do fine. Just let me know where to send the MO.

John

1255. Linux

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 11:02:19 UTC
From: hkjdv93@hv.se
Message-ID: <385inr$2bf@liberator.et.tudelft.nl>
Source record: 178778

Hi!.

I wonder if any of you Falcon owners have installed Linux. I have tried a bit but haven't succeded. What kind of hardware do you need? Which files? Is there any window handler (like Motif?).

Bye!

1256. Re: MPEG Player version 0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 11:27:32 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Oct20.112732.29914@dmu.ac.uk>
Source record: 178770

In article <382q35$8do@parsley.csv.warwick.ac.uk>, csulw@csv.warwick.ac.uk (Paul Donovan) writes:
> In article <10667@gos.ukc.ac.uk>,
> mdg@ukc.ac.uk (M.D.Griffiths) writes:
> >
> >I will definitely add sound support. How many people would like a windowed
> >version, even if it was true colour only ?
> >
> >
> >Griff
> >--
> I certainly would. I can see it being slightly slower, but with the speed
> it has at the moment it wouldn't bother me :-)

Yes, a windowed version would be great, BTW Griff, are you working on a 'killer' Falcon demo? Also can you tell me Tat's E-mail address if you know it.....

Cheers, Alan.

>
> Paul
>

1257. FAX Software

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 11:31:26 UTC
From: fm91@rummelplatz.uni-mannheim.de
Message-ID: <385kee$rta@darum.uni-mannheim.de>
Source record: 178779

I just bought a onbit144fax modem. Filetransfer and Terminalemulation works
well under UNITERM. Now I am looking for FAX-Software
(Send and Receive) for the Atari ST (4MB). PD or commercial.
Do you have suggestions.
Thank you very much
Martin Schlichenmaier
--
****
****
* Martin Schlichenmaier * *
* Lehrstuhl II Mathematik * e-mail: schlichenmaier@ *
* Universitaet, * math.uni-mannheim.de *
* * ********************************
* D-68131 Mannheim * Tel.(49) 0621-292-2944 (office) *
* Germany * (49) 0621-491549 (home) *
****

1258. Re: Unwanted: MiniX partition

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 11:41:19 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Oct20.114119.13371@bradford.ac.uk>
Source record: 178769

On Mon, 17 Oct 1994 23:42:22 GMT, Roland Givan wrote:
: > I have tried zeroing it withthe ICD driver, and even re-installing
: > a TOS partition from the Install.prg. But all the time, I am told
: > that it still contains about 6Mb, and looking at it with a sector
: > editor reveals that it is still a MiniX partition.

: Minix partitions often look like half full GEM ones.

: Have you changed the partition type? If it is not set to GEM then it
: probably won't work. You can do this in the ICD format program.

Will my C, D, E, and G partitions be safe if I do this to my F partition?

Anyway, first I will try Minit.ttp which someone has sent me...

--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

1259. Re: America ON-Line

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 11:42:15 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <385l2n$nti@msuinfo.cl.msu.edu>
Source record: 178774

In article <782622552.AA02023@jina.rain.com>, Rich.Cunningham@f0.n0.z0.
fidonet.org (Rich Cunningham) writes:
>I have someone who is contemplating using America On-line as a computer
>service, and is contemplating using the Mac version. Does anyone have any
>experience using the Spectre GCR and the America On-line package? Please
>respond to this node.

My recommendation would be that they look at either CompuServe or GEnie.
For Atari support, nothing beats GEnie, and for Mac (and general business
and special interest) support CompuServe is vastly supperior to AOL.
CompuServe *may* be more expensice that AOL (I don't know AOL's rates), but
IMHO it's will worth it.

Tom
hopper_t@msupa.pa.msu.edu

>Thanks./s
>
>

1260. de.comp.sys.st

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 11:55:48 UTC
From: stkocz@sun1000.ci.pwr.wroc.pl
Message-ID: <385ls4$lds@sun1000.ci.pwr.wroc.pl>
Source record: 178771

Is the de.comp.sys.st group dead, or is there something wrong with my
news server? I'm subscribed there for a month, and there's allways :
"No Articles!"

--
****
*Sebastian Tkocz *
stkocz@asic.ict.pwr.wroc.pl
stkocz@ci3ux.ci.pwr.wroc.pl
****

1261. Re: LaTeX Available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 12:03:07 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <Cxz058.2In@cee.hw.ac.uk>
Source record: 178773

If you download CS-Tex from Atari Archive it has the LaTeX setup file. It also has Metafont - basically, everything you need is in CS-Tex.

Stuart.

1262. Re: AVR to AIFF conversion

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 13:01:38 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <Cxz2uq.I8M@exeter.ac.uk>
Source record: 178783

In article <Cxr2G1.LIL@knoware.nl> lexvan@knoware.nl (Lex Vanderwal) writes:

> I am looking for a program that converts .AIFF sound files to the .AVR
> format - sources would be even better!

If you have a Falcon, then look out for version 1.08 of SuperSam, to be
released after the weekend if all goes well. Amongst many other features
it supports 10 file formats including AIFF and AVR.
If you can't wait email me the files and I'll convert them.
If you don't have a Falcon then I think you are stuck...
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| D2D version of SuperSam due is now in final beta testing! |
+---+

1263. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 13:10:35 UTC
From: djs@jet.uk
Message-ID: <1994Oct20.131035.1463@jet.uk>
Source record: 178789

In <385bke$167@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>I asked a freind here what here thought, and he stated their was not enough
>trafic for another group...
This is difficult to read, but if I understand correctly, you have now
changed your mind? Previously you called people no-brains for disagreeing
with you.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1264. help on ST-f

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 13:17:36 UTC
From: davew@osprey.elec.qmw.ac.uk
Message-ID: <davew-2010941417360001@davemac.elec.qmw.ac.uk>
Source record: 178772

I've got a distant friend who has an Atari ST-f and he nows almost zero
about computers and is using if for sampling music and has asked me if I
can conect an HD to it for him.

I have a spare 20 Meg external HD of Mac origin.
Can I connect this to an Atari st-f.
what about formatting the drive.
Anything else I should know, I quite experienced with macs but Atari I
don't even know the capacity of the floppy drive.
Could I connect and external 800k mac floppy.

What are the outputs on the st-f

Can a st-f read & write PC discs.

Any help greatly , & desperatly needed.

thanks dave

--

Whisky Dave :-
'God is at the bottom of a bottle somewhere & I'm gonna find him.'

1265. TOS 2.05 and HD floppy...again!

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 13:32:42 UTC
From: RICHARDSON@sscl.uwo.ca
Message-ID: <RICHARDSON.34.2EA6717A@sscl.uwo.ca>
Source record: 178787

This was discussed a few months ago but I don't have the docs. that were posted and my menory is the worst...so forgive the rehash. I have a MegaSTE with TOS 2.05. I have documentation that says the #8 dip switch converts between DD and HD floppy formatting. My question is...did ALL 2.05 machines come with HD drives or (as usual with Atari) did they switch part way through production. I am sure if they switched I got stuck with a DD drive. I tried switching dip 8, then formatting with the "Pumpup" formatter...could it be that only the desktop format can handle 1.44? I doubt it but who knows! Any help would be appreciated. Also, if I do have a DD drive, what is involved in replacing the drive with a HD? Do i have to get a new floppy controller chip as well as the drive?

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 661-2067		UWO...unless by coincidence!!
+-----------------------------------+ +--------------------------------+

1266. Re: WWW

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 13:42:10 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <385s3i$l9a@mserv1.dl.ac.uk>
Source record: 178776

>From smoore@chowgar.demon.co.uk (Simon Moore)
>Newsgroups: comp.sys.atari.st
>Subject: WWW
>Date: Wed, 19 Oct 94 16:42:58 GMT
>
>Hello there,
>
>I don't suppose anybody knows if there has been a program like Mosaic written
>for the ST has there? If not, is it possible to access sites that are meant
>to be accessed with Mosiac (or similar) in a different way.
>
>Thanks.
>
>--
>
>Simon Moore
>
>smoore@chowgar.demon.co.uk

Hi Simon,

To the best of my knowledge there isn't a Web browser like Mosaic on the Atari (yet!). There have been several rumours to the effect that one is being done, but this seems to only be speculation. Web pages are compatible with all Web browsers. It is a standard format that should work on any browser, however that all depends on how the writer of the browser has interpretted the standard. Mosaic seems to behave well with poorly written HTML, but others might do things unexpected.

A site is not meant to be accessed specifically by Mosaic, any browser will do. There is a copy of Lynx in existance for the Atari. It is only a text browser (no fancy graphics), but copes with the job well. When I get more details on Lynx, I'll let you know.

Hope this helps, let me know.

Bye,

Mark msh@dl.ac.uk

(Atari Web Pages : html://www.dl.ac.uk/MISC/ATARI/atari.html)

1267. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 13:43:11 UTC
From: sanders@sci.kun.nl
Message-ID: <Cxz4rz.IIL@sci.kun.nl>
Source record: 178780

```
>>But I would like to do a small vote... who here uses their Falcon WITHOUT
>>a 32MHz board? (This isn't a 'are you happy with it running this way'
>>but a test to see if you _are_ running with this system).

I am.

--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

1268. SMS2

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 13:51:05 UTC
From: i925801@redgum.ucnv.edu.au
Message-ID: <385sk9$h5p@sheoak.ucnv.edu.au>
Source record: 178793

Could someone please send me info on SMS2? I've read a little about it recently and am curious.

Information on the following would be greatly appreciated -

- Recommended hardware setup
- Falcon compatibility
- Applications included
- Source code compatibility?
- General impressions.

Any information would be greatly appreciated :)

Thanks!

1269. How transfer ascii from PC to Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 14:32:00 UTC
From: not-for-mail@rubb.rz.ruhr-uni-bochum.de
Message-ID: <19941020143228.not-for-mail@CD41023.rz.ruhr-uni-bochum.de>
Source record: 178777

```
Hi!
I want to transfer Ascii-data from a PC to a Atari-St.
(the PC is my computer, I never used a Atari-St)
What is the easiest way to transfer the code?!?
Are there PD-programs for the Atari to receive the codes?
How about Atari-emulators for MS-DOS?
Please mail directly to me, because I can't read the newsgroup
until next week!
Dorthe (luebbdbi@rubb.rz.ruhr-uni-bochum.d
```

1270. Upload of RAINBOWv1.2demo (Falcon art package)

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 14:44:11 UTC
From: f90rusa@dd.chalmers.se
Message-ID: <385vnr$96c@fili.dd.chalmers.se>
Source record: 178781

Upload of Rainbow v1.2_demo (art package)

A demo version of the Falcon-only 16-bit TC art package
is now available on the German ftp-site ftp.tu-clausthal.de
pub/atari/falcon/graphics/painter/rainb1_2.zip

The difference from the full version is that no SAVE-option
is present on the demo and that the demo is PD
while the full version is commercial.
(The demo version also contains info about the project
RAINBOW 2.0 and where to find the commercial version
of Rainbow 1.2 in the UK, Germany, France and Scandinavia.)

The difference between v1.1 and 1.2 ?
* Impressive TC-ellipse-fade-fill routines
* An extra feature in the photo studio
(* The largest difference -if you are interested in the routines
behind the program- is maybe not observed by
the user (ok -you might see a somewhat different graphic layout)
,but the whole menu driver system is revised into a more flexible one.)

...well, enough said, let's go painting !

1271. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 14:48:16 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <385vvg$oo2@percy.cs.bham.ac.uk>
Source record: 178785

sheppard_r@ix.wcc.govt.nz writes:
>I asked a freind here what here thought, and he stated their was not enough
>trafic for another group...

IMHO lack of traffic is not a good enough argument against creating a
new newsgroup.

If we reorganize csast and csas into the optimal number of groups we
should be able to minimize cross-posting and thus minimize the total
traffic.

I suggest:
comp.sys.atari.programming
(As Yat has proposed)
comp.sys.atari.graphics
For users of bitmap and vector graphic apps (eg DA Vektor, etc)
comp.sys.atari.dtp
Stuff for users of Calamus, Didot, Pagestream, etc
comp.sys.atari.sound
Technical discussions of the audio facilities in ST/STe/TT/F030
comp.sys.atari.demos
Discussion of latest demos
comp.sys.atari.hardware
Atari hardware discussions (eg serial port, DSP, repairs, etc)
comp.sys.atari.desktop
For users of Neodesk, Gemini, Ease, Teradesk, etc

should replace *both* csast and csas (leaving .advocacy and .sources
and .binaries unchanged).

Sure, I'd read them all anyway, but at least I'd know what to expect
in each group.

Comments anyone?
--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1272. Re: de.comp.sys.st

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 16:09:46 UTC
From: brarda@vxclia.cern.ch
Message-ID: <brarda-201094170828@128.141.55.218>
Source record: 178792

In article <385ls4$lds@sun1000.ci.pwr.wroc.pl>,
stkocz@sun1000.ci.pwr.wroc.pl (Sebastian Tkocz) wrote:

> Is the de.comp.sys.st group dead, or is there something wrong with my
> news server? I'm subscribed there for a month, and there's allways :
> "No Articles!"
>
> --

It works here.

Loic.

1273. Xwindows on ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 16:28:17 UTC
From: seward@greatwall.cctt.com
Message-ID: <3865r1$cc6@babyblue.cs.yale.edu>
Source record: 178796

Hi,
I was wondering if anyone knew of a way to display Xwindows on an ST/Falcon?

Any info would help.

Vern Seward

1274. SCSI drive not being recognized

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 16:45:05 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3866qh$j80@lyra.csx.cam.ac.uk>
Source record: 178799
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Eventually, I have got my Priam 330mb hard disk to work....

But the problem is that it is not being recognized on boot-up.
(on a Falcon, Tos 4.04, only SCSI device)

In fact, the only way to get the Falcon to see the drive is to manually
load ahdi.prg (version 6.06) four times while in a VGA mode. It always
works on the fourth attempt.
It will *not* work at all on boot-up, or in a RGB resolution, whatever I do.
I have run hinstall on the first partition of the drive but that makes no
difference.

Once it has been seen, it works OK.

Any help is much appreciated!
Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

1275. MegaSTE for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 16:47:51 UTC
From: howe@mik.uky.edu
Message-ID: <howe.782671671@mik.uky.edu>
Source record: 178791

O.K. here is the deal:

Atari MegaSTE 4/50 for sale
System includes both color and monochrome monitors, Spectre GCR with ROMS,
SuperCharger IBM Emulator 1Meg Ram/FPU, Monitor Master and a neat stand.
Software items include:
Diamond Back II, Diamond Edge, Data Lite, both DC utilities and Shower,
PageStream 2.1, WordPerfect 4.1, Timeworks ST Partner and a bunch of
games.
Price: $900.00 plus shipping

The system is in mint condition and I haven't had any problems with it.

I can be reached at 1-606-266-3030 or leave e-mail at Howe@mil.uky.edu or
or Howe@ukpr.uky.edu or Howe@ukcc.uky.edu

.

.

.

at Howe@ukpr.uky.edu or Howe@ukcc.uky.edu
.

.

1276. Re: WP/DTP Package with Postscript output?

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 17:09:31 UTC
From: s9205525@otto
Message-ID: <38688b$llg@aggedor.rmit.EDU.AU>
Source record: 178794

```
: May be some one should post a list of PS capable
: programs...

: CALAMUS SL!!!!!!!

*****************************************************************************
* *
* John Moon *
* *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* *
* *
*****************************************************************************
```

1277. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 17:13:09 UTC
From: s9205525@otto
Message-ID: <3868f5$llr@aggedor.rmit.EDU.AU>
Source record: 178795
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
: Jeez Roger, I wish you could learn to spell a bit better.

*****************************************************************************
* *
* John Moon *
* *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* *
* *
*****************************************************************************
```

1278. FS: Mega 4 ST CDN$300

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 17:38:42 UTC
From: Lawrence Wright <ylwm0118@yvr.cyberstore.ca>
Message-ID: <BK.BW.782674722.1103527590.ylwm0118@yvr.cyberstore.ca>
Source record: 178658

If anyone is interested, I've got a mega 4, ST not STE, for sale.
Comes with TOS 1.4, 4 MB (duh), keyboard, floppy, blah blah blah.
I've even got a box for it!

price is CDN$300, which I guess is about $1.50 in the states... =(

L.

Mega Drive Atari TT Wombat@cyberstore.ca So
Sega CD Atari Jaguar (604) 762.5485 Far
PC Engine SNES Kelowna British Columbia Canada So
Turbo Duo DX/66 I wanna own one of EVERYTHING! Good!

1279. Re: PLEASE! Restrict post

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 18:07:51 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10201994.180751@empyr.dircon.co.uk>
Source record: 178800

ENOUGH ENOUGH !!!!!!

For God's sake please...NO MORE postings on the 80 char thing.
I am sick and tired of getting this crap in my mail packet.

Everyone's had their say, flames exchanged, it's DEAD !

If anyone would like to continue arguing over this issue, PLEASE do it via
private e-mail from now on. I know this is yet another post, but it *is* a
request that the issue be finally closed.

Please DON'T reply to this either.
___ Blue Wave/QWK v2.12

VQWK 6.20I

1280. Re: HSC status - official

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 18:19:54 UTC
From: dsb@amazon.cs.duke.edu
Message-ID: <386cca$51g@amazon.cs.duke.edu>
Source record: 178651

From the Holy Book of <1994Oct19.172842.8072@vax.sbu.ac.uk>
as spake by fountad@vax.sbu.ac.uk :
>Yes, I know about Sozobon 2X, but I _HATE_ working from a CLI! If I wanted to
>type I would be using MSDOS! When S2X is GEM friendly, I might switch to it...

There is, I believe, a program called C-Desk which is essentially a GEM
wrapper around SozobonX. I can't tell you much about it (I'm a tcsh man
myself); perhaps someone else here can fill in the details.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1994 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
| Darn Good Reason(tm).

1281. Re: What *is* TT-fastram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 18:36:52 UTC
From: gerrymon@Glue.umd.edu
Message-ID: <386dc4$v3@stationary.eng.umd.edu>
Source record: 178656

In article <37uoba$fni@nntp1.u.washington.edu>,
Dan Aylward <dud@u.washington.edu> wrote:
>gerrymon@Glue.umd.edu (Gerry Mon) writes:
>
>>(ST-RAM). This frame buffer must be read everytime the screen is
>>refreshed. Typically, the screen is refreshed at about 60 times per
>>second (60Hz). It takes about 153 Kbytes to store an image at 640x480 with
>>16 colors. This means the video system must read 153 Kbytes every 60
>>seconds!
>
>I'm sure you mean 60 times a second... ;)

Whoops! Yes, I meant 60 times a second....

>
>Why is it called ST RAM and TT RAM then? Simply because, like in an ST,
>the ST RAM holds the frame buffer for the video? That seems like a
>rather vague reason...
>

That's pretty much the reason. On the ST/STe, when you request memory
from the OS (through malloc), you can use this memory for anything you
want. You can run code, store data, use it as a frame buffer, or use
it to store a sound sample and have the DMA sound system play the
sound directly from it.

In a nutshell, ST-RAM is memory in which the ST's custom chips have
access to. It's like the Amiga's "Chip RAM".

TT-RAM (or Alternative RAM) is where the custom chips cannot access.
On the TT030, this is because the custom chips (for the video system,
DMA sound system, and ACSI DMA port) have only a 24 (or less) address
lines -- they cannot access memory locations higher than 00ffffff
which is where TT-RAM is mapped.

So, if you request memory from the TT030's OS and it gives you a block
of memory from TT-RAM, you can only use it to run code or store data.
You can't use it as a frame buffer or to play sound samples using the
DMA sound system. This causes some programs to break if they assume
that all memory is available for the ST's custom chipset. That's why
they call it ST-RAM -- it's needed to maintain compatibity with these
programs.

Atari created an extension of the malloc call for TOS 2.06 or higher.
You can specify whether you want the OS to allocate ST-RAM or TT-RAM
(Alternative RAM). You can also play with the header of a program's

executable file and specify whether all the old malloc calls should be satified by ST-RAM, TT-RAM or either and whether the program itself can run in either ST-RAM, TT-RAM or either.

>What exactly is burst mode? I designed my own TT RAM board and I don't
>even know... :)
>
>Dan

Let's say that the 68030 takes 3 cycles to do a normal read from memory. If you want to read in 4 consecutive words from memory this would take 12 = 3+3+3+3 cycles.

With burst mode, you take 3 cycles for the first word but the other three words take only 1 cycle each for a total of 6 = 3+1+1+1 cycles.

You need to have "special" memory in order to support burst mode. You might have heard the term "page mode" DRAM. It basically works like this: Normally, to address a cell in memory, you have to specify the row and column addresses of that cell. To read/write to another cell, you would have to specify another row and column address. This takes time.

For page mode DRAM, it's possible to hold the previous row address and just change the column address. This is a lot faster than changing both addresses. Hence, if you are accessing data within the same "page" (i.e. data whose memory address have the same row address but different column addresses), you can access them faster.

These memories are a perfect fit for the burst mode of the 68030. The 68030's burst mode is then used to read a line (consecutive words of memory--hence they lie in the same "page") of data into its internal cache.

The above is basically how I understand burst mode to work. Some of the details might be a little off but I think the general idea is correct.

--Gerry

1282. Team Computer Tower Cases??

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 18:40:24 UTC
From: nj1@ukc.ac.uk
Message-ID: <10009@falcon.ukc.ac.uk>
Source record: 178653

In Atari ST User, the interview with Team Computer had a little piccie in the corner with a caption along the lines of "Team also repackage Falcons in these rather attractive tower cases". Unfortunately, there was nothing else in the article about these, so does anybody have any more info on these? (cost, configuration, etc...)

Also, do Team have an E-Mail address so I can ask them any questions myself???

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

1283. Re: UUENCODE/DECODE ALGOR

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 18:50:18 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10201994.185018@empyr.dircon.co.uk>
Source record: 178652

Hi Stephen,

I suppose you've already had this answered, but just in case....

S@> Does anyone have, or know where I can get, source code or algorithms
S@> for the uuencode/uudecode programs? I don't want executables, I want to
S@> know how the programs work.

I have seen what you are looking for on BlackCat Atari BBS (0222 711820)
24 Hrs. Can't remember the filename, but I'm sure you'll see it.

Cheers.
Kev.

___ Blue Wave/QWK v2.12

VQWK 6.20I

1284. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 19:03:35 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410201615.AA00684@ilmen.lanl.gov>
Source record: 178654

Using the 'more is better' logic, then how about an st, ste, tt,
falcon and 8bit newsgroup for _each_ of the following topics:

comp.sys.atari.hardware (.st & .ste & .tt & .falcon & .8bit)
comp.sys.atari.forsale " "
comp.sys.atari.wanted " "
comp.sys.atari.binaries " "
comp.sys.atari.sources " "
comp.sys.atari.programming " "
comp.sys.atari.technical " "
comp.sys.atari.graphics " "
comp.sys.atari.dtp " "
comp.sys.atari.database " "
comp.sys.atari.sound " "
comp.sys.atari.music " "
comp.sys.atari.games " "
comp.sys.atari.desktop " "
comp.sys.atari.general " "
.
ad nauseum ...

Yes, of course I'm being facetious, but it does point out the need for
careful consideration as to what the 'optimal' number of newsgroups
really is. The amount of existing traffic flow really SHOULD play an
important part in this decision.

Yat's current RFD for a .programming newsgroup is one of the few such
proposals that I might be willing to support because that topic really
is one of singular interest. Non-programmers tend to dislike 'wading'
through long lists of source code in the .tech newsgroup. :) I find
the argument for a .falcon newsgroup to be somewhat less persuasive.

This is all just IMHO, of course, and I'm certainly willing to support
whatever the eventual CFV results dictate, but common sense should
prevail when considering adding multiple newsgroups given the limited
number of daily posts we experience in the current newsgroups.

Cheers,

-Hutch- @ Fair Dinkum Tech

1285. Re: C-Labs

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 19:04:53 UTC
From: iagaw@cluster1.urz.uni-halle.de
Message-ID: <9410201629.AA25737@cluster1.urz.uni-halle.de>
Source record: 178655

Yes, there are some rumours around about a PPC-based Falcon and some kind of Falcon-Musicworkstation by C-Lab, but I really cant believe this (in the german Maus-groups they talk about an Atari Milan). Maybe someone could ask C-Lab (whats their E-Mail-adress?).
But at the Protos-fair in November probably the new Medusa T60 ,the first 68060-based Atari-clone will come out...
So lets wait and see what will happen.

1286. Desktop Publisher Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 19:05:10 UTC
From: osteele@u.washington.edu
Message-ID: <386f16$8nu@nntp1.u.washington.edu>
Source record: 178657

I'd like to get ahold of the original Timeworks Desktop Publisher. I'd prefer to trade for it, but will buy if the price is right.

1287. Happy Lexicor/Nova User

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 19:12:13 UTC
From: D.SMITH@genie.geis.com
Message-ID: <386fed$etq@news.bu.edu>
Source record: 178663

D.SMITH200 [Dave]

To All Concerned:

This is a bit of testimony to the excellent support received by this Lexicor user:

I originally bought my Nova 16M VME at the '93 CAF. The card performed beautifully until last month, when I booted up and was looking at a rather pleasant blue screen with scattered white pixels.

At that point, Lexicor was going through some transitons, moving it's support offices to their present Boston location. Rather than ship the board to the original Berkeley location, I thought I'd wait for the dust to settle before sending the card in for the needed repairs.

Then a thought came to mind: Lexicor was going to be present at the CAF in Bridgeport on the weekend of the 27th... So why not take the 1&1/2 hr. drive and see to it personally.

Well, the Lexicor booth was a very busy place, with the North American Debut of the Medusa, and the rest of the product line being demo'ed.

In spite of the confusion with buyers and onlookers (and the hook-up problems for the VCR and the subsequent "disappearance" of their demo tape)... Yat took the time to swap out the board for one of the sale units, and sent me home with a brand new board, plugged into my original interface... with the promise of a free exchange for a totally new board if things failed.

I hooked it back up, booted up, and things were fine for about an hour... then the original problem resurfaced.

I gave Yat a call Monday, and he stepped me through a debug of the interface. It worked.

Suffice it to say, I'm sitting here with a NEW Nova card, debugged interface, at no charge to me. And we're talking about a board that was 9 months out of warranty. Thanks, Yat!

I'm currently playing with the filters in DA's Picture. Look for uploads. And look no further for great support.

Dave Smith

1288. Re: America ON-Line

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 19:14:13 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410201432.AA00648@ilmen.lanl.gov>
Source record: 178659

In article AA02023@jina.rain.com, Rich.Cunningham@f0.n0.z0.fidonet.org (Rich Cunningham) writes:
>I have someone who is contemplating using America On-line as a computer
>service, and is contemplating using the Mac version. Does anyone have any
>experience using the Spectre GCR and the America On-line package? Please
>respond to this node.

I used to access AOL via a GCR on a MSTE some time ago and had no problems, per se. I found the interface to be pretty slow but that was probably more a function of baud rate than the emulation. I access AOL via a real Mac now and _still_ find it slow at 2400 baud. :)

AFAIK, the AOL access software should still work with a GCR. Perhaps others with more recent experience can provide more detailed information.

-Hutch- @ Fair Dinkum Tech

1289. Re: Dave Small ??

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 19:14:15 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410201424.AA00638@ilmen.lanl.gov>
Source record: 178660

In article 4ml@reseau.cict.fr, to43211@aida (Patrick Mathe) writes:
>I'm searching informations about Dave Small. He wrote in St Magazine some
>month later...
>They (St mag 'authorities') say that he was ill??
>
>Beg your pardon, my english is to bad !!!

Your English is a lot better than MY French, so don't worry about it. :)

Dave Small is the developer of the Spectre GCR Macintosh emulator, SST accelerator, and other products for Atari computers. His family had some serious medical problems resulting from accidents and illnesses last year but I don't know what his status is right now. His company, Gadgets by Small, is evidently in limbo and they are very hard to reach. Future (not to mention, current) support plans for the Atari are unknown.

-Hutch- @ Fair Dinkum Tech

1290. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 19:14:17 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410201435.AA00653@ilmen.lanl.gov>
Source record: 178661

In article spb@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>Why do I have to read all this crap about a upsurge in Atari support
>in ST-Review and ST-Format..
>
[...]
>
>So come on you Magazine Editors how about telling the truth for once...

Ah, hope springs eternal in the breast of the young (and naive). Besides,
they tend to sell a lot more magazines by using a more positive outlook. :)

-Hutch- @ Fair Dinkum Tech

1291. Re: C-Labs

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 19:14:40 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410201449.AA00658@ilmen.lanl.gov>
Source record: 178662

In article agf@dux.dundee.ac.uk, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>It seems that Atari are licencing most of their products to third parties
>firstly C-Labs with the F030 and now Sega. Does anyone know if C-Labs
>intend to launch a new F030?

AFAIK, Atari only licensed certain parts of TOS and F030 'technology' to
C-Labs. I don't think C-Labs has any intention of entering the mass market
computer business. If anything, they are more likely to produce special
purpose hardware to support their sequencer software, but I doubt if it
will be anything like a full-bore personal computer as is the F030.

>Also I understand Atari may have an F030 and PowerPC Falcon under development
>is this true?

I've heard the former as a rumor and the latter as a wish. I wouldn't count
on either, IMHO. I've also heard that Atari is supposed to demonstrate some
new products at an upcoming European (German?) computer show. Time will tell.

My prediction, such as it is, is that _any_ new computer products from Atari
will be based on the Jaguar chipset or similar technology. Atari has simply
lost too much market share, too many developers, and too many distributors
to return as a dominant force in the personal computer market again. Like
the saying goes, 'Once burned, twice learned.'

But again... I'd love to be proven wrong. ;-)

-Hutch- @ Fair Dinkum Tech

1292. Re: (Super)Nova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 19:25:01 UTC
From: Lexicor@world.std.com
Message-ID: <CxzKLq.13v@world.std.com>
Source record: 178668

```
This is the reference to an ST, NO blitter of a Supernova
```

GEM Bench v3.28c © Ofir Gal 28.9.93
==========
TT 030 TOS 3.06, MiNT not present
Blitter not present, NVDI not present
Video Mode = 1024 * 768 * 256 Colours
LineF FPU installed
Run and Malloc from FastRAM
Reference = ST, No Blitter
==========
GEM Dialog Box: 1.015 832%
VDI Text: 0.785 1707%
VDI Text Effects: 3.585 655%
VDI Small Text: 0.645 1544%
VDI Graphics: 1.040 2490%
GEM Window: 0.525 745%
Integer Division: 1.535 1171%
Float Math: 0.185 6124%
RAM Access: 1.305 483%
ROM Access: 1.300 485%
Blitting: 5.745 203%
VDI Scroll: 1.150 1146%
Justified Text: 2.680 512%
VDI Enquire: 0.460 577%
==========
Average: 1333%
Graphics: 1041%
CPU: 2065%

1293. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 19:44:06 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Oct20.194406.10329@abo.fi>
Source record: 178664

> > : >But I would like to do a small vote... who here uses their Falcon WITHOUT
> > : >a 32MHz board? (This isn't a 'are you happy with it running this way'
> > : >but a test to see if you _are_ running with this system).

Unfortunately, a pure clean 16 MHz Falcon... =-(I will upgrade it as soon as possible (a financial question..) - but first I'll have to find out which accelerator would be the best for me.

Those cheap 32 MHz afterburners _are_ cheap, but their performance is far from a TT -which isn't a TOO fast computer, either..!

So - some 68040 board: Afterburner 040 or some Wiztronic 040-board sounds more inviting.. If the price will be human at all =-(

Does anybody know.. Will BlowUp and the like work with 030/040 accelerators?

Tommi

1294. Re: Nova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 19:45:06 UTC
From: Lexicor@world.std.com
Message-ID: <CxzLJ8.Ays@world.std.com>
Source record: 178665

>It might be understandable that the box and the drivers aren't sold
>seperately - then probably thousands of ATARI users would buy the
>box and the drivers from Lexicor/Computerinsel and the PC cards from
>a PC retailer at realistic, affordable price.

Christoph,

I would say that I do feel the need to respon to this post :),
to begin with you are paying for a 1.Modified VDI, a 2.ET-4000 (for regular
NOVA BOard, and 3. a NOVA Adaptor Board

You are also forgetting that the market is a very different one,
while an ET-4000 manufacturer speaks of a market of much larger size and
can therefore afford much better breaks, and larger quantity. There was
at least in the US a special for 350 U$D with some set of software for the
regular NOVA Graphics board, that may seem much for a PC User, but a PC User
doesn't need part 1) and part 3).

>(ever heard of a mass market)? But with the effect that a lot more ATARI
>users are satisfied with the capabilities of their machines and do not
>change their computer platform.
>

I would also like to point out that the term "mass market" does not apply in
the same sense of the word as say the PC Market. I personally feel you
draw unjustified comparisons but that is of course only IMHO.

On another note, the NOVA is probably still the best affordable quality
board around (says Mr.Lexicor of course :>)

Yat @ Lexicor Software

>
>Regards,
>
>Christoph

1295. ReNova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 19:48:31 UTC
From: Lexicor@world.std.com
Message-ID: <CxzLow.Cvo@world.std.com>
Source record: 178666

Gert,

this test is done on different grounds than your original test for the following reasons.

1. you tested it at 800x600, I did it at 1024x768
2. I tested it on a TT with tos 3.05 as that is where it is plugged in, it also doesn't have Fastram which will explain the CPU performance specs.

It should however help you get some kind of comparison.

Yat @ Lexicor

```
GEM Bench v3.28c = Ofir Gal 28.9.93
============================================
TT 030 TOS 3.05, MiNT not present
Blitter not present, NVDI not present
Video Mode = 1024 * 768 * 256 Colours
LineF FPU installed
Run and Malloc from STRAM
Reference = TT + Fast RAM + FPU
============================================
GEM Dialog Box: 1.450 217%
VDI Text: 0.960 452%
VDI Text Effects: 4.470 161%
VDI Small Text: 0.770 529%
VDI Graphics: 3.040 192%
GEM Window: 0.745 136%
Integer Division: 1.555 99%
Float Math: 0.225 106%
RAM Access: 1.905 69%
ROM Access: 1.550 90%
Blitting: 6.140 27%
VDI Scroll: 1.355 210%
Justified Text: 3.380 117%
VDI Enquire: 0.770 141%
============================================
Average: 181%
Graphics: 218%
CPU: 91%
```

1296. Re: Uploading some Icons (question)...

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 19:58:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <386i48$8g6@golem.wcc.govt.nz>
Source record: 178667

```
] Also, I would like to post them to GEnie. I do have an account, and, this l
] like a fairly simple process, but any advice useful to a person who might m
] the 'bluntly obvious' would be welcome on either of these topics!
]
```

There's already around a hundred files of various icons for Neodesk 4 on GEnie, a lot of which are duplicates, or swiped from other platforms (PC, Mac etc.). The majority of them are none too spectacular (well, the few I've seen so far haven't been anything great).

To get the files to GEnie, just upload them into the appropriate section (Using X-Modem :).

To stick them on an FTP site, you can usually just stick the binary LZH/ZIP/ZOO file in your local directory, FTP to the site, go into the pub/atari/Incoming or atari/Newfiles or whatever, and just type "put [filename.ext]" and it'll get there.

If you want, you can UUencode it and sent it to "boydm@atari.archive.umich.edu" with a description.

1297. Re: WP/DTP Package with Postscript output?

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 20:28:57 UTC
From: Lexicor@world.std.com
Message-ID: <CxznKC.Bon@world.std.com>
Source record: 178669

In article <382r1v$8hg@parsley.csv.warwick.ac.uk>,
Paul Donovan <csulw@csv.warwick.ac.uk> wrote:
>Over the next 20 or so weeks I need to produce a lengthy report
>documenting my final year project. I therefore need a decent package
>for my Falcon which will allow me to produce a Postscript file which
>can be sent to one of the printers here at Uni.

There are two desktop publishers to my knowledge that output a useable
postscript, those are Pagestream 2.02 from Softlogic and Digital ArtsLayout,
the latter being a lot better, and also a lot more expensive.

I suggest Pagestream if you only need b/w graphics and fonts.

I have heard that Calligrapher was meant to have posctscript, but cannot
confirm it.

Yat @ Lexicor

>
>I was interested in Papyrus, but the main programmer says he has no
>plans to produce a PS engine for the program. Looks like the demo of
>Papyrus will just have to be a flashy text editor...
>
>Can anyone comment on the following proposed solutions?
>
>1) Calamus 1.09N and the Postscript module
>
>2) Da's Layout
>
>3) NVDI 3 getting a PS driver?
>
>4) Anything I haven't thought of...
>
>In the report I will need different font styles and sizes, simple .GEM
>drawings etc. (and contents generation would be nice)
>
>Thanks,
>
>Paul
>3rd Year Comp. Sci.

1298. Re: WP/DTP Package with Postscript output?

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 20:33:27 UTC
From: Lexicor@world.std.com
Message-ID: <Cxznrt.DxJ@world.std.com>
Source record: 178670

In article <38688b$llg@aggedor.rmit.EDU.AU>, Glenda MOON <s9205525@otto> wrote:
>
>
>
>: May be some one should post a list of PS capable
>: programs...
>
>: CALAMUS SL!!!!!!!

John,

no offense but Calamus SL's "postscript" module is really useless,
printed graphics comes out in a garbled unusable mess. It's ok for text only,
but that doesn't fulfil the prupose of a "Desktop Publishing Program" for
text only. Otherwise it's a great program, but good postscript is
Pagestream and DA's Layout (and DTP System) that I have seen work.

Pagrstream also works on the Falcon I believe

Cheers

Yat

>
>***
>* *
>* John Moon *
>* *
>* *
>* Email Address: s9205525@otto.bf.rmit.edu.au *
>* *
>* *
>* *
>***
>

1299. Re: [Q] Medusa incompatibilities?

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 20:41:46 UTC
From: Lexicor@world.std.com
Message-ID: <Cxzo5n.I11@world.std.com>
Source record: 178672

In article <38563j$66c@lirmm.lirmm.fr>, Andreas DIETZ <dietz@lirmm.fr> wrote:
>
>Hello!
>
>Thank you for the information about Medusa machines.
>The software which I would like to run on Medusa machines
>comprises:
>
> - TeX/LaTeX (Strunk-TeX and/or Lindner-TeX)
> - Megapaint 6.0 (I think there might be problems,
> as this program does not use the GEM interface
> but a similar interface of its own)

I doubt Megapaint will work, paint program that work fine are DA's picture, Prism Paint, Pixart

> - Phoenix 2.0

Hehe, that product runs 100% on the Medusa :), did you nkow you can get RD1 and 3D2 files for that on ftp.std.com in /pub/atari/Graphics/3D?

> - QED (a text editor)
> - GNU C/C++
> - GNU Emacs
> - alternative operating systems like MiNT, Linux or MagiC
> - desktop replacements like Gemini
>

Gnu works fine, Mint works as well, Magic too, geneva also, Linux I'd have to test it out...Neodesk and Ease appear to run fine, so I thnik gemini should run fine too...

>I am not sure if you know all these programs, for there is some german
>software among them. Is german ST software widespread outside germany?
>
>How about the support for Medusa machines? As I am living in Europe,
>I am interested in support from European companies. I do not know the
>swiss enterprise "Medusa Systems". Is it a rather small company? How
>about the chances of this enterprise to "survive"? (If I should spend
>about 8000 DM for a computer, there should be some probability that I
>get support over an adequate period of time.)
>
>

Did you try contacting Lexicor France for French support? As you do need to get supprot in the same country (would be useful), the company Medusa

is in itself not very large but the system itself is met with a good success in Germany and suprisingly the USA!

Policies change depending who the support/distributor is in your area, Lexicor however does provide support for the system for as long as it exists :) to it's Medusa customers.

Yat @ Lexicor

>Thank you for answering these questions.

1300. Re: Medusa benchmarks

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 20:46:29 UTC
From: Lexicor@world.std.com
Message-ID: <CxzoDJ.KB7@world.std.com>
Source record: 178673

In article <1994Oct20.074157.21657@ida.liu.se>,
Patrik Sanfridsson <t94patsa@ida.liu.se> wrote:
>Lexicor@world.std.com (ysiu@lexicor.com) writes:
>
>>In article <1994Oct18.114444.15537@ida.liu.se>,
>>Patrik Sanfridsson <t94patsa@ida.liu.se> wrote:
>>>Has anyone run GEM-Bench on the Medusa. Please post the results
>
>> for some reason, Gem Bench doesn't run on any of the Medusa's we
>>have and have passed out. It crashes when doing rom tests, but everything
>>else seems to work fine. However can't do a complpete test without it.
>
>>Yat @ Lexicor
>
>But you could run all the tests except the ROM test?

I can only run the tests of graphics/display, not the CPU test which is
primarily what we are interested in for a Medusa System, and Rom test is part of
the CPU test unforunately.

I have run the Ness bench program..sorry for the unformatted mess I will
have to correct that soon.

--cut here---

Benchmarks and Performance Test done with a Medusa040 16 megabytes of
RAM, 350 Megabyte IDE Harddrive, TOS 3.06, NVDI ET-4000 in 640x400 mono
and ET-4000 Graphicsboard

NBM (the NESS Benchmark) (v.1.2 (C) 1991.92 by Jim Ness)

Math Routines: Medusa 0.00
==========================
All 8Mhz machines : 16.47
TOS 104 (16Mhz product A) : 09.06
TOS 102 (16mhz product C) : 09.06
TOS 205 (16Mhz/MSTe) : 09.00
TOS 104 (20Mhz Product B) : 07.51
TOS 205 (16Mhz prd D/fastram) : 05.26
TOS 301 (TT/fastram/cache) : 03.13
TOS 205 (40Mhz prd D/fastram) : 02.55

Memory fetch/store: Medusa 0.00
===============================
All 8Mhz machines : 16.14
TOS 205 (16Mhz) : 10.53

TOS 104 (16Mhz product A) : 10.51
TOS 102 (16Mhz product C) : 10.51
TOS 104 (20Mhz product B) : 08.89
TOS 205 (16Mhz prd D/fastram) : 04.32
TOS 301 (TT/fastram/cache) : 03.52
TOS 205 (40Mhz prd D/fastram) : 02.30

Dialog Draw: Medusa 0.00
========================
TOS 100 (med rez) : 48.34
TOS 102 (med rez) : 23.78
TOS 104 (mono) : 23.69
TOS 301 (TT/med/ST ram/Cache) : 18.65
TOS 205 (med rez, 16Mhz) : 17.88
TOS 102 (med rez, 16Mhz prd C) : 15.94
TOS 104 (mono, 16Mhz prd A) : 15.00
TOS 104 (mono, 20Mhz prd B) : 13.30
TOS 301 (TT/STHigh/fstrm/cache) : 12.54
TOS 205 (mono/40Mhz prd D/QST2) : 07.09

Drives, floppy: Medusa 0.00
===========================
TOS 100/102 : 72.36
TOS 205 (40Mhz product D) : 70.62
TOS 104 : 67.60
TOS 301 (TT, ST ram, cache) : 59.94
TOS 301 (TT, TT ram, cache) : 49.10

Drives, HD and RAM: Medusa 0.00
===============================
TOS 100 (ramdisk A) : 17.88
TOS 104 (HD) : 15.24
TOS 102 (HD) : 14.98
TOS 205 (40Mhz Product D) : 09.39
TOS 301 (TT, ACSI HD) : 08.92
TOS 301 (TT, SCSI HD) : 04.66
TOS 104 (ramdisk B) : 03.20
TOS 301 (TT, ramdisk B) : 01.01

Graphics: Medusa 0.00
=====================
TOS 102 (med rez) : 80.16

Short Compatiblity List:
========================

Chronos-3D Key frame Animator
Phoenix U.S.A. (Xenomorph-3D)
Prism Paint 1, 1.5, 2.0
ANM-Link (Relativety)
Cybersculpt (in STHigh)
Cyber Color

ARTIS 4.0
XCONTROL
Calamus SL
Calamus 1.09N
Platon V.2.21
Platine ST
Skyplus
DGRAPH
GMAN
Kobold
Rufus
Multigem
Multitos
SUperbase
Phoenix 2
Interface
Pure Pascal
1st Word
PKS-Edit
Seka Assembler
Devpac Assembler
Turboasss Assembler
Easyride Assembler
GAL-Prommer
Logic A.
GFA Basic 3.0 3.6TT
Delicious
Raystart
Topaz
VTX
Uniterm
Connect
Iconedi
Guck
Invaders
Piccolo
Signum 3.0
Matrix Drivers 2.2
Snapshot
Tele Office
ACS Pro
Argon
Crypton
Xenon V2.4TT
Crazy Sounds
PCB
ST-Digital
Profiler
Pure C
Cubase

Emagic
SED
Turbo C
Adimens
Arabesque
Chagall
Technobox CAD and Drafter
LDW Powercalc
Papillion
DAs Vector
Didot Pro
Didot Lineart
Retousche Pro CD v.1.04
Papyrus
Script 2.0, 3.0
ICD and AHDI
Hushi
STAD
Compo Script
Protar Manager
Tempus Word and Editor
ASpice

and a lot more programs that follow the VDI and Atari guidelines should work with no problems whatsoever!

I cannot make a list of ALL the working programs, but if you have an enquiry about a single product, then please email me, and we could look into it for you.

>
>
>--
> __ __
> /_/ /_ / Computer student at University of Linkoping (LiTH)
>/atrik __/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

1301. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 20:51:56 UTC
From: Lexicor@world.std.com
Message-ID: <CxzoMM.Mv1@world.std.com>
Source record: 178671

In article <385vvg$oo2@percy.cs.bham.ac.uk>,
Chris Ridd <C.J.Ridd@cs.bham.ac.uk> wrote:
>sheppard_r@ix.wcc.govt.nz writes:
>>I asked a freind here what here thought, and he stated their was not enough
>>trafic for another group...
>
>IMHO lack of traffic is not a good enough argument against creating a
>new newsgroup.
>

Lack of traffic is not a valid argument for creating a newsgroup, in most
cases that is. There are reasons for that, for instance EVERY announce
group has low traffic, because it is 1. moderated and 2. very specific,
the difference is that those are in general 5 or 6 or 10 or 12 posts that you
DO want to read, where as in c.s.a.st you will want to thread or skip
60-80% or less because it is not in your field of interest.

And let me tell you, high traffic bnewsgroup are more a pain than a blessing,
just forget to log on for a few days and you will need to kill everything or
spend the rest of your life on reading the newsgroup ;)

Just my thoughts of course..it's really all relative

>If we reorganize csast and csas into the optimal number of groups we
>should be able to minimize cross-posting and thus minimize the total
>traffic.

Below examples seem like a very good "revamp" of what it "should" be, however
it can be a real pain to re-organise everything, it should be done
gradually IMHO..

>
>I suggest:
>comp.sys.atari.programming
> (As Yat has proposed)
>comp.sys.atari.graphics
> For users of bitmap and vector graphic apps (eg DA Vektor, etc)
>comp.sys.atari.dtp
> Stuff for users of Calamus, Didot, Pagestream, etc
>comp.sys.atari.sound
> Technical discussions of the audio facilities in ST/STe/TT/F030
>comp.sys.atari.demos
> Discussion of latest demos
>comp.sys.atari.hardware
> Atari hardware discussions (eg serial port, DSP, repairs, etc)
>comp.sys.atari.desktop

> For users of Neodesk, Gemini, Ease, Teradesk, etc
>
>should replace *both* csast and csas (leaving .advocacy and .sources
>and .binaries unchanged).
>
>Sure, I'd read them all anyway, but at least I'd know what to expect
>in each group.
>
>Comments anyone?
>--
>--Chris
>Other email addresses:
>X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
>Cix: chrisridd@cix

1302. Re: NVDI 3.0 available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 21:42:28 UTC
From: maba@simpson.ruhr.de
Message-ID: <386knk$4q@simpson.ruhr.de>
Source record: 178675

Mr. J. Boyes (em09@liverpool.ac.uk) wrote:

: Having just bought NVDI v2.5 (from Club Cubase Direct) I am VERY
: interested in what has been improved or added in v3. Can you
: elaborate?

There will be a better (faster) Speedo-GDOS included in NVDI v3.0! The Font-Scaler will be able to scale Bitstream Speedo-Fonts and any kind of True Type Fonts! You will find many free True Type Fonts on Macintosh and PC Systems. NVDI 3.0 will access them.

Tschau,

/Martin/

--
+------------------+--------------------------------+------------------+
Martin Bartsch	Internet: maba@simpson.ruhr.de							MiNT is
Am Waldesrand 14a								Now TOS
D-58093 Hagen	Fax: +49 2331 589761	_//		_
Germany		/_/		_\
+------------------+--------------------------------+------------------+

1303. Re: Multi-player games be

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 21:42:47 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxzqzB.IDo@cix.compulink.co.uk>
Source record: 178676

> To: rgivan@cix.compulink.co.u
> In your message you said you're looking for info on multi-player games

Wasn't me who was looking for this info - but thanks anyway for postng it.

:-)

Roland.

@CiX

1304. Re: WWW

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 22:23:46 UTC
From: avg@cwi.nl
Message-ID: <avg.782691826@news.cwi.nl>
Source record: 178678

mike@medsun.unige.ch (Mike Morris) writes:

>In article 782584978snz@chowgar.demon.co.uk, smoore@chowgar.demon.co.uk (Simon Moore) writes:
>>>
>>>I don't suppose anybody knows if there has been a program like Mosaic written
>>>for the ST has there?

>This must be the "most FAQ" of the year - surely somebody must be convinced
>by now that there is a very worthwhile demand?!

Yeah. But perhaps no developer is as daring as to launch an application
that will trigger so many reactions like: ``why is it so damn slow on
my 520st+?''.

Atarians should all have bought a TT years ago. Because many of us
didn't we're in the awkward situation that what we see around us is
simply not possible on TOS computers. The Falcon/TT market in itself
it too small for such a product, I tend to think.

You can get an Intel-based Linux machine for a price that doesn't even
buy you an old Atari. Put it next to your ST and use it to run
Mosaic.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1305. Re: Mag!X release for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 22:25:08 UTC
From: frauke@quark.hn.bawue.de
Message-ID: <H.ekBL.p6ytFZKFxBM@quark.hn.bawue.de>
Source record: 178674

Hi!

> Is GENEVA running on 68K-MAC-Harware? MagiC will...

Do you have a Mac or a ST? So what?

Tschuellewuess, Meinereiner!--

Frauke Cremer | Quark Heilbronn BBS
frauke@quark.hn.bawue.de | +49-7131-507329
sysop@hn.maus.de | Gemeinsam sind wir Quark!

1306. How transfer ascii from P

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 22:53:26 UTC
From: larserik@oslonett.no
Message-ID: <386sd6$5ld@hasle.oslonett.no>
Source record: 178677

> I want to transfer Ascii-data from a PC to a Atari-St.
> (the PC is my computer, I never used a Atari-St)
> What is the easiest way to transfer the code?!?

Use a 3,5" floppy disk - Atari reads PC-disk (same format)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

1307. Re: (Super)Nova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 22:55:40 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EJUXCJVE@ttgk.textlitho.nl>
Source record: 178696

In <CxzKLq.13v@world.std.com> ysiu@lexicor.com wrote :

>This is the reference to an ST, NO blitter of a Supernova
>
>GEM Bench v3.28c ï¿½ Ofir Gal 28.9.93
>==
>TT 030 TOS 3.06, MiNT not present
>Blitter not present, NVDI not present
>Video Mode = 1024 * 768 * 256 Colours
>LineF FPU installed
>Run and Malloc from FastRAM
>Reference = ST, No Blitter <---- Yeah nice joke :-)
>==
>GEM Dialog Box: 1.015 832% / 4.83 = 172 %
>VDI Text: 0.785 1707% / 4.83 = 353 %
>VDI Text Effects: 3.585 655% / 4.83 = 135 %
>VDI Small Text: 0.645 1544% / 4.83 = 319 %
>VDI Graphics: 1.040 2490% / 4.83 = 515 %
>GEM Window: 0.525 745% / 4.83 = 154 %
>Integer Division: 1.535 1171% / 4.83 = 242 %
>Float Math: 0.185 6124% / 4.83 = 1267 %
>RAM Access: 1.305 483% / 4.83 = 100 %
>ROM Access: 1.300 485% / 4.83 = 100 %
>Blitting: 5.745 203% / 4.83 = 42 %
>VDI Scroll: 1.150 1146% / 4.83 = 237 %
>Justified Text: 2.680 512% / 4.83 = 106 %
>VDI Enquire: 0.460 577% / 4.83 = 119 %
>==
>Average: 1333% / 4.83 = 275 %
>Graphics: 1041% / 4.83 = 215 %
>CPU: 2065% / 4.83 = 427 %

Well, I hope this gives a little more realistic view of the Nova Card, you
almost got me ordering one !!!....

I took the 4.83 out of the RAM/ROM test, I guess it is close to the truth.
But all in all, it is still quite good !!
Do you happen to know what kind of card was used (inside) ?
The blitting is rather slow, but the scroll is much faster (hardware ?)

Gert

--

-- --
Atari TT-Point

-- --

1308. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st
Date: 1994-10-20 23:57:37 UTC
From: doughert@babbage.csee.usf.edu
Message-ID: <doughert.782697457@babbage>
Source record: 178679
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>So come on you Magazine Editors how about telling the truth for once...

If they/we did, better than half the readers and dealers would call the staff of the magazine traitors, among other things, and sales of the magazine would drop. A drop in sales wouldn't help anyone.

Atari users and dealers don't want to hear bad news -- they've already suffered through enough of it. And the thing is, nothing will be improved as long as users are, on the whole, blind to the situation.

It is all too easy to critize magazines for their being positive when they no other choice if they want to publish.
--

-- --
-- Sean Dougherty --- / / /_ /_
"That would make far too much sense." /_/ __/ /
-- doughert@babbage.csee.usf.edu --

1309. Virtual Memory 1.1 (VMEM 1.1)

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 00:11:56 UTC
From: npetrlik@public.srce.hr
Message-ID: <38710c$k3a@nippur.irb.hr>
Source record: 178680

Does anybody knows how to work with VMEM 1.1
using Atari ST 1040 (with MC68000 of course) ?

I've tried everything ...

Installing JARxx.PRG, editing original source file ...
but no results ...

So, if anybody knows something about it,
i'll be very grateful for some advice.

Thanx !

1310. ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 01:39:33 UTC
From: hlc@netcom.com
Message-ID: <hlcCy01xx.92I@netcom.com>
Source record: 178681

Since there doesn't seem to be a forsale section for the ST ...It's now been a few years since I got rid of my ST, and it's probably time to get rid of the books, programs, etc. that I kept in case I ever got another one ... If there's no manual listed, it's because I couldn't find it after a hurricane and two moves 8^). Here's the list:

Books -
original asking
Compute's Atari ST Volume 1: VDI $19.95 $10
Volume 2: AES $19.95 $10
Volume 3: TOS $24.95 $12
Abacus Atari ST Peeks & Pokes ..... $16.95 $ 8
Tricks & Tips $19.95 $10
Graphics & Sound $19.95 $10
Sybex Programmer's Guide to GEM $19.95 $10
Atari ST Basic Sourcebook (large format) offer
Atari ST Basic Sourcebook & Tutorial (small format) offer
Atart ST Owner's manual (dunno why I still have _this_ ...) offer

Mapping the Atari (8-bit) ..... $14.95 $ 7

Software -

Personal Pascal v2.? disks & manual ...? offer
Tackle Box ST & TB News 1&2 disks & lg. binder manual ...? offer
Prospero Pascal for GEM v2.151 disks and manuals ...? offer
Migraph Easy Draw v2.3 (disks & manual) ...? offer
GDOS driver disks for 24-pin & DeskJet ...? offer
Easy Tools (no manual) ...? offer
Migraph Touch-Up (disks only) ...? offer
FunctionZ function key labeling (disk only) ...? offer
PageStream 1.8 (disks only) ...? offer

Misc -
DeskCart (probably needs new battery), disk & manual ...? offer

Please reply via EMail as I don't usually read this group. Thanks ...

1311. Re: WP/DTP Package with Postscript output?

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 01:57:23 UTC
From: daveh@netcom.com
Message-ID: <davehCy02rn.4wl@netcom.com>
Source record: 178682

This may sound like a backwards step but you could always use an app
that functions with the old GDOS. There was a ps driver for this, at
least I managed with Timeworks. Any idea if Papyrus will work with
GDOS 1.2?

Dave.

Paul Donovan (csulw@csv.warwick.ac.uk) wrote:
: Over the next 20 or so weeks I need to produce a lengthy report
: documenting my final year project. I therefore need a decent package
: for my Falcon which will allow me to produce a Postscript file which
: can be sent to one of the printers here at Uni.

: I was interested in Papyrus, but the main programmer says he has no
: plans to produce a PS engine for the program. Looks like the demo of
: Papyrus will just have to be a flashy text editor...

: Can anyone comment on the following proposed solutions?

: 1) Calamus 1.09N and the Postscript module

: 2) Da's Layout

: 3) NVDI 3 getting a PS driver?

: 4) Anything I haven't thought of...

: In the report I will need different font styles and sizes, simple .GEM
: drawings etc. (and contents generation would be nice)

: Thanks,

: Paul
: 3rd Year Comp. Sci.

1312. Re: FAX Software

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 02:30:19 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94293.223019STIRRE31@MAINE.MAINE.EDU>
Source record: 178683

Martin,
Here in the States there is a program called STraight Fax 2 from
Toad Computers. I have no idea on availability over there (sorry.)
The price here is $109.95 list and $89.95 new. Sounds like it is
a powerful program. I am sure others will have some ideas.
Hope this helped a little anyway :-).
-scott tirrell

1313. Re: help on ST-f

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 02:33:52 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94293.223352STIRRE31@MAINE.MAINE.EDU>
Source record: 178684

Dave,
Over there in the UK you should be able to pick up copies of
ST Format or ST Review. That should help your friend order
stuff that he needs. I believe that the hard drive should be
easily connected to the ST but you need a host adapter like
ICD's Link cable. ICD also has hard drive software as does Atari.
Try to get in touch with a dealer to get the software needed.
By outputs do you mean video modes?
If so: with color monitor: 320 x 200 x 16 (low)
640 x 200 x 4 (medium)
with monochrome monitor: 640 x 400 x 2 (high)
Or do you mean what the ports are for?
The Atari should be able to read IBM-formatted disks (make sure
that they are not high density, though.)
Hope this helps.
-scott tirrell

1314. Re: Uploading some Icons (question)...

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 02:47:49 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <387a4l$f85@golem.wcc.govt.nz>
Source record: 178692

```
] > What I'm getting at though, is that I would like to release these
] > into Public Domain with as little work on my part as possible
]
] Post them to comp.binaries.atari.st.
```

Not that easy, you've got to find the moderator first and send them to
him.... Besides, AFAIK a lot of sites filter file above say 64K
from binary groups, or ignore them altogether....

1315. Re: LaTeX Available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 02:51:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg._11l8OJuvH2@semprini.waterloo-rdp.on.ca>
Source record: 178685

In <383a9o$mmk@news.iesd.auc.dk>, Henrik Lunardi Weide writes:
> LaTeX is avaiable for Atari-platforms in the name of MultiTEX from MaXON COMPUTER in Germany. It`s halfway commercial, they call it "sonderdisks" - means something like "special disks".
> It has everything that a LaTEX system must have, but I'm still in the learning process of LaTEX so I can`t say more now.
> By the way I can tell you what I remember right here, it can export to PostScript format (very useful indeed), the LaTEX compiler comes in to versions - one for standard ST(e) and one for TT/Falcon with 68882 Co-processor for faster compilation.
> You get both versions when purchasing MultiTEX.

Or you could FTP CS-TeX from atari.archive.umich.edu...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

1316. Re: Medusa benchmarks

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 02:52:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Y1O9x4M3jJw@semprini.waterloo-rdp.on.ca>
Source record: 178686

In <1994Oct18.114444.15537@ida.liu.se>, Patrik Sanfridsson writes:
> Has anyone run GEM-Bench on the Medusa. Please post the results

How about the $/SPECint and $/SPECfp ratings too?

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

1317. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 02:57:36 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.gAP9pRo_Dr2@semprini.waterloo-rdp.on.ca>
Source record: 178687

In <1994Oct17.133851.26824@jet.uk>, David Stevenson writes:
> >In article <1994Oct14.164730.11723@esca.com>, woodford@esca.com (Steven Woodford)
writes:
> >>ysiu@lexicor.com (Yat Siu) writes:
> >>
> >>[Proposal for a new newsgroup: comp.sys.atari.programmer]
> >>
> We already get excessive crossposting; adding new groups will make that
> worse. The .tech group is OK for programming discussion.
>
> I say NO.
>
> (And I say no to a .falcon group too).

I agree completely with David. The seemingly random cross-posting is
bad enough already, I don't need to read the same stupid "FOR SALE:"
articles in a 3rd group.

It's a pity there's no way to automagically mail the charter to someone
when they subscribe to a newsgroup.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

1318. No audio from ExtenDOS Pro

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 02:58:53 UTC
From: sammcgee@crl.com
Message-ID: <387apd$93f@crl7.crl.com>
Source record: 178691

I just received ED pro and the audio doesn't work. Nothing from the speaker, nothing from the audio output jack. All my sound CPX config ok. The disk spins and I can change tracks but no sound. Otherwise it reads disc data fine. Help. (tried D=20,21 - no go)

Sam

System: Falcon 4.04, 14MB, NEC 3Xp, ExtenDOS Pro 2.0A Oct. 5/94

1319. Re: OMEN

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 03:09:24 UTC
From: millert@grad.csee.usf.edu
Message-ID: <387bd4$dj2@mother.usf.edu>
Source record: 178693

The problem I have with OMEN is that it seems to violate too many commonsense rules of user interface design. Plus, they didn't seem to put a moment of thought into that screen font. It's awful. It gives me a massive headache. Ever wonder why the ST's system font is so much easier to read than a PC's? Because the designer thought about how to make it confortable to read. Oh, and those windows are irritating to TRY to use.

Now, as for the rest of the OS, it's great. It multitasks well, fast, and when something crashes, the OS stays afloat.

I think they should massively rework that UI into something REALLY nice. Since they can make the internals of the OS work, they obviously have the programming skill, but making the OS work was more important than making the UI look nice, which is the opposite approach that Microsoft and Apple took with their OS's, and for that I have to commend the OMEN programmers.

1320. Jove editor

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 03:55:53 UTC
From: marshall@cs.uq.oz.au
Message-ID: <387e49$l3i@uqcspe.cs.uq.oz.au>
Source record: 178688

There was a very full version of Jove for the St available some time ago.
It was not jove4_9. One of its best featrures was the ability to use 50
lines in mono. Can anyone tell me where I can access it - ftp address - if
possible? Thanks.
preferably? Thanks.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

1321. CyRel Sunrise M16-1280 graphics card

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 03:59:57 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <387ebt$r46@charm.magnus.acs.ohio-state.edu>
Source record: 178689

I am interested in hearing from the elite TT030 owners that also use a CyRel Sunrise M16-1280 graphics card.

How, well does it perform?

Does it solve the dull graphics problems for the TT?

Does it work well with such programs a X-Boot, STalker, and First Word Plus (TT version).

What, about paint programs, picture showing programs.

I hope you netters can help me out. I need the hard facts about what I need to make the transition to this VME options.

Raymond Collins	Atari TT030 4/4 MB ST/TT RAM 245 HD
rcollins@magnus.acs.ohio-state.edu	Travel By ZyXEL 19,200 bps
or rcollins@freenet.columbus.oh.us	Die Hard Atari Fan since 1983

1322. Re: jpeg viewer?

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 04:44:27 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <387gvb$gmn@golem.wcc.govt.nz>
Source record: 178690

```
] : : Is there a jpeg viewer for the Atari ST(520stfm upgraded to 2 1/2meg)
] : : I've got a gif viewer (fastgif, but I would like to view jpegs as I can
] : : get more on a disk
]
] : GEMVIEW springs to mind.....
]
] So does Seed of Light..

There's about 3 main viewers for the ST.

JPEG-View which will view in as many colors as the current resolution
can cope with. Quite fast & GEM-compatible, supports resizing and
limited dithering.

GEM-View will also view in as many colors as is available, but is
extremely slow. The end result however is about as good graphics-wise
as you're likely to get, colors are a different matter, on an ST it's
unlikely to be too spectacular. However, you could convert the JPeG
to a GIF or other such format and view it with Photochrome in 4096
color mode for a nice effect.

Speed of Light is probably the best bet, although it's not very
GEM friendly. It's stunningly fast, and displays more than the usual
16 colors, (or 256 if running in a compatible mode on a enhanced
machine/TT/Falcon/Medusa). It will also save the pictures out (In
16-colors) as a GIF, or other standard format. This is quite a good
utility!

JPEG-View views only JPG files. GEM-View views pretty much anything,
and Speed of light views JPG's, GIF's and most standard-ish formats.

Latest GEM-View is (I think), v3.08 (or thereabouts, I only
have v3.06).

All are obtainable in ./atari/Graphics/ on the atari.archive.umich.edu
FTP site.
```

1323. FTP sites??

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 06:34:19 UTC
From: pgl@draco.bison.mb.ca
Message-ID: <387ndb$9b8@draco.bison.mb.ca>
Source record: 178605

I'm trying to locate some FTP sites with MIDI and other utilities. Please e-mail responses. Thanks!

1324. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 06:39:08 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Cy0Ft9.A56@hpbbrd.bbn.hp.com>
Source record: 178694

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
> So come on you Magazine Editors how about telling the truth for once...

They won't. You see, telling the readers the truth means making
them consider other computers even more than they already do,
and eventually making them buy their next computer sooner
than planned - and then the magazine loses a reader, i.e. money.

But it's true, the Atari market is changing into a hobbyist
market like it happened for the 64. There will still be a lot
of Ataris around, and certainly a lot of activity, but the
exciting things will happen elsewhere (if Atari is lucky,
in the games console market).

BTW, since we do no longer receive rec.* here at our site,
I haven't heard anything about the Jaguar for a long time.
Would anybody care to summarize how the Jag is doing in the
US currently?

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

1325. Re: (Super)Nova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 07:35:23 UTC
From: Lexicor@world.std.com
Message-ID: <Cy0IEz.KCG@world.std.com>
Source record: 178697

[SNOVA Benchmarks and gert's calculations]

>Well, I hope this gives a little more realistic view of the Nova Card, you
>almost got me ordering one !!!....

Gert,

I did another test in 1024x768 in 256 colors this time WITH
comparison to TT with FPU, your examples were fairly close, HOWEVER your
CPU calculations were not quite correct. Graphics don't divide by 4.83 either
just because it's Rom/Ram test. :) The CPU is slower, I have noticed variable
speeds on different TT's..

>
>I took the 4.83 out of the RAM/ROM test, I guess it is close to the truth.
>But all in all, it is still quite good !!
>Do you happen to know what kind of card was used (inside) ?

Mach32, 2 Megabytes VideoRAM

>The blitting is rather slow, but the scroll is much faster (hardware ?)
>

It has vertical and horizontal hardware scrolling and accelerated..

Here's a new test this time reference TT + FPU notice how the CPU performance
is notably slower, but the graphics is 318%!! in 1024x768 > 72Hz this is
important infact.

```
GEM Bench v3.28c = Ofir Gal 28.9.93
===========================================
TT 030 TOS 3.06, MiNT not present
Blitter not present, NVDI not present
Video Mode = 1024 * 768 * 256 Colours
LineF FPU installed
Run and Malloc from FastRAM
Reference = TT + FPU
===========================================
GEM Dialog Box: 1.015 312%
VDI Text: 0.785 556%
VDI Text Effects: 3.585 202%
VDI Small Text: 0.645 637%
VDI Graphics: 1.040 567%
GEM Window: 0.525 195%
Integer Division: 1.535 100%
Float Math: 0.185 147%
RAM Access: 1.305 145%
```

ROM Access: 1.300 116%
Blitting: 5.745 37%
VDI Scroll: 1.150 250%
Justified Text: 2.680 150%
VDI Enquire: 0.460 277%
==========
Average: 263%
Graphics: 318%
CPU: 127%

I hope this gives you a better impression of the graphics capabilities
of this graphics board :)

Cheers

1326. Looking for sample player.

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 07:46:01 UTC
From: hjanz@informatik.uni-rostock.de
Message-ID: <387rjp$338@taiwan.informatik.uni-rostock.de>
Source record: 178700

I am looking for a good .au sample player (SUN Audio) for my Atari MSTE
which used the DMA sound chip. It would be very nice if someone could
e-mail me a ftp address or http address.

Thanx & bye
Holger Janz
hjanz@informatik.uni-rostock.de

1327. Re: [Q] Medusa

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 08:13:25 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <387t75$in7@golem.wcc.govt.nz>
Source record: 178607

In article <Cxy4I9.5p5@world.std.com>, Lexicor@world.std.com (ysiu@lexicor.com) writes:
>In article <383p5k$26s@lirmm.lirmm.fr>, Andreas DIETZ <dietz@lirmm.fr> wrote:
>>
>>Hello!
>>
>>I would like to learn a little bit about the Medusa machines.
>>
>> - Who produces (and sells) them?
>
>There is a Medusa text file available on announce and ftp.std.com, there are
>incompatib. like no games or hardly any will run, but most modern applications
>will rnu. It uses TOS 3.06 and most programs will run on it that runs on a TT
>withou problems.

From the UK mags that I have been reading and they could be out of date,
it states that there are big problems with these machines as Atari will not
let them use TOS etc, or they are not allowed to patch it...??

Mags are a few months old here....

Can some one clear this up..

>Yat @ Lexicor

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1328. Re: jpeg viewer?

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 08:50:44 UTC
From: shill@jet.NoSubdomain.NoDomain
Message-ID: <387vd4$g6g@pheidippides.axion.bt.co.uk>
Source record: 178608

In article <3831m0$fr@calvin.st-and.ac.uk>, ajdw@st-and.ac.uk (Al Bundy) writes:
|>
|> Is there a jpeg viewer for the Atari ST(520stfm upgraded to 2 1/2meg)
|> I've got a gif viewer (fastgif, but I would like to view jpegs as I can
|> get more on a disk
|>
|> Thanks
|>
|> Adam

Try getting hold of SPEED OF LIGHT - the latest version (3 or 3.5). It can handle
JPEGS fairly quickly.

Steve

____
| Stephen Hill - Stephen.Hill@axion.bt.co.uk :Tel : (0473) 646342 |
| I do not speak for my employers, I only (just) work for them |
|____|

1329. Re: TOS 2.05 and HD floppy...again!

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 10:05:12 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3883oo$jp9@golem.wcc.govt.nz>
Source record: 178698

In article <RICHARDSON.34.2EA6717A@sscl.uwo.ca>, RICHARDSON@sscl.uwo.ca writes:
>This was discussed a few months ago but I don't have the docs. that were
>posted and my menory is the worst...so forgive the rehash. I have a MegaSTE
>with TOS 2.05. I have documentation that says the #8 dip switch converts
>between DD and HD floppy formatting. My question is...did ALL 2.05 machines

Atari did bring out a Kit to upgrade these older machines, the Kit included
a HD Drive, Ajax Chip, New Gal, Mods to PCB.. etc...

May be you can still get the Kit does any one know.....

>+-------------------------------------+--+ | The preceding opinions do not |
>| e-mail: RICHARDSON@VAXR.SSCL.UWO.CA | | necessarily reflect those of |
>| | | the Dept. of Psychology, or |
>| phone: (519) 661-2067 | | UWO...unless by coincidence!! |
>+-------------------------------------+ +-------------------------------+

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1330. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 10:10:49 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <388439$jp9@golem.wcc.govt.nz>
Source record: 178699

In article <1994Oct20.131035.1463@jet.uk>, djs@jet.uk (David Stevenson) writes:
>In <385bke$167@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>
>>I asked a freind here what here thought, and he stated their was not enough
>>trafic for another group...
>This is difficult to read, but if I understand correctly, you have now
>changed your mind? Previously you called people no-brains for disagreeing
>with you.

David David PLEASE READ WHAT I POSTED, I stated what a friend thought,
not what I thought..??

My comment about not having brains, well I thought Atari fans could be more
Positive, you seemed very Negative to me, I could not see any real reason
for this..

>David Stevenson, JET Joint Undertaking +44 1235 465028
>Email: djs@jet.uk or hoagy@cix.compulink.co.uk

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1331. Re: GFA Basic Compiler/Interpreter

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 11:24:21 UTC
From: bob@news.otago.ac.nz.earthlight.co.nz
Message-ID: <Cy0t0L.IEC@news.otago.ac.nz>
Source record: 178601

Hutch (hutch@ilmen.lanl.gov) wrote:

> Or save the 2.x files in .LST format which can then be read into the
> 3.5 interpreter. Of course, he still needs the 3.5 compiler.

GFA Basic v2.0 is Public Domain, right ... in that case, is it somewhere on the 'net, or would some kind atarian like to put it somewhere? All I really want (at the moment) is GFA Basic 2.0 (since i've got the compiler).

> Even though the compiler is pretty simplistic, I'm sure Bob (the
> original poster) would like to have an English version, unless his
> Dutch and/or German skills are more advanced than mine. :)

Uhhhh .... Dutch and/or German skills are lacking significantly. Give me a text file in german, and i'll read it to you though. It seems all docs for good atari proggies are in german ;)

Bob Brown
bob@earthlight.co.nz or rb2@mercury.tekotago.ac.nz

1332. Virtual Memory 1.1 (VMEM 1.1)

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 11:28:19 UTC
From: npetrlik@public.srce.hr
Message-ID: <3888kj$jpd@nippur.irb.hr>
Source record: 178602

Hi !

If anybody knows something about how
to work with VMEM 1.1 , call !

I found VMEM 1.1 on ftp site 'ftp.cnam.fr' in
directory /pub/Atari/Utilities/
And the filename is vmem11.lzh

Thanx !

1333. Re: New Falcon Goodies?

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 11:39:27 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38899f$n3q@bs33n.staffs.ac.uk>
Source record: 178603

STIRRE31@MAINE.MAINE.EDU wrote:
: Being in the States, I rarely hear about the new things over
: in Europe. I have been hearing that there are quite a few
: Falcon products coming out. I was wondering.... can someone
: fill me in on a couple of new developments?
: Thanks.

Best has to be APEX MEDIA software, out this (or next) month from Titan Design. F-Zero (a new vector shoot-em-up from Caspian Software) is also nearly complete, a demo is available via FTP. Llamazap get's kicked into release at the FES this year (at long last). I hear that Musicom III is coming along very well too (but you never heard that from me, ok?).

Plus a new version of Digital is being worked on, allows you to enter the music via a score sheet (like StormTracker but with a few more channels!).

There is also a special program called ScreensPain soon to be released commercially which is for programmers, it allows you to define your own screen resolutions and then dumps out the code for you. Should be very useful when it appears.

The Lazer Convention is due in November so we can expect some stunning new demos from that! Plus EKO are working on a game called H20 which is likely to be quite stunning indeed.

As for the more serious application side, can someone else help? I guess an upgrade to Xenomorph 2 is required (badly required, due to large bugs in the current version), but who knows?

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

1334. [FAL] Zool Game

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 11:42:28 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3889f4$n3q@bs33n.staffs.ac.uk>
Source record: 178614

OK here is some _very_ interesting news for you.

Gremlin Graphics platform rival to Sonic, Zool, has been converted to the Falcon. It takes full advantage of the improved hardware and sound and will be a joy to any arcade fanatic.

Gremlin are not releasing Zool directly, instead Silica Shop have bought the rights to it and are going to bundle it with a new range of budget price Falcon's (although when no-one is sure). The game is 100% finished, Gremlin confirmed this over the phone, and Silica have copies (they also confirmed this over the phone). The big question now is.... WHEN?????

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

1335. Best Program For Modem for Atari ST 1040

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 11:43:30 UTC
From: npetrlik@public.srce.hr
Message-ID: <3889h2$jsn@nippur.irb.hr>
Source record: 178604

Hi !

Does anybody knows which is the best program
for communication with modem for ST 1040 ?

Rufus isn't so good ...

Thanx for reply ...

1336. Obsessive pinballing!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 11:48:17 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <3889q1$283@infa.central.susx.ac.uk>
Source record: 178613

Today I had the good fortune of playing a demo of Obsession, and pinball game
from UDS, and I had to say that I thought it to be a VERY good game.
The colours were stunning and I could not se any fault with the graphics. The
sound is amazing, it useses overscan and (i expect) hardware scrolling.
The demo is just one table with the full game having four, and a data disk
containing more tables will be out shortly after the game.
You can not use it on a standard ST, it is only STE and above.
I used the demo with NVDI, NeoDesk 3, a hardware clock, from a hard drive and
found no trouble with it at all.

This is the kind of thing we need to see a lot more of.

I have the demo, which can be freely distributed, but I do not know how to
upload to an ftp site. If anyone has a demo of this and can upload, then
please do because everyone needs to play this, or, alternativly, tell me how
to upload and I will, (if of course it isn't at a site already!)

Andy

--
Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk
----
I _DO_ have reason why I do what I do - I just can't remember them
----

1337. Re: GFA Basic Compiler/Interpreter

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 12:20:35 UTC
From: koehne@tripolis.informatik.uni-dortmund.de
Message-ID: <388bmj$ajp@fbi-news.informatik.uni-dortmund.de>
Source record: 178617

In article <Up-EJTVFIVC@ttgk.textlitho.nl>, gert@ttgk.textlitho.nl (Gert van der Knokke) writes:

|> Strangely enough, there are 2 new GFA Basic versions for the PC !! One for
|> the 'older' 8086 related machines and one for the newer 80x86 machines. A
|> few days ago I have seen it working on a 80486 and it looked very good (and
|> familiar), so I think we all should kick this company (haven't got it's
|> name though, I will contact the guy who showed me the stuff) to create a
|> new GFA for the Atari, one which IS multitios compatible.

I think that won't work because GFA is just supporting their BASIC for the PC platform anylonger.
They won't support ATARI anylonger.

I saw GFA-Basic for WINDOWS some time ago and it looks really good but I think there's no hope for us...!

--

Gruss

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede
Germany

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@troja.informatik.uni-dortmund.de
Patrick Koehne @ UN (Maus-Netz)

+++ Letzte Meldung:

Wolfgang Korruhn: "Informanten des R.A.F. folterten meine Tante!"
-- Exklusivbericht: Seite 34.

1338. Re: WP/DTP Package with Postscript output?

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 12:25:51 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.782742351@paddington>
Source record: 178632

```
>: 1) Calamus 1.09N and the Postscript module

1.09n is not modular - the Bridge module will only work with Calamus SL.

>: 2) Da's Layout

Postcript works fine, but I'd prefer SL for multi=page documents...

>: In the report I will need different font styles and sizes, simple .GEM
>: drawings etc. (and contents generation would be nice)

Calamus SL every time...

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
( cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170 )
```

1339. Re: Nova Card for TT...

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 12:26:11 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <388c13$m8j@newshost.uni-koblenz.de>
Source record: 178616

In article <CxzLJ8.Ays@world.std.com>, Lexicor@world.std.com (ysiu@lexicor.com) writes:
|> >It might be understandable that the box and the drivers aren't sold
|> >seperately - then probably thousands of ATARI users would buy the
|> >box and the drivers from Lexicor/Computerinsel and the PC cards from
|> >a PC retailer at realistic, affordable price.
|>
|> Christoph,
|>
|> I would say that I do feel the need to respon to this post :),
|> to begin with you are paying for a 1.Modified VDI, a 2.ET-4000 (for regular
|> NOVA BOard, and 3. a NOVA Adaptor Board

... and for the disadvantage of a box that is loosely hanging around
on your desktop and makes it difficult to place the computer in
a different case ... :)

|> You are also forgetting that the market is a very different one,
|> while an ET-4000 manufacturer speaks of a market of much larger size and
|> can therefore afford much better breaks, and larger quantity. There was
|> at least in the US a special for 350 U$D with some set of software for the
|> regular NOVA Graphics board, that may seem much for a PC User, but a PC User
|> doesn't need part 1) and part 3).
|>
|> >(ever heard of a mass market)? But with the effect that a lot more ATARI
|> >users are satisfied with the capabilities of their machines and do not
|> >change their computer platform.
|> >
|>
|> I would also like to point out that the term "mass market" does not apply in
|> the same sense of the word as say the PC Market. I personally feel you
|> draw unjustified comparisons but that is of course only IMHO.

OK, it's right that the ATARI market is very small. But how many NOVA
cards have been sold until now? And how many STE/TT users, i.e. people
who could be interested in a graphic card, are there? I suppose that
the _percentage_ of ATARI users who own a NOVA (or comparable) graphic
card is very small.

Here, the term "mass market" as a relative notion. In pure numbers,
the amount of potential graphic card buyers is small. But related
to the amount of the people who already are owners of a graphic
card, it is quite large. I cannot prove this, but I don't think
that I can be proven wrong.

Regards,

Christoph

1340. Re: Linux

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 12:29:31 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <388c7b$9va@ra.ibr.cs.tu-bs.de>
Source record: 178618

Henrik Kjellsson (hkjdv93@hv.se) wrote:

: Hi!.

: I wonder if any of you Falcon owners have installed Linux. I have tried a bit but haven't succeded. What kind of hardware do you need? Which files? Is there any window handler (like Motif?).

: Bye!

You need a 68881/2 and at least 4 MB of RAM,
09pl3 should work with the right bootstrap.
09pl4 coming soon: new memory model, better DMA-support

XWindows server is under construction but will take time.

You can find LINUX on
ftp.tu-clausthal.de and probably other sites in europe.
clausthal has a really slow line, try ftp after 2100h MET

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

1341. Re: Virtual Memory 1.1 (VMEM 1.1)

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 12:36:56 UTC
From: koehne@tripolis.informatik.uni-dortmund.de
Message-ID: <388cl8$ajp@fbi-news.informatik.uni-dortmund.de>
Source record: 178619

In article <38710c$k3a@nippur.irb.hr>, npetrlik@public.srce.hr (Neven Petrlik) writes:

|> using Atari ST 1040 (with MC68000 of course) ?

I think you must have an 68030 for virtuel memory because you need a PMMU (paging
memmory managment unit). This one is just inside a 68030.

--

Gruss

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede
Germany

e-mail: Patrick_Koehne@un.maus.ruhr.de
koehne@troja.informatik.uni-dortmund.de
Patrick Koehne @ UN (Maus-Netz)

+++ Letzte Meldung:

Wolfgang Korruhn: "Informanten des R.A.F. folterten meine Tante!"
-- Exklusivbericht: Seite 34.

1342. calamus

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 12:44:35 UTC
From: mkw1@unix.brighton.ac.uk
Message-ID: <1994Oct21.124435.693@unix.brighton.ac.uk>
Source record: 178606

Try PD Libraries! Try Coverdisks! Where are you studying anyway?

1343. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 12:53:54 UTC
From: pitchfsj@aston.ac.uk
Message-ID: <Cy0x5v.72v@aston.ac.uk>
Source record: 178623

In article oo2@percy.cs.bham.ac.uk, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
> sheppard_r@ix.wcc.govt.nz writes:
> >I asked a freind here what here thought, and he stated their was not enough
> >trafic for another group...
>
> IMHO lack of traffic is not a good enough argument against creating a
> new newsgroup.

I agree, new groups will generate new traffic
>
> If we reorganize csast and csas into the optimal number of groups we
> should be able to minimize cross-posting and thus minimize the total
> traffic.
>
> I suggest:
> comp.sys.atari.programming
> (As Yat has proposed)
all for it, this seems to be a much needed group, those who don't want
it don't have to subscribe

> comp.sys.atari.graphics
> For users of bitmap and vector graphic apps (eg DA Vektor, etc)
> comp.sys.atari.dtp
> Stuff for users of Calamus, Didot, Pagestream, etc
> comp.sys.atari.sound
> Technical discussions of the audio facilities in ST/STe/TT/F030
> comp.sys.atari.demos
> Discussion of latest demos

I'm not sure whether this group would generate enough traffic to be
worthwhile creating it, I was subscribed to alt.amiga.demos for a
couple of weeks, and there were virtually no postings.

> comp.sys.atari.hardware
> Atari hardware discussions (eg serial port, DSP, repairs, etc)

yes, If only to reduce crossposting between any new programming group,
and the existing .tech group

> comp.sys.atari.desktop
> For users of Neodesk, Gemini, Ease, Teradesk, etc
>
> should replace *both* csast and csas (leaving .advocacy and .sources
> and .binaries unchanged).
>
if csas is replaced by the above groups, then (by sod's law), someone will

want to discuss something that isn't covered, so no to the removal of csas.

> Sure, I'd read them all anyway, but at least I'd know what to expect
> in each group.
>
> Comments anyone?
> --
> --Chris
> Other email addresses:
> X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
> Cix: chrisridd@cix

___ ___ ___ _ _ ___
M__ M M_ M M M_ Pitchfsj@sun.aston.ac.uk
__M M M__ M M__

1344. Re: Mosaic?

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 13:43:48 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <388gik$nfl@bs33n.staffs.ac.uk>
Source record: 178609

Christer Gustavsson (d2cg@dtek.chalmers.se) wrote:
: In article <37irhs$3l6@bs33n.staffs.ac.uk>,
: Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
: >I remember someone saying they had written a HTML viewer for the Atari,
: >nothing quite like the full Mosaic but useable anyway. I am sure it was

: Isn't lynx a html-viewer? It crashed on my Falcon, but anyway...
: Is there a version of lynx that works with a Falcon?

No, it was a full HTML page viewer. But as for a fully fledged web
browser, I don't think so.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

1345. Re: C compiler

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 13:43:58 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Oct21.134358.4843@bay.cc.kcl.ac.uk>
Source record: 178628

In article <782370307.AA01926@jina.rain.com>, Max.Denebian@f318.n105.z1.fidonet.org (Max Denebian) writes:
> Hello,
>
> A friend of mine is looking for Lattice C, or Pure C which someone wishes
> to sell.

Erm... he's not the only one hunting for Lattice C. I take it he's looking for the old versions, which Hisoft have sold out of fairly recently at 40 quid a go.
169 quid (30% discount for students if you order direct from Hisoft -increase that overdraft!) for the new v5.60 from Hisoft is a bit out of order really.
I'm waiting for the London Earl's Court computer show next week, in the faint hope of anyone flogging old versions off!

Sorry I couldn't be of much help but I'll post you or anybody else if they're interested if I score searching software distributors up and down the country and at the show.

-A. MacLeod Kings' College London-
-udem148@bay.cc.kcl.ac.uk-

1346. Re: ENDLESS INCOME!

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 13:52:55 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <388h3n$nfl@bs33n.staffs.ac.uk>
Source record: 178511
Cross-posted to: comp.sys.atari.st,comp.sys.apple2

```
: EVT@alpha.dfw.net wrote:-
: > PS: PLEASE, IF YOU DO NOT LIKE THIS POST, GO ON TO THE NEXT! For
: > every one that does not like it, five do! Too much bandwidth is
: > waisted by NET-JERKS discussing the merits of everyone's posts!

I hope your mail server burns in hell from all the flames.
```

1347. Re: jpeg viewer?

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 13:54:52 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <388h7c$nfl@bs33n.staffs.ac.uk>
Source record: 178610

```
: In article <3831m0$fr@calvin.st-and.ac.uk>, ajdw@st-and.ac.uk (Al Bundy) writes:
: |> Is there a jpeg viewer for the Atari ST(520stfm upgraded to 2 1/2meg)
: |> I've got a gif viewer (fastgif, but I would like to view jpegs as I can
: |> get more on a disk

It has to be Speed of Light 3.5 (available from FTP all over the place).
A lot quicker than Gemview and has plenty of picture manipulation functions.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!
```

1348. Re: Posting Binaries in c.s.a.s.

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 14:11:37 UTC
From: millert@grad.csee.usf.edu
Message-ID: <388i6p$h5s@mother.usf.edu>
Source record: 178611

Generally speaking, I agree with you, Hutch. Big binaries do not belong here.

On the other hand, it was kindof nice to have that MPEG player posted here. It's quite small and it's a hot item.

1349. Space 1889

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 14:26:42 UTC
From: c1kd@dmu.ac.uk
Message-ID: <1994Oct21.142642.9212@dmu.ac.uk>
Source record: 178612

Does anyone know/remember what I'm supposed to do with Hobbs' lockpicks...?
Can't seem to find any locked doors in the South American city. :(

/<ev

1350. Questions, Answers page ready.

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 14:59:47 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <388l13$4kl@mserv1.dl.ac.uk>
Source record: 178615

I have now included a questions and answers page in my Atari Web pages. If I get a decent response this should prove an invaluable service to those who use it. Please send any questions to me for inclusion and state if the question is for me personally or for the Q&A pages.

If you know the answers to any of the questions in this page then again mail them directly to me for inclusion. You will receive full credit for any answers you provide, and answers will appear in the Web page next to the question and will also be mailed directly to the person who posed the question for those who don't have Web access but want to use this service.

I rely on your support so please mail your questions and answers to me.

Thanks,

Mark msh@dl.ac.uk

(Atari Web Pages : html://www.dl.ac.uk/MISC/ATARI/atari.html)

1351. Re: [Q] Medusa

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 15:16:14 UTC
From: Lexicor@world.std.com
Message-ID: <Cy13r3.54s@world.std.com>
Source record: 178634

In article <387t75$in7@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>
>From the UK mags that I have been reading and they could be out of date,
>it states that there are big problems with these machines as Atari will not
>let them use TOS etc, or they are not allowed to patch it...??
>
>Mags are a few months old here....
>
>Can some one clear this up..

Roger,

the TOS license is completely legal, the agreement was signed a
few months ago, it was mainly because there had to be some changes done to
TOS 3.06 to complement the Medusa 040

Cheers

Yat
>
>
>***
>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
>* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
>***
>

1352. New files at HENSA (21 October)

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 16:33:01 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cy17B1.M9A@westminster.ac.uk>
Source record: 178620

Well here it is...my latest installment of duh duh duh....New files at HENSA for the past week....

thank you...thank you...no more drum roll needed...

You will probably notice on some of the files...that there is a new thing with the description.....in the brackets...

This was due to some feedback from someone, who pointed it ou, that he wanted to know what language the programs were in. I liked the idea.so am implementing it, as of today. Thanks Steve Wells...

I think you can work out what they mean...

Dan.

ATARI NEWS OF THE DAY Updated 21/10/94 @ 1625

Newsletters

Latest releases:-

atari-tos Volume 07 Issue 007 19/10/94
atari-falcon Volume 07 Issue 004 19/10/94
atari-falcon Volume 07 Issue 005 21/10/94

Back copies can be found in the directory "tos/news","mint/news","falcon/news"
Please refer to the file "00readme" in the directory for details of how to subscribe.

Digests
----
tos/o/o107 Info-Atari8 digest e-mail newsletters
Updated weekly

New software for the Atari TOS section

New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to where they are held. <code> is as below and <x> is the first letter of <code>. EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
o164 18/10/94 ---- JCLABEL 1.9 An address / label printer / database
o165 18/10/94 ---- ALIBI 1.7 Alias programs to start them from one directory
n133 18/10/94 ---- LED PANEL 2.7 Have drive access indicators on the desktop
o166 18/10/94 ---- LOAD_INF Load your desktop/newdesk.inf files on the fly
o167 18/10/94 ---- NOTEPAD 1.3 Small accessory text editor for 24 lines or less

o168 18/10/94 S--- RECOVERABLE TRASH CAN for Newdesk and NeoDesk users
o169 18/10/94 ---- SCHONER 0.9 DA screen saver...3 built in modules
o170 18/10/94 ---- SILKBOOT 2e Executable boot on floppy and use 2.5Mb on STe

o157 17/10/94 ---- DM2WORKS Data Manager to Atari Works Conversion Utility
o158 17/10/94 ---- FPLANET Fractal Planet Generator (Colour only)
o159 17/10/94 ---- WEB System for structured programming and documentation
o160 17/10/94 ---- FRACTAL PLAYTIME 1.1 Very fast Mandelbrot generator
o161 17/10/94 S--- MOST File viewer...read Compton's New Media M.O.S.T. CD-Roms
o162 17/10/94 S--- FASTBASE 1.12 Full featured relational database program
o163 17/10/94 S--- AUDIO-BASS 1.0 Database for songs, groups, and CD/Tape/Vinyl

New software for the Atari Falcon section

New packages are as follows; type "cd ~/micros/atari/falcon/<x>/<code>" to get
to where they are held. <code> is as below and <x> is the first letter of <code>
EG. For package "a001" you'd "cd ~/micros/atari/falcon/a/a001".

Pfx Date Key Details
--- ---- --- -------
a051 21/10/94 ---- MOON SPEEDER DEMO Unplayable demo of a game...good grafix
a052 21/10/94 ---- MPEG-DSP Colour MPEG player, uses the DSP (G)
a053 21/10/94 ---- DIGITAL TRACKER 2.04 Demo V1.00 32 channel stereo sound (F)
a054 21/10/94 ---- TURBOGIF 1.3 GIF viewer (G)
a055 21/10/94 ---- THE V11 JFIF VIEWER 2.20 View JPEGS on your Falcon in TC (E)
a056 21/10/94 ---- MATRIX Diplay info about sound matrix graphically (E)
a057 21/10/94 ---- DIAMONDS Apr 1994 Quick A-Life cell generation program (F/E)
a058 21/10/94 ---- XPORTIMG 5.0 Covert graphics from one format to another (E)
a059 21/10/94 ---- AVENA SCREEN ADJUSTER 2.01 Change screen res and freq (E)
a060 21/10/94 ---- DEVPAC FALCON LIBRARY 2.0 Assembler subroutines (E)

a048 19/10/94 ---- FALCON030 STUFF Play modules with DSP, alter screen size
a049 19/10/94 ---- F.M TERMINAL 1.0h Full GEM telecomms program for the 68030
a050 19/10/94 ---- SCREENBLASTER 1.01 DEMO Screen resolution enhancer
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1353. Re: Mac hd on atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 16:47:12 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <388rag$sr2@mailer.fsu.edu>
Source record: 178621

Matt McAlister (Matt.McAlister@dataport.com) wrote:
> MB> printer cable). This type of connector seems to have found favor in the
> MB> industry, so many vendors are using it on the actual drives units, and
> MB> supply an adaptor cable for Mac use. That way, they can use the same
> Thanks Mickey (I was the one who started the topic!) I'll check into that. If
> it has the Centronics cable then I WON'T need the host adapter?
> That'd be too cool

Sorry, perhaps I was not clear. If a drive has the centronics-style
connector, the Link/Link2 will plug right in without any other cables or
adaptors needed. There are several common types of external SCSI connectors,
and if you got one of the other ones you would need an adaptor cable to
be able to use the Link/Link2. So, a centronics-style connector is highly
desireable, but does not remove the need for a host adaptor. Think of it
this way:

```
+-----+ +---------+ +------------+
|SCSI | | Host | | Atari ST |
|drive| <------> | Adaptor | <----------> | |
+-----+ ^ +---------+ ^ +------------+
| |
SCSI spoken ASCI spoken
here here
```

So you need a host adaptor no matter what, unless you have a TT or Falcon
(which have a SCSI port in addition to the ASCI port).

```
--
*****************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*****************************************************************************
```

1354. Re: color screen dump

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 16:50:04 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <388rfs$sr2@mailer.fsu.edu>
Source record: 178622

Tamminen Eero (t150315@proffa.cc.tut.fi) wrote:
> In <380lcq$6uj@mailer.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>
> >There are a number of programs that intercept the "print screen" keypress
> >(ALT-Help) and instead write a screendump to disk in the form of a Degas
> >picture (multiple dumps receive different file names). Some names: Dump It,
> >Mobzdump, Degas Snap. I think there is at least one more. Anyway, these
> >should all be on atari.archive.umich.edu. Hope that helps.
>
> Can any of these save blocks from any size screens? Eg. program named
> snapshot bombs if screen's not 32k... Image format should be IMG as
> other 'ST' formats don't store image size. Images need not to be
> packed, although it would be nice :-).

There is at least one program that can save 1290x760 screens (even if it
is just a virtual screen from MonSTer). I believe it was smart and asked
the machine for the resolution, and I seem to remember that it saved in IMG
format. It was reviewed in a Current Notes issue. I'll see if I can find it.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1355. Last Issue of ST USER!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 16:56:30 UTC
From: s9205525@otto
Message-ID: <388rru$fnk@aggedor.rmit.EDU.AU>
Source record: 178624

```
: Well it has finally happened, ST USER is no more. I just received
: my latest subscription (November issue), and the mag will be no
: more from now on. All present subscribers will have their accounts
: transferred over to ST REVIEW. Too bad, but it really dos'nt make
: sense having 2 Atari mags coming out of the same publishing house
: especially in this day and age. I am glad that REVIEW is the one
: that has survived cos' it is far more in depth in its approach
: to Atari related stuff.

--
*****************************************************************************
* *
* John Moon *
* *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* *
* *
*****************************************************************************
```

1356. Re: GFA Basic Compiler/Interpreter

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 16:59:26 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410211607.AA00950@ilmen.lanl.gov>
Source record: 178626

In article ajp@fbi-news.informatik.uni-dortmund.de,
koehne@tripolis.informatik.uni-dortmund.de (Patrick Koehne) writes:
>In article <Up-EJTVFIVC@ttgk.textlitho.nl>, gert@ttgk.textlitho.nl (Gert
>van der Knokke) writes:
>
>|> Strangely enough, there are 2 new GFA Basic versions for the PC !! One for
>|> the 'older' 8086 related machines and one for the newer 80x86 machines.
[...]
>I think that won't work because GFA is just supporting their BASIC for the PC
>platform anylonger.
>They won't support ATARI anylonger.

Actually, I don't hold out much hope for GFA surviving in the PC world, either. It's really a shame, too, as their GFA BASIC versions for DOS and Windows both show a lot of promise. Unlike the 'brain dead' Microsoft Visual Basic which has taken the market by storm, GFA's products generate a true executable with no need for a huge runtime file. Both are quite fast, too (much more so than VB). In typical GFA fashion, however, their documentation is the pits and pales in comparison to the quality MS VB docs, not to mention the huge glut of third party support in the way of books and software add ons. In case anyone is wondering, it is NOT a trivial task to convert a large Atari GFA program to GFA for Windows (DOS is a bit easier). The language is similar, yes, but the difference in the OS is huge and GFA's lousy docs don't help the situation.

-Hutch- @ Fair Dinkum Tech

1357. LPMUD

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 17:01:25 UTC
From: azog@world.std.com
Message-ID: <Cy18ME.7A7@world.std.com>
Source record: 178625

Has anyone played with LPMUD for MiNT? I am a little familiar with
LPMUD for Unix, and have compiled it under Linux and/or NetBSD,
so know a little about the internal operations, but am having
a hard time dealing with this version.

First off, when I extracted the distribution, in MUDBIN there were
two files: driver.tos and front.tos. Assuming that front.tos is a
front-end of some sort for LPMUD, I ran driver.tos first, and it
loaded a bunch of objects and some rooms. The last status I get is
'setting up ipc'.

Then I run front.tos, and simply get a memory violation, and it
quits. How do I connect to it? For a 'real' LPMUD, you usually
telnet to a defined port, but I havent seen anything like this.
Mostly because there are no docs.

Note that I am running both of these in seperate windows under
MultiTOS (1.04, I think. I havent gotten 1.11 installed right
now, tho I did compile it)

Thanx

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

1358. Re: Obsessive pinballing!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 17:02:48 UTC
From: s9205525@otto
Message-ID: <388s7o$fnk@aggedor.rmit.EDU.AU>
Source record: 178637

: I have the demo, which can be freely distributed, but I do not know how to
: upload to an ftp site. If anyone has a demo of this and can upload, then
: please do because everyone needs to play this, or, alternativly, tell me how
: to upload and I will, (if of course it isn't at a site already!)

: It is quite simple to U/l to an ftp site. Choose the site you want
: from the list "THAT YOU HAVE OF ATARI FTP SITES", that are posted
: here every fortnight (I think), once you have gotten into the site
: and the directory e.g. Games, type hash (so you can see how
: much is being transferred), hit return. type send <filename>
: and hit return again, the file will now go to the ftp site of your choice.

****
* *
* John Moon *
* *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* *
* *
****

1359. FS: GEMini CD $15+shipping

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 17:03:39 UTC
From: mbates@netcom.com
Message-ID: <mbatesCy18q3.5r2@netcom.com>
Source record: 178648

Yes, I have a GEMini CD-ROM with THOUSANDS of PD/Shareware programs on
it. I will sell it to you for $15 plus shipping. If you want it COD ad
$6 to that price (Hey, talk to UPS about that one!)
-Marlin

I also have a Spectre GCR with ROM and v 3.0 of the software for sale
$125 plus shipping or BEST OFFER
-Marlin

1360. FS: Spectre GCR complete $125+ship

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 17:06:23 UTC
From: mbates@netcom.com
Message-ID: <mbatesCy18un.5yu@netcom.com>
Source record: 178649

Spectre GCR with v. 3.0 and cables with ROMs $125 plus shippinbg or bets offer

I also have a Talon Omniswitch available for $20 plus shipping
This is a Multi-Synch monitor adaptor AS WELL as a switch between normal Atari color and mono monitors AND has sound out ports AND can switch between Drive B & C. All in a very nice and compact box. No software needed.

Thanks
-Marlin

1361. Re: WP/DTP Package with Postscript output?

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 17:20:56 UTC
From: bign@iac.net
Message-ID: <388t9o$llo@great-miami.iac.net>
Source record: 178629

Paul Donovan (csulw@csv.warwick.ac.uk) wrote:
: Over the next 20 or so weeks I need to produce a lengthy report
: documenting my final year project. I therefore need a decent package
: for my Falcon which will allow me to produce a Postscript file which
: can be sent to one of the printers here at Uni.

: I was interested in Papyrus, but the main programmer says he has no
: plans to produce a PS engine for the program. Looks like the demo of
: Papyrus will just have to be a flashy text editor...

That's Write 3 by Compo will do what you want.

1362. Re: FTP sites??

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 17:49:09 UTC
From: avg@cwi.nl
Message-ID: <avg.782761749@news.cwi.nl>
Source record: 178630

pgl@draco.bison.mb.ca (Paul Linton) writes:

>I'm trying to locate some FTP sites with MIDI and other utilities. Please
>e-mail responses. Thanks!

If you have WWW access, go to http://www.nl.net/~zfc/Atari/DriveU/
and click on 'Midi and Music'. You'll find anything on Midi/Music
in over 10 ftp sites. The number of sites covered by 'Drive U' will
slowly increase to finally cover the world (but that may take months).

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1363. Atari Dealers in Seattle/Tacoma?

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 17:52:11 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <Cy1Az0.49I@arc.ab.ca>
Source record: 178638

I will be visiting Seattle/Tacoma next week and I am wondering if there are any Atari dealers there...recommendations welcome...e-mail preferred. Thanks in advance.

Bob Erkamp --> It Could Happen <-- A L B E R T A
erkamp@arc.ab.ca R E S E A R C H
http://saturn.arc.ab.ca/~erkamp/ C O U N C I L

1364. Re: Posting Binaries in c.s.a.s.

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 17:53:42 UTC
From: avg@cwi.nl
Message-ID: <avg.782762022@news.cwi.nl>
Source record: 178631

millert@grad.csee.usf.edu (Timothy Miller) writes:

>Generally speaking, I agree with you, Hutch. Big binaries do not belong
>here.

>On the other hand, it was kindof nice to have that MPEG player posted
>here. It's quite small and it's a hot item.

Why post something to comp.sys.atari.st when everybody who can read
that group also has access to comp.binaries.atari.st where it really
belongs? I don't understand.

So once again, send binaries to

avg@cwi.nl (comp.sources/binaries.atari.st moderator)

or post directly to

comp.binaries.atari.st.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1365. Auto-booting disk?

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 18:31:32 UTC
From: pgl@draco.bison.mb.ca
Message-ID: <3891e4$8o6@draco.bison.mb.ca>
Source record: 178633

Hi. I just picked up a 1040 and was wondering if there was an easy way to make my sequencer boot as soon as I turned on the computer? I'm using KCS Omega if that's any help.

Thanks.

1366. Re: Obsessive pinballing!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 19:05:27 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3893dn$pdi@nyheter.chalmers.se>
Source record: 178635

In article <3889q1$283@infa.central.susx.ac.uk>,
Andrew Collington <andrewc@cogs.susx.ac.uk> wrote:
>Today I had the good fortune of playing a demo of Obsession, and pinball game
>from UDS, and I had to say that I thought it to be a VERY good game.
>The colours were stunning and I could not se any fault with the graphics. The
>sound is amazing, it useses overscan and (i expect) hardware scrolling.
>The demo is just one table with the full game having four, and a data disk
>containing more tables will be out shortly after the game.
>You can not use it on a standard ST, it is only STE and above.
>I used the demo with NVDI, NeoDesk 3, a hardware clock, from a hard drive and
>found no trouble with it at all.

There will be a Falcon specific version in November ;-). Buy buy buy!
256 colours, more sound, made in Sweden...

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

1367. Re: C-Labs

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 19:15:14 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Cy1EtF.9MF@cix.compulink.co.uk>
Source record: 178640

> It seems that Atari are licencing most of their products to third
> parties firstly C-Labs with the F030 and now Sega. Does anyone know
> if C-Labs intend to launch a new F030?
Atari aren't licensing to Sega, just making them pay for Patents they have
infringed. Atari were first with many, many ideas in the gaming world and
have patents on all kinds of fundemental stuff ike scores on screens etc.

> Also I understand Atari may have an F030 and PowerPC Falcon under
> development is this true?
I doubt it seriously. If there are new machines, they won't be from Atari.

Iain

1368. Atari 520 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 19:22:28 UTC
From: mikef@asia.NoSubdomain.NoDomain
Message-ID: <3894dkINNkjc@ctron-news.ctron.com>
Source record: 178636

I have an Atari 520 ST with a color monitor and two
floppy drives for sale to the highest offer.
Good working order, little used.

Call or email for details:

Mike Friedman 603-895-9429
<mikef@ctron.com>

Thank you...

1369. Re: WWW

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 21:46:09 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <389cr1$rhh@golem.wcc.govt.nz>
Source record: 178639

] Atarians should all have bought a TT years ago. Because many of us
] didn't we're in the awkward situation that what we see around us is
] simply not possible on TOS computers. The Falcon/TT market in itself
] it too small for such a product, I tend to think.

Bwahahaha, that's a good one. A lot of people bought ST's because
they were cheap. TT's were/are NOT cheap, quite the opposite!

Extremely good machines if you've got the cash, but they just weren't
worth what was being charged for them.... (What they cost at the moment,
I'm unsure although AFAIK there haven't been any new ones made for
quite some time). Just buy a Mega-STE & throw a 32Mhz 68030 into it
or something! :)

1370. Spectre and Adspeed?

Newsgroup: comp.sys.atari.st
Date: 1994-10-21 22:25:47 UTC
From: selick@acs4.bu.edu
Message-ID: <389f5b$lkf@news.bu.edu>
Source record: 178642

I just bought an Adspeed STe board, and it doesn't appear to work at all with Spectre 3.0. 8 or 16 mhz, it gives the "there's a problem with the roms" screen while loading. Has anybody else had this problem? Or has it worked for you? At 16 mhz?

Thanks
Steve
selick@acs.bu.edu

1371. Mega ST system

Newsgroup: comp.sys.atari.st
Date: 1994-10-22 02:14:36 UTC
From: sanking@hubcap.clemson.edu
Message-ID: <sanking.782792076@hubcap>
Source record: 178643

I have a Megat ST2 system for sale. Includes the Mega CPTU, Atari 124 monitor, an Indus GT external drive, Spectre GCR, and Supra 20mb hard drive. Is set up with System 6.08 to run Macintosh. Can inlcude lots of software, much to mention here. Will accept any reasonable offer.

Sandy King Sanking@hubcap.clemson.edu

1372. Apparent problem with linking MiNT libs using older version of gcc

Newsgroup: comp.sys.atari.st
Date: 1994-10-22 02:15:33 UTC
From: mmiller@nyx10.cs.du.edu
Message-ID: <389sk5$hk4@nyx10.cs.du.edu>
Source record: 178644

I am running MiNT 1.10 on a Mega 4 STe on a minix file system. I am using gcc 2.3.3. PL 2.

I am having a problem linking newer libraries using the gcc version I have. I used to have the libraries that came with gcc 2.2.2, but early this year like in January or February, I upgraded the libraries to the most recent version at that time. They seemed to work fine, until recently.

I tried to compile a program that input and output float and double numbers, using scanf() and printf(). It compiled and linked fine. The problem came when I tried to run the compiled program. It would crash with either a Bus error or Illegal instruction error. When I tried to compile and link a program that printed integers or strings with printf(), it ran fine. I compiled a program with float and double number calculations, but no I/O, and it ran fine, so I assumed there was a bug in one of the libraries containing printf() and scanf().

This week, I downloaded the most recent version of some of the MiNT libraries: gnu, gnu16, iio, iio16. I kept the rest of the older library package files in /usr/lib, and put the new libraries I got in /usr/lib as well. I tried relinking the problem program. Again, all I got was an Illegal instruction error. I tried a simple "hello world" program with the new libraries. Again, all I got was Illegal Instruction error, just from using printf() to print a string!!

Do I need to get the rest of the library package in order for the libraries to work? I didn't want to download the whole new library and have the same problem, so I just downloaded some of them where I thought the printf() and scanf() functions were. Do I need to get an older version of the MiNT library package that is compatible with gcc 2.3.3? Are the newer versions not compatible with gcc 2.3.3?

Thanks,

---Mark
mmiller@nyx.cs.du.edu

1373. STARDUST HELP...!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-22 03:23:12 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <38a0j0$1hm@golem.wcc.govt.nz>
Source record: 178645

As I never recieved any replies to my Help on STARDUST, I am posting again..

I can only get the Tittle screen for Stardust on my STE,
so are any other people having problems with SDTUNNEL.TOS..?

Any Clues thanks.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1374. Re: Atari ST emulator for Mac??

Newsgroup: comp.sys.atari.st
Date: 1994-10-22 04:29:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199410220629.a41053@wi2.maus.de>
Source record: 178646

In article <37armj$ml2@winx03.informatik.uni-wuerzburg.de>, Schmitt Joachim (biot015@wrzx12.rz.uni-wuerzburg.de) wrote:
>Yes. There is a real ST emulator in progress. In the german maus.atari.soft
>group was an announcement for it.
>The first version will only support software that runs properly under Mag!X/
>Mag!C (Software free of BIOS/XBIOS routines or so).

:-)
It has to run under MagiC for Atari-Machines and shouldn't do hardware accesses. (Most) BIOS and XBIOS are of course allowed.

1375. Endless Spam!

Newsgroup: comp.sys.atari.st
Date: 1994-10-22 04:30:00 UTC
From: dan.dreibelbis@balmybeach.tor250.org
Message-ID: <e7698ee8@balmybeach.tor250.org>
Source record: 178647

E > BE YOUR OWN BOSS AND EARN A LIFETIME RESIDUAL INCOME OF OVE
E > $200,000 PER YEAR!!

E > PS: PLEASE, IF YOU DO NOT LIKE THIS POST, GO ON TO THE NEXT!
E > For every one that does not like it, five do! Too much
E > bandwidth is waisted by NET-JERKS discussing the merits of
E > everyone's posts! SEND ALL CORRESPONDENCE BY MAIL, AND PLEASE
E > NO E-MAIL, OR FLAME! THANK YOU!

Uh, buddy, this is an Atari-related area which has NOTHING to do
with advertising like this. YOU'RE the one wasting bandwidth. Kindly
take your "SPAM" somewhere else WHICH IS APPROPRIATE, thank you.

SPAMSPAMSPAMSPAMSPAMSPAMSPAMSPAMITYSPAMSPAMSPAMSPAMSPAMSPAMSPAMSPAM

... OH NO! We're gonna get SUED!
___ Mountain Reader II - #00000007

1376. Re: Best Program For Modem for Atari ST 1040

Newsgroup: comp.sys.atari.st
Date: 1994-10-22 12:51:59 UTC
From: azog@world.std.com
Message-ID: <Cy2rqn.7xw@world.std.com>
Source record: 178551

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>Some will say connect, but to me it far to slow, some
>will say FZDT, but has no VT100 support or ARGV support,
>other will say Flash II, but thats far to slow..

>One that I have use and no one seems to rubish is Uniterm 2E 15,
>its old by to-days standards but does have good VT100 support...

[...]

>May be these GEM type programs are OK when you use a TT and NVDI, but to me
>that is not the point, they should be fast to start with...

I use CoNnect now, on my Falcon. prior, when I had an STe, I used Uniterm,
which I still consider excellent. Problems I ran into with Uniterm on the
Falcon, is that I often changed screen rez, and using a SccreenBlaster.
Uniterm didnt deal too well with some of the higher rez' that Ive become
accustomed to, that half the screen would be the terminal, and the ohter
half was dead, and pressing the HELP button was useless.

Using CoNnect on my Falcon in any rez works fine, as I can resize the window
for my ease, and use larger font sizes in higher rez...

I dont have NVDI (yet), but in 2 colour mode, the screen is very fast.
Its reasonable in 16 colour mode, but 256 forget about...

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

1377. Re: HELP! I need MiNT UUCP!

Newsgroup: comp.sys.atari.st
Date: 1994-10-22 13:52:36 UTC
From: theo@mailmak.ping.de
Message-ID: <941022610@mailmak.ping.de>
Source record: 178650

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: Boy, do I ever need a UUCP/news/email system that works under MiNT.

: Please hurry with the MiNT UUCP FAQ! Someone please! Make the software
: available (unless, of course, you can compile it on a wimpy 4M ST)! I
: desperately need to run my UUCP on a minix partition!

Oooops, i thought that most "MiNT-people" have already compiled and installed
all the necessary software to run UUCP/News/Mail.
Anyway, i just compiled Taylor UUCP 1.05 on my Mega4. Seems that everything
works fine. If you really need it, i could send the stuff to the Net after
i did a little more testing.
As far as i know, there are already ports of ELM and TRN available for
MiNT. (ftp.cs.tu-berlin.de). A port of SMAIL is available in Bremen.
For News-processing, i personally use the WNEWS-Package, although i've
heard that some people already ported CNEWS and INND. (Hello Juergen ;-))

cheerio Theo
--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------
--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

1378. Spectre GCR for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-22 14:05:34 UTC
From: av143@FreeNet.Carleton.CA
Message-ID: <Cy2v5A.CwH@freenet.carleton.ca>
Source record: 178552

Spectre GCR For Sale

Spectre GCR Mac Emulator with Mac ROMS Asking: $125 US

Please respond via email or contact Russell at (613) 831-8475.

R.A. Morris

Kanata, ON, Canada

1379. SLIP and Popmail for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-10-22 16:09:10 UTC
From: dmclaugh@darwin.helios.nd.edu
Message-ID: <38bdf6$bg4@news.nd.edu>
Source record: 178553

Ok, I need a lot of help. I'm a long time atari user, but rather new to slip (but not to internet).

I'm running an Atari ST with 2 disk drives and 1 meg of ram.

(OK, so I'm out of date...)

ANyway. Is there a slip program I can run? Popmail?

If so where to I get them and what do I need to make them work?

Also, what is MiNT? I'm really out of it on all the new ST stuff.

Thanks.

Donald McLaughlin
dmclaugh@darwin.cc.nd.edu

1380. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st
Date: 1994-10-22 16:10:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cy30y8.I2G@cix.compulink.co.uk>
Source record: 178554
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz said:
>
>Why do I have to read all this crap about a upsurge in Atari support
>in ST-Review and ST-Format..

For the same reason we have to read your crap.

>Silica Shop in the UK opening up a group of Atari shops..

You weren't reading carefuly. But this is effectively true.

>UK magazine closes...ST-User...

The mag would have closed even if the ST was the most popular computer on
earth.

Ofir ogal@cix.compulink.co.uk

1381. Re: RFD: comp.sys.atari.p

Newsgroup: comp.sys.atari.st
Date: 1994-10-22 16:21:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.FkBYjjIOkfs@semprini.waterloo-rdp.on.ca>
Source record: 178576

In <10181994.190052@empyr.dircon.co.uk>, Kevan Winch writes:
> >It's a well needed newsgroup.
>
> I@(V> It sure is... (and so is comp.sys.atari.falcon :-)
>
> Me too... (and so is comp.sys.atari.falcon and
> comp.sys.atari.st.crashes.bombs.bloodything.psychiatric.help)

My vote is for comp.sys.atari.st.damn.this.filesystem.to.hell and
comp.lang.i.hate.gfa.basic...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

1382. Re: Jove editor

Newsgroup: comp.sys.atari.st
Date: 1994-10-22 21:04:48 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.D8mdNxWPz1Q@albemuth.equinox.gen.nz>
Source record: 178558

marshall@cs.uq.oz.au (Marshall (G.M) Harris) writes:

>There was a very full version of Jove for the St available some time ago.
>It was not jove4_9. One of its best featrures was the ability to use 50
>lines in mono. Can anyone tell me where I can access it - ftp address - if
>possible? Thanks.
>preferably? Thanks.

I'm not sure if this is the version you mean or not, but there is a
rather good port for the ST including docs, macro scripts etc. from a
site which from memory is, ftp.icce.rug.nl in the directory
/pub/tom/jove. There is also a port for MS-DOS and a source file
distribution for Unix as well. This version a different branch from the
"standard" jove development line, but wroks very nicely!

Hope this helps.
John

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

1383. 1040ST disk drive replacement

Newsgroup: comp.sys.atari.st
Date: 1994-10-22 22:04:00 UTC
From: stevenl@bullw.eng.sc.rolm.com
Message-ID: <38c28g$g22@bullw.eng.sc.rolm.com>
Source record: 178560

What type of floppy drives will work on an Atari 1040ST? I need to
replace the internal drive. If possible, please list the part #.
Thanks.

Steven Lee
stevenl@robadome.com

1384. Re: WWW

Newsgroup: comp.sys.atari.st
Date: 1994-10-22 22:07:04 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cy3HFt.Cx5@cix.compulink.co.uk>
Source record: 178557

> moment, I'm unsure although AFAIK there haven't been any new ones
> made for quite some time). Just buy a Mega-STE & throw a 32Mhz 68030
> into it or something! :)

Apparently there have been TT made in the last year.

As to your second point - I had a MSTE and very nearly did throw a 32Mhz 68030 into it (a PAK3/33). However its honestly not a lot cheaper than a second hand TT, *especially* as you then still have the MSTE to use or sell. Needless to say - I bought a used TT (and sold the MSTE).

:-)

Roland.

@CiX

1385. Guy who bought the mouse from me

Newsgroup: comp.sys.atari.st
Date: 1994-10-22 22:18:58 UTC
From: magnum@realm.tdkcs.waterloo.on.ca
Message-ID: <magnum.5jwz@realm.tdkcs.waterloo.on.ca>
Source record: 178555

I can't remember your name, but if you are the guy who bought the broken ST mouse from me, I have another to replace it.

1386. Atari Mega 2 ST & Mono Monitors for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-22 22:22:59 UTC
From: magnum@realm.tdkcs.waterloo.on.ca
Message-ID: <magnum.5jx1@realm.tdkcs.waterloo.on.ca>
Source record: 178556

For Sale:

Atari Mega 2 ST in excellent condition...may need a new fan down the road. Complete with manual, box, mouse, keyboard. $100 U.S. plus shipping ($20).

Atari SM-124 Monochrome Monitor (new condition) with original box. $70 U.S. plus shipping ($15).

Atari SM-125 Monochrome Monitor (new condition) with original box. This is the one with the swivel base. $80 U.S. plus shipping ($15).

Atari mouse. $15 U.S. including shipping.

1387. Atari 1040ST 4sale/trade

Newsgroup: comp.sys.atari.st
Date: 1994-10-22 23:25:40 UTC
From: saxmania@ripco.com
Message-ID: <Cy3L2s.GDC@rci.ripco.com>
Source record: 178559

1040ST with SC1224 monitor. both units in near mint condition.
also have mouse and mousemaster, original boxes for computer and
monitor. Will take best cash or trade offer. I'm interested in
Macintosh hardware:monitors, large capacity hard drives, high speed
modems....what have you? Thanks for you consideration -Saul

--
mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmm
s a x m a n i a @ r c i . r i p c o . c o m ((((S a u l S m a i z y s))))
wwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwww
f a x / d a t a 3 1 2 . 9 0 7 . 8 5 2 1 v o i c e 3 1 2 . 9 0 7 . 8 2 2 9
mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmm
finger my account for a lynx file of some interesting web sites......

1388. Re: America ON-Line

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 00:07:01 UTC
From: markvanwyk@aol.com
Message-ID: <38c9f5$j8l@newsbf01.news.aol.com>
Source record: 178561

I regards to your question about getting America On-Line, I have it on my Atari Mega STe in Mac emulation with Spectre GCR. Just get into Mac emulation mode, load the software, and have your modem plugged into the modem (serial) port. To my suprise, it worked like a champ. AOL software is only available for PCs and Macs. No support for Atari computers. As for those who say GEnie is better than AOL, I disagree. GEnie may be better for Atari stuff (although I found it confusing to find and download files), I find AOL more useful as an all around entertainment/information/communication service.
Mark van Wyk

1389. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 01:45:48 UTC
From: krlawson@irc-gw.xgw.fi
Message-ID: <38cf8c$4sv@xgw.xgw.fi>
Source record: 178562

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:

: But I would like to do a small vote... who here uses their Falcon WITHOUT
: a 32MHz board? (This isn't a 'are you happy with it running this way'
: but a test to see if you _are_ running with this system).

I'm one... don't even have a hard drive yet ;) I do have 4 Mbs however..

--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

1390. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 01:58:29 UTC
From: krlawson@irc-gw.xgw.fi
Message-ID: <38cg05$4sv@xgw.xgw.fi>
Source record: 178563

David Stevenson (djs@jet.uk) wrote:

: Installing an FPU made a BIG difference to selected programs (eg POVray).

I heard there is a DSP version of Povray. Does it use the FPU alongside
the DSP or is it DSP only? Which is faster?

--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

1391. Re: Obsessive pinballing!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 02:12:30 UTC
From: mabdul@viking.dvc.edu
Message-ID: <38cgqe$g5v@viking.dvc.edu>
Source record: 178568

```
Obsession

Where can I find the demo version: FTP site.
--
Signed,
Abdulkareem
```

1392. Re: Apparent problem with linking MiNT libs using older version of gcc

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 02:15:06 UTC
From: mabdul@viking.dvc.edu
Message-ID: <38cgva$g82@viking.dvc.edu>
Source record: 178569

I'm having some problems with GCC 2.5.8: the C++ libraries, specifically
iostream and cout, don't seem to be getting linked properly.

I can use the C compiler fine but the C++ code:

```
#include <iostream.h>
int main( void )
{
cout << "Hello there.\n";
return 0;
}
```

compiles fine but the linker reports that _cout and operator<<(...) not found.

Any suggestions?

THanks.
--
Signed,
Abdulkareem

1393. Re: comp.sys.atari.falcon ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 02:20:56 UTC
From: krlawson@irc-gw.xgw.fi
Message-ID: <38cha9$4sv@xgw.xgw.fi>
Source record: 178564

David Oakley (D.Oakley-SE1@cs.bham.ac.uk) wrote:

: Anyone else support this worthwhile cause?

Well, it's kind of nice reading all Atari stuff from the same group so
I vote for no.. for the moment anyway

--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

1394. Re: Are there any DSP Modems?

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 02:30:14 UTC
From: krlawson@irc-gw.xgw.fi
Message-ID: <38chrm$4sv@xgw.xgw.fi>
Source record: 178565

Timothy Miller (millert@grad.csee.usf.edu) wrote:

: Isn't that one of those vaporware things that Atari promised us? I do
: believe it was them that mentioned it to begin with.

I think somebody was actually working on it but it was too much trouble
getting the software licensed everywhere (you need some sort of permit
for modems). I dunno if they continues the projwect or not but it would be
a wonderful idea, and it should be possible with the Falcon

--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

1395. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 02:35:45 UTC
From: krlawson@irc-gw.xgw.fi
Message-ID: <38ci62$4sv@xgw.xgw.fi>
Source record: 178566

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:
: On Wed, 5 Oct 1994 12:06:14 GMT, Annius Groenink wrote:

: : Atari and MultiTasking are a hype. When it comes to doing serious
: : work most people reboot and run plain TOS anyway. So why not admit
: : this and save loadsa bucks, quid or whatever you use to pay for your
: : software?

: I don't agree. I always have MagiC running on my ST. I regularly can continue
: with my comms program, text editing, word processing, dtp, whilst letting the
: computer get on with downloading/archiving/compiling etc.

Yeah and I even use MultiTOS and am quite happy with it most of the time.
A bit slow but alright anyway.. On a Falcon of course.

--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

1396. Re: Atari and Sega bury the hatchet

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 02:55:35 UTC
From: krlawson@irc-gw.xgw.fi
Message-ID: <38cjb7$4sv@xgw.xgw.fi>
Source record: 178567

N.Jones-Rodway (nj1@ukc.ac.uk) wrote:

: Atari (as in our Atari) make both computers and consoles - The other company,
: Atari Games, make arcades.

Gergh, that's weird, and nobody sued the other copmany? Even weirder :)
But doesn't tat company how makes arcades have the fuji logo too, or
was it just an old version of the Atari Co. company who still made arcades?
Confusing..

--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

1397. Re: Atari Dealers in Seattle/Tacoma?

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 02:59:04 UTC
From: steve-j@teleport.com
Message-ID: <38cjho$nsc@sandra.teleport.com>
Source record: 178573

In article <Cy1Az0.49I@arc.ab.ca>,
bob erkamp (fuzzy logic) <erkamp@titan.arc.ab.ca> wrote:

>I will be visiting Seattle/Tacoma next week and I am wondering if there are any
>Atari dealers there...recommendations welcome...e-mail preferred. Thanks in
>advance.

According to the info I have (which may be out of date):

American Music Inc.
4450 Fremont Ave. N.
Seattle, WA 98103
(206)633-1774

&

American Music Inc.
14340 NE 20th
Bellevue, WA 98007
(206)641-5005

1398. Re: LaTeX Available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 03:29:11 UTC
From: dsb@amazon.cs.duke.edu
Message-ID: <38cla7$6tg@amazon.cs.duke.edu>
Source record: 178574

From the Holy Book of <H.eg._11l8OJuvH2@semprini.waterloo-rdp.on.ca>
as spake by cherborth@semprini.waterloo-rdp.on.ca :
>Or you could FTP CS-TeX from atari.archive.umich.edu...

Speaking of which, has anyone tried building a dump of the new LaTeX2e
macro package on CS-TeX? I've been meaning to try myself (as soon as
classes let up... and my thesis gets done... sigh...). Or is this
sucker just to big to build on a 4meg machine?

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1994 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
| Darn Good Reason(tm).

1399. Re: What do these two programs do?

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 03:31:23 UTC
From: See Name1 & Name2 below <bobtrow@delphi.com>
Message-ID: <xGxWifL.bobtrow@delphi.com>
Source record: 178570

DC RIGHT is a pgm to let you use the RIGHT mouse button instead of
the left button.

START SELECTOR is a replacement file selector.

Robert Trowbridge @ Kansas City Atari Connection via Delphi

1400. Word Perfect 4.1

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 03:33:23 UTC
From: Mark Santora <santora@delphi.com>
Message-ID: <xm5VC7L.santora@delphi.com>
Source record: 178571

Hey all,

I just was given WP 4.1 from a friend of mine who sold his ST. Anyway, I've got about 10 disks and a huge manual, but I have 2 problems.

1. I am using a DeskJet 500 - soon to be 560 with TOS 1.4.
Where can I find a driver for it?

2. I remember reading about an "illegal" upgrade done by some local programmers a while back to give WP 4.1 better features. Or at least something to that effect - I think it was around the time TOS 2.06 came out. Anyone with info on it?

THanks.
Mark Snatora

1401. Re: Xwindows on ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 03:58:34 UTC
From: krlawson@irc-gw.xgw.fi
Message-ID: <38cn1b$4sv@xgw.xgw.fi>
Source record: 178572

Vern Seward (seward@greatwall.cctt.com) wrote:
: Hi,
: I was wondering if anyone knew of a way to display Xwindows on an ST/Falcon?

Well I heard Linux is going to be ready after Xmas sometime including
X-Windows...

--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

1402. Re: ForSale ST/e Hardware

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 06:40:36 UTC
From: DAVE <scarpad@delphi.com>
Message-ID: <5M33CrM.scarpad@delphi.com>
Source record: 178577

Marlin Bates <mbates@netcom.com> writes:

>Mega 4 STe with TOS 2.06 and an internal 52MB hard drive $500

Howdy, would you take $300 for the Mega Ste ?????

Dave

1403. Re: ForSale ST/e Hardware

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 06:41:28 UTC
From: DAVE <scarpad@delphi.com>
Message-ID: <xu3VSHI.scarpad@delphi.com>
Source record: 178578

Marlin Bates <mbates@netcom.com> writes:

>Mega 4 STe with TOS 2.06 and an internal 52MB hard drive $500

Would you take $300 for the Mega ? I'd pay shipping....

Dave

1404. Re: 1040 etc for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 06:43:19 UTC
From: DAVE <scarpad@delphi.com>
Message-ID: <5s3Xq7P.scarpad@delphi.com>
Source record: 178579

<orth@cruzio.com> writes:

>For Sale: 1040 st, color monitor, monochrome monitor, 20 meg hd, cables,
>software, IBM proprinter dot matrix. Reply directly to orth@cruzio.com

Howdy What kind of Drive is it and would you sell it seperately ???

1405. Re: TT (was WWW)

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 10:56:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <ftn_2.203.203.7$fidonet.org_2eaa4372_Bo.Leuf@ct.se>
Source record: 178580

Steve Wells remarked on 21 Oct 94...

> From: wells_s@ix.wcc.govt.nz (Steve Wells)
>
>] Atarians should all have bought a TT years ago. Because many of us
>] didn't we're in the awkward situation that what we see around us is
>] simply not possible on TOS computers. The Falcon/TT market in
> itself] it too small for such a product, I tend to think.
>
> Bwahahaha, that's a good one. A lot of people bought ST's because
> they were cheap. TT's were/are NOT cheap, quite the opposite!

And in any case, Atari just couldn't deliver TT's. I had orders several times of upwards of 30 - 40 machines per customer to various large companies that thought this was what they needed, all when TT's were in "full production". Atari always replied when I tried to get deliveries that, "Gee, well that's nice! We can maybe supply you with about 4 or 5 machines if you're willing to wait 3 or 4 months." In the end one could perhaps get 1 or 2 machines after 5 or 6 months. Obviously the customer had long before cancelled the order and gone for PC or Mac.

A real shame. If deliveries had been possible, quite a few multinationals would today be TT-based in their desktop systems.

(illegible signature) Bo Leuf
- Daggskimmer BBS - an Atari Competence Center

1406. [ST] Experience with MagiC?

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 14:14:53 UTC
From: dietz@lirmm.fr
Message-ID: <38dr4t$apl@lirmm.lirmm.fr>
Source record: 178581

Hallo!

Does anyone have experience using MagiC on a "normal" ST?
What about speed, reliability? Which "important" programs
won't work with MagiC?

Thank you in advance for answering.

Andreas DIETZ
LIRMM email : dietz@lirmm.fr
161 rue Ada Tel : (33) 67 41 85 80
34392 Montpellier Cedex 5 Fax : (33) 67 41 85 00

1407. alt.mags.st-action.die.die.die

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 17:19:08 UTC
From: robotron@moroder.demon.co.uk
Message-ID: <199410231638.AA01213@moroder.demon.co.uk>
Source record: 178582

I notice that the new-look ST Review incorporates eight pages' worth of ST Action inherited from ST User. Now, it seems to me that if ST Action had been any good it wouldn't have been closed down and incorporated into ST User in the first place. So why must it now be passed to ST Review like a parcel with extruding wires and a distinct ticking sound?

Stephen

1408. Re: Atari System For Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 18:29:42 UTC
From: DAVE <scarpad@delphi.com>
Message-ID: <J66VSBW.scarpad@delphi.com>
Source record: 178583

Ted White <beave@u.washington.edu> writes:

>Atari External 720K Drive $35.00

Will you take $25 if I pay shipping ?

1409. Re: 1040ST disk drive replacement

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 20:21:14 UTC
From: gregor@eskimo.com
Message-ID: <Cy577L.9Mn@eskimo.com>
Source record: 178584

In article <38c28g$g22@bullw.eng.sc.rolm.com>,
Steven Lee <stevenl@bullw.eng.sc.rolm.com> wrote:
>What type of floppy drives will work on an Atari 1040ST? I need to
>replace the internal drive. If possible, please list the part #.
>Thanks.
>
>stevenl@robadome.com

I have a friend who replaced his internal floppy with a 2sided standard
hi-density IBM drive, available at any of hundreds of places for about
$50.00. However, you won't be able to utilize the hi-density (1.44meg)
with the Atari's controller, and also he had to cut the frame to
fit the eject button on the new drive. It works great though.

--
Gregory Sumner
gregor@eskimo.com
Seattle, WA

1410. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 20:31:53 UTC
From: ahuyghe@madwand.bison.mb.ca
Message-ID: <uJ2Nuc1w165w@madwand.bison.mb.ca>
Source record: 178404

sanders@sci.kun.nl (Sander Stoks) writes:

> >>But I would like to do a small vote... who here uses their Falcon WITHOUT
> >>a 32MHz board? (This isn't a 'are you happy with it running this way'
> >>but a test to see if you _are_ running with this system).
>
> I am.
>
> --
> /* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/
> int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36

me too..

Al Huyghe

1411. What is Atariworks?

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 20:39:01 UTC
From: mrathwel@uoguelph.ca
Message-ID: <38ehl5$nkc@nermal.cs.uoguelph.ca>
Source record: 178585

Can someone tell me about about the AtariWorks word processor.
I've heard people mention it, but don't know anything about it. For
example ...

- Who publishes it?
- What are it's features?
- What systems does it run on?
- How much does it cost?
- Where can I get it?
- Does it have any problems?

Thanks,

>> Mark <<

1412. Re: Jove editor

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 20:40:12 UTC
From: marshall@cs.uq.oz.au
Message-ID: <38ehnc$5rf@uqcspe.cs.uq.oz.au>
Source record: 178586

Thanks to all who replied- I now have the one from nl. That's what I was looking for.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

1413. Re: Auto-booting disk?

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 20:42:02 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <38ehqq$d3g@mailer.fsu.edu>
Source record: 178587

Paul Linton (pgl@draco.bison.mb.ca) wrote:
> Hi. I just picked up a 1040 and was wondering if there was an easy
> way to make my sequencer boot as soon as I turned on the computer? I'm
> using KCS Omega if that's any help.

If you have TOS 1.4, you simply need to set the "autostart" attribute
using the "show information" dialog box from the desktop. If you have
TOS 1.0 or 1.2, you can use startgem or headstart (both small auto folder
programs, and both available from atari.archive.umich.edu) to autostart
GEM applications at boot.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1414. Demo

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 22:43:34 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <38eoum$q44@golem.wcc.govt.nz>
Source record: 178589

Whatever happened to that amazing ST music demo some guy was going to post/email/ftp a while back!? Are there any better demos than the Omega demo for the STE? (I still find that one amazing!) Braindead is pretty good, I haven't had time to get all of the Phaleon Gigademo yet, it's pretty big! :)

1415. Re: Best Program For Modem for Atari ST 1040

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 22:48:11 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <38ep7b$q44@golem.wcc.govt.nz>
Source record: 178590

] Does anybody knows which is the best program
] for communication with modem for ST 1040 ?

What's it going to be used for? Net access, BBS-ing...?

Storm
Uniterm
Rufus
Connect
FreeZe Dried Terminal
Ansiterm
Teddyterm

They're the main ones I can think of that are PD/Shareware, all should be available on atari-archive (atari.archive.umich.edu), for use on a standard 1meg ST, the ones to look at would be, Storm, Uniterm, FZDSTerm, Ansiterm & Teddyterm. Ansiterm is only really good if you do a lot of ANSI-BBSing as that's it's main purpose (16-color ANSI on an ST). The rest you should have a look at & see which you prefer. FZDSTerm isn't supported anymore AFAIK.

1416. Re: alt.mags.st-action.die.die.die

Newsgroup: comp.sys.atari.st
Date: 1994-10-23 22:51:08 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <38epcs$q44@golem.wcc.govt.nz>
Source record: 178588

] I notice that the new-look ST Review incorporates eight pages' worth of
] ST Action inherited from ST User. Now, it seems to me that if ST Action
] had been any good it wouldn't have been closed down and incorporated into
] ST User in the first place. So why must it now be passed to ST Review like
] a parcel with extruding wires and a distinct ticking sound?

Because the original magazine was far too expensive for the low quality
item that you got, and all 3 magazines are done by the same people
(Europress). As long as you don't have to pay extra, then it's not too
much of a problem! :)

It's a bit sad for ST-Review which at the moment is the best ST magazine
around, (and has been for a long time), to have this insert bogging
it down....

1417. Re: any descriptions of... (Was Re: Weekly Posting of New Atari Stuf)

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 00:23:40 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <38euqc$c5i@terminator.rs.itd.umich.edu>
Source record: 178591

Eric S Johansson (esj@harvee.billerica.ma.us) wrote:
: In <3755sa$f48@terminator.rs.itd.umich.edu>, Atari Archive Robot writes:
: > -rw-r--r-- baldrick 137320 Oct 1 13:15 ./Network/Uucp/uucpv2.arc
: > -rw-r--r-- baldrick 53864 Oct 1 13:12 ./Network/News/bsnews.arc
: > -rw-r--r-- baldrick 4420 Oct 3 19:16
./Network/Midi/mdneteng.zip
: any descriptions for these programs?

Descriptions of almost all files can be found in the 0index of
the section. So for descriptions of these programs look under
Network/0index. That's the general system at a.a.u.e.

mdneteng.zip is a translation I did of one of the doc files and
the .RSC to Medium Net. You still need the other medium net archive to
use it. Medium Net is a Midi Networking system.

uucpv2 and bsnews, are both for use with D. Beckemeyers
MT-C-SHELL. (commercial product). I might be wrong about this though as
I'm going from memory right now. uucpv2 is of course the uucp system and
bsnews is a news system.

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

1418. Re: [FAL] Zool Game

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 00:29:20 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Oct24.002920.18973@abo.fi>
Source record: 178592

In <3889f4$n3q@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk writes:

> OK here is some _very_ interesting news for you.

VERY, indeed - if this is not a joke ;-) !

> Gremlin Graphics platform rival to Sonic, Zool, has been converted to the
> Falcon. It takes full advantage of the improved hardware and sound and
> will be a joy to any arcade fanatic.

Suppose this is _Not_ a joke, then all we can wish is that when Falcon games finally appear, if ever, people really BUY them - not steal..!
Quite important, I think...

> Gremlin are not releasing Zool directly, instead Silica Shop have bought
> the rights to it and are going to bundle it with a new range of budget
> price Falcon's (although when no-one is sure). The game is 100%
> finished, Gremlin confirmed this over the phone, and Silica have copies
> (they also confirmed this over the phone). The big question now is....
> WHEN?????

Budget Falcons..? Not those 1 Mb machines..?? There shouldn't really be an 1 Mb Falcon model in existence; even 4 megs are often too little =-(

Btw; does anybody know what happened to TORNADO flight sim for Falcon/ST..? (Digital Integration) - and those other games planned ?

Is there any version of Sensible Soccer that works on Falcon reliably, with BACKWARDS emulator?

There is an editor program (Public Domain) for Amiga 8-(available for MICROPROSE FORMULA ONE G.P. IF, if and if... anybody happens to know the author, it would be VEEEEEEEERY nice to have it converted for Atari, too!
Also, a hard disk installable, Falcon-compatible F1GP would be a dream come true. As MicroProse apparently hasn't got any interest for us anymore, is there anybody who could write some modification program (patch or something) to make this great program more Falcon and HDD friendly..?

As there are over 50.000 of us, owning a legal F1GP, I can't be the only one wondering these things - or can I..?

Thanks for any help and info !

Tommi

1419. Re: Mag!X release for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 01:04:29 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Oct24.010429.19320@abo.fi>
Source record: 178593

In <941021Z045730.654frank@theshack.demon.co.uk> frank@theshack.demon.co.uk writes:

> First of all, you can email comments and suggestions direct to the STF
> Editor at stf@futurenet.co.uk.

Thanks ;-) !

> > not... And (especially when speaking of ST-games!) it would be very nice to
> > tell Falcon-owners, if the game reviewed works on Falcon with BACKWARDS
> > ST-emulator - and if yes, with which settings...
>
> This was mentioned in a past issue, and the reply was along the lines of
> "we review ST games on ST's, not Falcons". Not my opinion, mind you :-)

I'm very sorry to hear that - but glad that it isn't your idea ;-) ! Sometimes it feels like some ST-owners don't consider Falcon as any "ST" at all, but instead something strange and hostile. Well, literally speaking, F-030 isn't any ST - that's true enough - but still... It's an Atari, the newest, and (many think) the best one yet. So why not support it? Who benefits if people don't buy Falcons after they grow out of their STs, but some PCs and Macs? Whoever benefits is not any Atari owner.. =-(!

So... Let's review ST-games on ST computers. Good. But since there are few Falcon games, we _have to_ use ST-games, too... And as nobody bothers to tell us, if they work or not on our machines, who wants to risk his money and buy those games? This IS a problem, I think..... And I'm really surprised if so many people don't realise how serious a problem this is.

> I agree. I do most of my screenshots in ST-high, but mono grabs make a
> dull-looking mag if they're used exclusively. If I had an 030, I'd use
> it for screengrabs :-)

A very good idea, that... So, how could we get you one ;-) ?

BTW, a HiSoft Basic programming course would be nice in STF.... Some more advanced stuff, too - like DSP programming in HSB2, etc.

Beers =-) !

Tommi

1420. FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 01:11:23 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <38f1jr$rof@golem.wcc.govt.nz>
Source record: 178594

FZDSTERM KEY...!!!

Should not the Key to FZDT be put into the Public domain,
there is no support for the program at all, and if you register
it you will just loose your money and not get a Key...

Is this not Shareware Piracy, from the other direction..??

What thoughts have we on this one....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1421. Forsale TT, Mega, Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 03:47:20 UTC
From: orres@teleport.com
Message-ID: <38fao8$ljk@elaine.teleport.com>
Source record: 178596

Greetings,

The wife says the excess has to go, so I have the following forsale
TT030 with
50 Mb hd, 1.44 HD floppy $700
PTC1426 TT VGA monitor $200 Only sold with TT
Mega 2 ST $300 Great GCR machine
SM124 HighRez Mono $ 50 Only sold with Mega
85 Meg HD with case &
ICD AdSCSI+ hostadapter $150
Spectre GCR with Apple ROMS $150
TTM195 19" TT Mono Monitor
dead - unknown cause $200

Terms are UPS COD cash. Buyer pays shipping.

Best regards,
Bob Luneski

1422. Re: NVDI 3.0 available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 03:51:52 UTC
From: jyoung57@delphi.com
Message-ID: <RY01KFY.jyoung57@delphi.com>
Source record: 178597

Roger Sheppard. <sheppard_r@kosmos.wcc.govt.nz> writes:

>They would be the worse firm that I can think of, all I got was the runaround
>when I asked about the Overscan update, not a firm I can reccomend...

What is the Ovescan update? I just installed Overscan to find that
it is not compatible with MagiC. Is there a driver available to fix
this?

J.YOUNG57@genie.geis.com

1423. Re: [ST] Experience with MagiC?

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 04:08:54 UTC
From: jyoung57@delphi.com
Message-ID: <Za+XChW.jyoung57@delphi.com>
Source record: 178598

Andreas DIETZ <dietz@lirmm.fr> writes:

>Does anyone have experience using MagiC on a "normal" ST?

I use MagiC on a 16Mhz 520ST with 4Meg and the Overscan modification.
I have run into only one program that is nasty on the setup..and it si
an old German to English translator program that is buggy to begin with
There is a definate speed increase when using MagiC as compared with
Geneva as MagiC is written in 100% assembler. However, I currently
cannot use my Overscan with MagiC as the driver program does not
support this operating system on the release that came with the
board..Maybe they will update it...

J.YOUNG57@genie.geis.com

1424. Overscan with MagiC OS

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 04:12:21 UTC
From: jyoung57@delphi.com
Message-ID: <Za+16JV.jyoung57@delphi.com>
Source record: 178599

Can anyone update me as to whether there is current driver available
that will allow me to use my Overscan board with MagiC. I am not aware
if the software I got with my board is old or new...Thanks

jyoung@delphi.com
J.YOUNG57@genie.geis.com

1425. Mega 4 ST TOS 1.4 $325

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 04:26:28 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <38fd1k$jfl@usenet.INS.CWRU.Edu>
Source record: 178401

Excellent condition . . .

Thanks!

1426. Books for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 04:33:11 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <38fde8$kd5@usenet.INS.CWRU.Edu>
Source record: 178402

Hi. Make offers on these books . . .

"Atari ST Internals : The Authoritative Insiders Guide" ; Abacus Software Book; 455 pages

"Atari ST GEM Programmer's Reference"; Abacus Software; 414 pages

"Atari ST Tricks and Trips : Software tools and programming tips"; Abacus Software; 261 pages

"Atari ST Intro to MIDI Programming"; Abacus Software; 256 pages

Thanks.

1427. Minix for ST for sale!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 04:34:27 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <38fdgk$kip@usenet.INS.CWRU.Edu>
Source record: 178403

Complete Minix operating system with all manuals, orig box, 8 disks, etc.

Please make offer . . .

1428. GDOS just died

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 05:28:20 UTC
From: higham@ist.flinders.edu.au
Message-ID: <1994Oct24.052820.91883@frodo.cc.flinders.edu.au>
Source record: 178600
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

After changing my desktop.inf file on my mega STe and moving some stuff around in the hard drive, it now bombs when I try to boot with GDOS on the hard drive, even if I auto boot nothing else or have any accs. It still boots from floppy, but the speed is ridiculous. Why would this have occurred co I have been using GDOS 1.1 for about 2 months now with no probs. Do I need an update? The same thing happens with DCStuffer; it will run from floppy but not hard drive.

E-mail with replies.

thanks a lot
Skip.

1429. Re: alt.mags.st-action.die.die.die

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 09:08:45 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cy66qL.9zE@westminster.ac.uk>
Source record: 178405

Stephen K Mulrine (robotron@moroder.demon.co.uk) wrote:
: I notice that the new-look ST Review incorporates eight pages' worth of
: ST Action inherited from ST User. Now, it seems to me that if ST Action
: had been any good it wouldn't have been closed down and incorporated into
: ST User in the first place. So why must it now be passed to ST Review like
: a parcel with extruding wires and a distinct ticking sound?

Cos Europress say so. Vic does not have to change the editorial style,
as you know......but I suppose he is under the finance of Europress,
and if they want STAction to be incorporated, then it has to be....

Anyone know any different?

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1430. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 09:11:24 UTC
From: Rod@ivecoft.demon.co.uk
Message-ID: <782989884snz@ivecoft.demon.co.uk>
Source record: 178410
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Cy30y8.I2G@cix.compulink.co.uk>
ogal@cix.compulink.co.uk "Ofir Gal" writes:

> sheppard_r@kosmos.wcc.govt.nz said:
> >
> >Why do I have to read all this crap about a upsurge in Atari support
> >in ST-Review and ST-Format..
>
> For the same reason we have to read your crap.
>
> >Silica Shop in the UK opening up a group of Atari shops..
>
> You weren't reading carefuly. But this is effectively true.
>
> >UK magazine closes...ST-User...
>
> The mag would have closed even if the ST was the most popular computer on
> earth.
>
> ------------------------------
> Ofir ogal@cix.compulink.co.uk
> ------------------------------
>
>
Silica may be opening Atari shops in the UK but until they get their act
together and give SOME support to the people that phone/write with queries and
orders for kit thy wont get far.
As for ST Format has anybody else had troble with cover disks?
4, count them FOUR times this year I have had cover disks that had errors on
them. OK STF replaced them (on one occasion it took 2 months to come thru) but
this last month it was a 2 cover disk pack (+ "wonderdisk" for subscribers)
not one was there, yep all three missing! STF please get your act together or
you too will go the way of STU

Rod Keen Std disclaimer applies
Rod@ivecoft.demon.co.uk to all comments made above

1431. Dune Demos

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 09:12:30 UTC
From: sallafra@col.bsf.alcatel.fr
Message-ID: <428@lacerta.sxb.bsf.alcatel.fr>
Source record: 178422

Hi everybody, Here's THADOSS/DUNE

Some news about DUNE:

- we're finishing a wolfenstein game(we need graphs but the game is running).

- we're finishing the 'ILLUSION DEMO' (still a few things to change)

- we're finishing the 'FAITH DEMO' (I've finished all the code yesterday), and it'll be swapped in one or two weeks.

The ILLUSION will be swapped in one or two months.

- We're starting a Falcon demo (a few effects are already running)

If you need more informations, contact me:

THADOSS/DUNE
Laurent Sallafranque
sallafra@col.bsf.alcatel.fr

1432. Re: What is Atariworks?

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 09:20:55 UTC
From: steve-j@teleport.com
Message-ID: <38fu9n$cq4@kelly.teleport.com>
Source record: 178407

In article <38ehl5$nkc@nermal.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:

> Can someone tell me about about the AtariWorks word processor.
>I've heard people mention it, but don't know anything about it. For
>example ...
>
> - Who publishes it?
> - What are it's features?
> - What systems does it run on?
> - How much does it cost?
> - Where can I get it?
> - Does it have any problems?

AtariWorks is an integrated word processor, spreadsheet, and database package (like Claris Works on the Mac or MS Works on the PC) and is published by Atari Corp. It also includes SpeedoGDOS v4.1 for outline fonts. It'll run on any TOS-based computer with at least 1MB RAM (it BARELY is operable under 1MB, so 2-4MB is preferred). The MSRP of AtariWorks is $129.99 (I think) and can be bought from Atari computer dealers for as low as $90 or so. Problems with it are minimal, the biggest one being the "Black Page Syndrome" which seems to happen when you don't have much RAM left.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@teleport.com	their feet on anything with 'Welcome'
or steve-j@genie.geis.com	written on it." -- Andy Partridge

1433. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 09:34:34 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <38fv3a$la0@percy.cs.bham.ac.uk>
Source record: 178408

pitchfsj@aston.ac.uk writes:
>In article oo2@percy.cs.bham.ac.uk, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>> comp.sys.atari.demos
>> Discussion of latest demos
>
>I'm not sure whether this group would generate enough traffic to be
>worthwhile creating it, I was subscribed to alt.amiga.demos for a
>couple of weeks, and there were virtually no postings.

But I still think it would be useful to 'split' off demo-related
discussions from the others, despite the possible lack of postings.

>> comp.sys.atari.desktop
>> For users of Neodesk, Gemini, Ease, Teradesk, etc
>>
>> should replace *both* csast and csas (leaving .advocacy and .sources
>> and .binaries unchanged).
>>
>if csas is replaced by the above groups, then (by sod's law), someone will
>want to discuss something that isn't covered, so no to the removal of csas.

Fair enough; we need a general group. There wouldn't be a lot of point
changing csas to comp.sys.atari.misc, so perhaps we should just
consider splitting csast into the various sub-topics.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1434. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 09:47:32 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <38fvrk$ljd@percy.cs.bham.ac.uk>
Source record: 178409

hutch@ilmen.lanl.gov (Hutch) writes:
>Using the 'more is better' logic, then how about an st, ste, tt,
>falcon and 8bit newsgroup for _each_ of the following topics:
>
>comp.sys.atari.hardware (.st & .ste & .tt & .falcon & .8bit)
[...]

>Yes, of course I'm being facetious, but it does point out the need for
>careful consideration as to what the 'optimal' number of newsgroups
>really is. The amount of existing traffic flow really SHOULD play an
>important part in this decision.

You are correct, which is why I suggested a set of slightly broader
topics than the ones you mentioned which would cover all the
ST/STE/TT/F030 models. ie they are pretty much application-specific
and not platform specific.

The new group names I suggested were intended to cover /most/ of the
current topics in csas and csast although I'm sure I've missed some.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1435. Re: WP/DTP Package with Postscript output?

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 10:15:36 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <38g1g8$451@whitbeck.ncl.ac.uk>
Source record: 178412

In article <384sg5$cvs@sandra.teleport.com>, hellman@teleport.com (Walter Hellman) writes:
> I don't know if Pagestream 2.2b is compatible with the Falcon,
[snip]
>hellman@teleport.com Public Access User---Not affiliated with Teleport

It is.....works very well in extended screen modes - unlike Calamus 1.09
which gets it's knickers in a twist on a colour display....

I really miss the speed of Calamus though - Pagestream is soooo slooow,
even on a 32MHz f030 with NVDI.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

1436. FS: SLM804 Laser, Low Miles & Complete. $300 + Shipping.

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 10:17:21 UTC
From: bensmith@teleport.com
Message-ID: <38g1jh$442@elaine.teleport.com>
Source record: 178411

Hi Everyone,

I have an Atari SLM804 Laser Printer for Sale. Does 8PPM, 300DPI, upto 8"1/2 x "14 Sheets. Can feed individual sheets throuh slot or use paper tray (included). Can do Plastic overheads. Laser QUALITY and SPEED!! Comes with Power Cord, DMA -> SLMC804 Controller cable, also SLMC804 Controller Box, SLM804 Manual, SLM804 Font & Diablo 630 Printer Emulator Manual, SLM804 Font Disks 1 & 2 plus the Diablo 630 Emulator Software. Package sold COMPLETE like when first sold.

I have one also, I love it and use it for everything.

$300 + Shipping. Low Miles and Complete.

Please don't reply here in the NewsGroups, as I don't often Read the News Groups. Reply in E-Mail, my InterNet Address is: bensmith@teleport.com or for faster service, call Ben anytime at (503)256-9974 (Home-Voice).

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

1437. Re: OMEN

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 10:20:46 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <38g1pu$49u@whitbeck.ncl.ac.uk>
Source record: 178413

In article <CxtDDz.4Ar@world.std.com>, azog@world.std.com (azog) writes:
>I have no problem running 250 on my Falcon and SVGA. I think the manual
>states that you need to boot in some ST rez first, then set rez from
>within OMEN. So I booted in ST-High rez, then set OMEN for 256 colour
>interlaced, and it looks wonderful.
>

I think the problem I'm having could be related to my only having TOS4.02
not 4.04 ? You see, I'd already used OMEN 2.46, and know very well how to
start it up (using ST High) but that isn't the problem......even when you
do that it f*cks the display when it's started.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

1438. Re: WP/DTP Package with Postscript output?

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 11:33:25 UTC
From: djs@jet.uk
Message-ID: <1994Oct24.113325.16939@jet.uk>
Source record: 178406

In <cb170.782742351@paddington> cb170@city.ac.uk (HALL B J) writes:

>Calamus SL every time...
But he stated a requirement for PostScript. The PostScript module
for Calamus SL costs as much as SL itself, according to an aquaintance
who made enquiries of JCL (UK distributors) last week.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1439. FOR SALE: Atari ST/TT Software & Magazines

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 12:00:04 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <38g7k4$sdv@canopus.cc.umanitoba.ca>
Source record: 178414
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
=====================================================================
SOFTWARE
=====================================================================
Laser C w/Laser Debugger........$ 30.00 (no box)
Assempro Assembler Language.....$ 30.00 (no box)
OSS Personal Pascal.............$ 30.00 (no box)

Night Shift.....................$ 15.00 (cute fun Lucasfilm platform/action)
Paladin (rpg)...................$ 12.00 (excellent rpg game)
Firezone........................$ 6.00
TV Sports Football..............$ 5.00

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

STart magazine:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total + 21 disks.....$21 + shipping

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ AtariTT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ Dr.Who SCTV Unix $ the subject: SEND INDEX
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

1440. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 12:12:03 UTC
From: sanders@sci.kun.nl
Message-ID: <Cy6F85.F0@sci.kun.nl>
Source record: 178417

In <38g2ld$4j7@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>Well, I finally got to play with TOS 5 (well, TOS 4.92a - dated June 93).
^^^^^^^
Huh? I'd all but given up hope on TOS 5. And then this date... Is it
really coming out? Don't play cruel games please...

Hopefully awaiting,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

1441. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 12:17:34 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38g8ku$3bm@bs33n.staffs.ac.uk>
Source record: 178415

How about a comp.sys.atari.this.is.getting.ott

Why is it no-one can agree on anything? If someone comes up with an enterprising idea (such as .programmer or .falcon) it gets shot to hell before it even has a change to breathe. All this trouble with cross-posting could be avoided if people put a little more thought into where they wanted their post to go. If Atari themselves can recognise the need for change why can't we?

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

1442. Re: NECROMUNDA by PARANOIA

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 12:23:35 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38g907$3bm@bs33n.staffs.ac.uk>
Source record: 178418

Henrik Lunardi Weide (chainxor@kom.auc.dk) wrote:
: Have you seen CYCEDELIC KNOCKOUT for Falcon ??
: I can tell you - It`s a VERY COOL demo !!!!`

The Mugwumps sure did a good job on Cycedelic Knockout, the great Star Trek intro sequence and the superb 8 channel DSP music. Quite something. Better than your average demo.

Apparently it would have been longer (ie they had more effects) but the module wasn't long enough. Also they are not working on a demo at the moment :(but a programmer utility called Screens Pain. Let's hope the NLC convention in November can bring us some more demo treats.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

PS Try Xperience by Abstract - if you can get it to work on your monitor!

1443. VIEWER.APP woes

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 12:26:54 UTC
From: sanders@sci.kun.nl
Message-ID: <Cy6Fwv.v3@sci.kun.nl>
Source record: 178423

Hello,

The VIEWER.APP I got with my Falcon doesn't work. For small files, I only get some kind of a bitmap picture of an eye (at least that's what I think it is) and nothing else. The desktop shows through the top few lines. For large files, I can move the slider down and up once and thus read the text. Anyway, I'm not too satisfied with this VIEWER. I can't even use the cursor keys or spacebar to scroll.

So, what kind of viewers are y'all using? Guck perhaps? Or do I have to hack one up myself (would be a sensible first-project on my new Falcon...)

Greetings,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

1444. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 12:27:13 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38g971$3bm@bs33n.staffs.ac.uk>
Source record: 178419
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: Silica Shop in the UK opening up a group of Atari shops..

You can buy Jaguar's and Falcon's in our local Silica Shop (Bristol)

: UK magazine closes...ST-User...

So? Hardly a 'big' loss. ST Applications, ST Format and ST Review still exist. As do an increasingly brilliant disk magazine market - ST NEWS, MAGGIE and (dare I say it?) FALCON UPDATE.

: UK computer show was a flop for Atari people...

Bullshit! I attended them and they were AMAZING. You obviously never bothered going.

: Falcons being dumped..

Dumped? Dropped in price more like, meaning more sales.

Richard Davey
Editor of Falcon Update Digital
Falcon Owners Group (UK)
--
email here should work now!

1445. Re: [FAL] Zool Game

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 12:31:02 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38g9e6$3bm@bs33n.staffs.ac.uk>
Source record: 178420

Tommi Hietavuo TKKK (THIETAVUO@FINABO.ABO.FI) wrote:
: In <3889f4$n3q@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk writes:

: > OK here is some _very_ interesting news for you.

: VERY, indeed - if this is not a joke ;-) !
:
: > Gremlin Graphics platform rival to Sonic, Zool, has been converted to the
: > Falcon. It takes full advantage of the improved hardware and sound and
: > will be a joy to any arcade fanatic.

: Suppose this is _Not_ a joke, then all we can wish is that when Falcon games
: finally appear, if ever, people really BUY them - not steal..!
: Quite important, I think...

No joke, a quick phone call to either Silica or Gremlin will confirm all
the above.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

1446. MINTNP and GEM.SYS --- It doesn't work

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 12:32:14 UTC
From: sanders@sci.kun.nl
Message-ID: <Cy6G5r.11D@sci.kun.nl>
Source record: 178424

Hello,

Trying to get my `old' working environment (just MiNT, not
MultiTOS --- more speed, you see :-) I did what some people on the net
here advised: I renamed MINT.PRG to MINTNP.PRG and installed the
`old', small GEM.SYS I copied from my ST.

The thing booted fine, but when I move the mouse, several `ghost
images' of the pointer move along, and the computer hangs after a
while.

What's happening? It this the `mouse droppings' problem I saw
mentioned on the net some time ago (and which I can't back-read
anymore, as you can guess... :-)?

BTW, I get an Adress Error (or was it a Memory Violation?) from my
good old `ls' in a Mintshel window. I have an even older version that
does work, but lacks many features. Where can I find a working `ls'?
(It worked fine on my ST with MiNT 0.95, BTW)

Thanks in advance,
Sander STOks
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

1447. Re: Obsessive pinballing!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 12:32:59 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38g9hr$3bm@bs33n.staffs.ac.uk>
Source record: 178421

Christer Gustavsson (d2cg@dtek.chalmers.se) wrote:
: There will be a Falcon specific version in November ;-). Buy buy buy!
: 256 colours, more sound, made in Sweden...

Believe it when I see it I'm afraid.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

1448. Problems with Motorola modem

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 13:18:35 UTC
From: epdouden@cs.vu.nl
Message-ID: <Cy6IB0.Js@cs.vu.nl>
Source record: 178425

[No readable article body recovered]

1449. Problems with Motorola modem

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 13:32:06 UTC
From: epdouden@cs.vu.nl
Message-ID: <Cy6IxJ.qo@cs.vu.nl>
Source record: 178426

Hi!

I've got a serious problem with a modem I bought some days ago, model Motorola/UDS V.3240i LCD STD (230V). It's a 9600bps modem. The modem is not a new one, so I don't have the manual ('lost'). It has a very strange problem....

Connected to a PC it acts real nice. No problems uploading/downloading. Ok, fine. After that I tried to connect it to my ST. Yes - that's right... IT DIDN'T WORK! So I tried it on my STe. Same problem. For problem details, see below but here's some info about the configurations I used.

PCs: old 8088 Sirex with Telix 3.15
homemade 386/40 with Telix also.
STs: 520STfm, 2.5 meg internal, Megafile 30, 2nd DD, TOS 1.2
1040STe, 1 meg, no HD, TOS 1.4

Please mind the following things:

- both PCs are 100% (completely double-checked by my father)
- both the STs are 100% (also checked)
- I am already using RS232ENC.PRG handshake enhancher (version 1.03)
- I tried Flash 1.6 as well as Rufus 1.11 release 6
- all the cables used are expensive 'real' RS-232 cables and checked (I even used different cables)
- my old modem (Bausch 3522SA, 2400bps) has no problems with my STs
- even with ALL my ACCs and so disabled it DIDN'T work

The modem seems to act like a RS-232 modem. Not 100% sure. Maybe this can help. (E.g. Macs and NeXTs are using RS-422)

Modem's behaviour (the REAL problem)

Normal situations:
1. The modem says 'V32 9600 IDLE' (it has a LCD screen!)
2. Dail a number. Modem says 'DAILING'.
3. The other modem picks up the phone. The modems just make some 'beeps' to another, I don't mean the 'jelling' later on.
4. Then the modem says 'TRAINING' and they start 'jelling'.
5. Finally, it says 'ON LINE' and prompts the speed (V22 2400, V32 9600 etc)

Now for the STs:
1. Modem is 'IDLE'
2. I dail a number. It prompts 'DAILING' and really dails. No problem.
3. The other modem picks up the phone. Great.
4. My modem makes just ONE beep to the other modem and HANGS THE PHONE!
5. It prompts 'IDLE' again.

6. The terminal program (Flash, Rufus) says: 'Modem reports no carrier' or something like that...

I tore my hair out for ages on this one.... ANYBODY?!?!

Megatons of thanks in advance, Ewout Pieter den Ouden

Ewout Pieter den Ouden Department of Mathematics and Computer Science
epdouden@cs.vu.nl Free University, Amsterdam, The Netherlands

1450. Cyrel Sunrise Card

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 13:41:00 UTC
From: ralf.doewich@canrem.com
Message-ID: <60.53767.4514.0N1B6A0F@canrem.com>
Source record: 178416

Raymond,

-> I am interested in hearing from the elite. TT030 owners that also
-> use a CyRel Sunrise M16-1280 graphics card.
-> How, well does it perform? Does it solve the dull graphics problems
-> for the TT?

It performs very well... and right now there is a special promotion going on and the cards are selling for just US $545 (down from $895 before)!

-> Does it work well with such programs a X-Boot, STalker, and First
-> Word Plus (TT version).

Yes it does. However, there are a number of different configuration on how to use X-Boot with the card.

-> What, about paint programs, picture showing programs.

GEM-View, 1ST-Guide, Papillon, DA's Picture, Chagall, Calamus, Cranach, Studio Photo, KandinskY, Page-Stream and many more all work with the card.

-> I hope you netters can help me out. I need the hard facts about what
-> I need to make the transition to this VME options.

If you have any more specific questions, please send e-mail to:

cyrel@cybercube.com or cyrel@interlog.com or cybercub@genie.geis.com

Ralf.

1451. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 13:48:28 UTC
From: sallafra@col.bsf.alcatel.fr
Message-ID: <430@lacerta.sxb.bsf.alcatel.fr>
Source record: 178550

>>But I would like to do a small vote... who here uses their Falcon WITHOUT
>>a 32MHz board? (This isn't a 'are you happy with it running this way'
>>but a test to see if you _are_ running with this system).

I use a 16MHz board.

1452. Re: VIEWER.APP woes

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 13:51:40 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <EJYGEFAMUp@elfhaven.ersys.edmonton.ab.ca>
Source record: 178527

In <Cy6Fwv.v3@sci.kun.nl> Sander Stoks wrote :

> So, what kind of viewers are y'all using? Guck perhaps? Or do I
>have to hack one up myself (would be a sensible first-project on my
>new Falcon...)

Hello,

If you are using a Falcon, the best choice available to you is MasterBrowse. As the author, of course I _would_ say that. It is true, though! If you want a fast GEM text file viewer that will work in any resolution and multitask nicely, then MasterBrowse is the choice for you. It is available at atari.archive.umich.edu as mb48_bin.lzh or (probably) ftp.tu-clausthal.de with the same name.

MasterBrowse has a lot of features; here is the list:

```
M a s t e r B r o w s e 4 . 8
""""""""""""""""""""""""""""""""""""

""""""""""""""""""""""""""""""""""""""""""""""""""
" The *BEST* ST/STe/TT/Falcon Text File Viewer "
""""""""""""""""""""""""""""""""""""""""""""""""""
" MultiTOS, Geneva, & Mag!X Compatible "
""""""""""""""""""""""""""""""""""""""""""""""""""
```

o MasterBrowse has a friendly, easy-to-use, 100% GEM automated installation program.

o MasterBrowse has an extremely fast GEM user interface, which makes use of raster copy screen updates, GDOS/SpeedoGDOS fonts, pull-down menus, windows, windowed dialog boxes, colour, round radio buttons, checkboxes, keyboard shortcuts in dialog boxes, and more.

o MasterBrowse works with MultiTOS, MultiGEM, Mag!X, and Geneva. With MultiTOS or Geneva, MasterBrowse can ensure that only one copy of MasterBrowse is in memory at a time. If another copy of MasterBrowse is launched, the copy of MasterBrowse already in memory will be instructed to display the files. The utility that makes this possible (the "client-program") can be configured to call an alternate viewer for special types of files, such as pictures or sound files.

MasterBrowse also understands the MultiTOS Drag & Drop Protocol.

With Mag!X, MasterBrowse can communicate with the desktop to ensure that only one copy of MasterBrowse is in memory at a time, as with Geneva and MultiTOS.

o MasterBrowse can use the command line to open documents (or to open a document batch). The ARGV, xArg, and standard command line formats are supported.

o MasterBrowse supports the View Protocol, by Peter Seitz, which allows other programs to instruct MasterBrowse to display a file instead of using their own default viewers. Currently, the following programs support (or soon will support) the View Protocol: STZip, Lharc Shell, ShowImage, GemView, and DiskList.

o MasterBrowse allows you to have a virtually unlimited number of documents open at the same time, restricted only by the number of available windows and the amount of free memory.

o MasterBrowse provides keyboard shortcuts for every menu entry. If you do not like the default keyboard shortcuts for menu entries, you can change them to suit your needs!

o MasterBrowse provides you with a Quick Document Access feature found in no other program. With this feature, you can instantly load any of the last seven files that have been opened (in case you need a document again after closing it).

o MasterBrowse allows you to (optionally) save your configuration automatically when you exit the program, or even save a document batch that will automatically be loaded the next time you use MasterBrowse.

o MasterBrowse allows you to use all of your familiar movement keys. You can use the arrow keys, the application keypad, or even the space bar and the return key.

o MasterBrowse allows you to move in any direction inside a document, as you would expect. What you might not expect is that you can tell MasterBrowse how far it should move when the movement keys are pressed. How about moving two lines down instead of one? Or perhaps three lines suits you better?

Do you still want more power? Keep reading.

-You can jump to a specific line, a specific page, the start of a block, the end of a block, or any of ten personal "bookmarks" that MasterBrowse supplies for each text window.

o MasterBrowse allows you to move through a document (by lines or pages) using a special Quick Scroll Mode. It uses the shift, control, and alternate keys so that the scrolling speed is not limited by the key repeat rate.

o MasterBrowse offers unparalled power when it comes to searching!

In addition to the ability to search for up to three strings at the same time, starting at the top of the document or at the current position within the document, MasterBrowse allows the use of Unix (TM) regular expression matching (wildcards).

A search may be conducted in reverse mode or forward mode. If you desire, you can specify which of the three search strings will be case sensitive and which will not.

o MasterBrowse also has powerful block operations. You can mark a block and then save it to disk, print it, or write it to the clipboard. You can control how the block is marked on the screen. MasterBrowse can also be configured to remove the block markers after a block operation is completed or to leave the markers unchanged. Blocks are marked using the -MOUSE-, exactly as they are marked with text editors. More? A block can even be extracted from a larger document and placed inside a MasterBrowse window with a single keypress! In addition, MasterBrowse can append blocks (or entire documents) to already existing files.

o MasterBrowse is a master printer. It can print a document (or a block) with page headings, page numbers, line numbers, a description of the file or block, a synopsis, or any combination of the five. MasterBrowse can even print an identification string for those people who share a printer between more than one computer. You can also save a block or an entire document to disk (or the clipboard), with all of the same options available. MasterBrowse can even be configured to use the special features of your printer, such as bolding, italics, underlining, colour, and specialized fonts.

You want even more power? MasterBrowse can print on both sides of the printer page, and indent your text.

o MasterBrowse gives you complete control over your windows. You can cycle through them, change their titles, shrink them, close one, close them all, or get information about them all using the keyboard (or the mouse). MasterBrowse also allows you to remove the vertical window scroll bar, the horizontal window scroll bar, or both scroll bars (since a window that has no scroll bars can scroll more than twice as fast as a window that does have scroll bars). In addition, each MasterBrowse window can have different scroll bar settings. The size of a window can be changed by clicking in the bottom right-hand corner of the window, even if the window does not have a "sizer" gadget.

o MasterBrowse supports batch files! If you use a certain group of documents often, just load them up and tell MasterBrowse to create a batch file. One double-click on the batch file, and they will all be loaded again.

o MasterBrowse saves the positions of the first seven windows (if you want it to), so you have complete control over where your documents appear and how your screen looks.

o MasterBrowse allows you to load and save bookmark lists.

o Every window has a set of block markers and a set of ten bookmarks to itself.

o MasterBrowse also has support for the clipboard! A block can be written to the clipboard (with or without formatting) or the clipboard can be read into a MasterBrowse window.

The features listed above -barely- scratch the surface of MasterBrowse!

--
Michel Forget / Electric Storm Software \\ october...october...october
mforget@elfhaven.ersys.edmonton.ab.ca \\ ...it should be here by now...
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 AD 6E 02 71 85

1453. Re: Best Program For Modem for Atari ST 1040

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 14:30:53 UTC
From: contacts@mits.mdata.fi
Message-ID: <38gget$seq@prime.mdata.fi>
Source record: 178427

```
>] Does anybody knows which is the best program
>] for communication with modem for ST 1040 ?

I recommend Connect 2.46e or newer. It works on any resolution, has
ALL the bells & whistles, working emulations, full GEM, on-line
hypertext help, script language and recorder, excellent dialer,
great mouse functions, multi-window and -port ability, very good
own protocols, all speeds, Zyxel voice functions are fully catered
for, etc. etc.

I registered it right away.

Connect's next version will have also FAX-support.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)
---------------------------------------------------------------------
Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.01/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---------------------------------------------------------------------
```

1454. Re: color screen dump

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 14:59:28 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <38gi4g$6m0@proffa.cc.tut.fi>
Source record: 178431

In <388rfs$sr2@mailer.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>> Can any of these save blocks from any size screens? Eg. program named
>> snapshot bombs if screen's not 32k... Image format should be IMG as
>> other 'ST' formats don't store image size. Images need not to be
>> packed, although it would be nice :-).

>There is at least one program that can save 1290x760 screens (even if it
>is just a virtual screen from MonSTer). I believe it was smart and asked
>the machine for the resolution, and I seem to remember that it saved in IMG
>format. It was reviewed in a Current Notes issue. I'll see if I can find it.

Well, I 'rolled' my own :-). On small apps it's faster to program one
myself, than go netsurfing and testing. Besides, I get what I
want. This one works even with programs that take all the memory. I
have tested it in monochrome and with a color emulator and it seems to
work...

/ Eero /

1455. Re: [FAL] Zool Game

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 15:27:43 UTC
From: ma2ljg@bath.ac.uk
Message-ID: <Cy6oAB.67s@bath.ac.uk>
Source record: 178432

>Gremlin are not releasing Zool directly, instead Silica Shop have bought
>the rights to it and are going to bundle it with a new range of budget
>price Falcon's

Are these the 399 pound 1 meg ones?

Does this mean Silica will be forced to actually switch on the
Falcons they have in the Bristol store , the mind boggles...

> The game is 100%
>finished, Gremlin confirmed this over the phone, and Silica have copies
>(they also confirmed this over the phone). The big question now is....
>WHEN?????
>

Before Christmas would be nice , might persuade some would be A1200
owners to move to the good side of the force.

Les Greenhalgh

email ma2ljg@bath.ac.uk

1456. Re: America ON-Line

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 15:34:19 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410241441.AA01205@ilmen.lanl.gov>
Source record: 178428

In article j8l@newsbf01.news.aol.com, markvanwyk@aol.com (Markvanwyk) writes:
[...]
>for those who say GEnie is better than AOL, I disagree. GEnie may be
>better for Atari stuff (although I found it confusing to find and download
>files), I find AOL more useful as an all around
>entertainment/information/communication service.

Undoubtedly, AOL is a razzle-dazzle service. It features gorgeous color icons in a snazzy windowed interface and even includes sound and even voice prompts at some points. Definitely way cool if you have a Mac or PC (or even an Atari with a GCR, although then it's only B&W).

It's also definitely way slow in strict comparison to an old-fashioned, text-only interface such as GEnie or 'pure' Compuserve. All those pretty graphics and such take a toll on throughput. At 9600 baud it's no problem and it's certainly bearable at 2400 baud, so it's no major big deal. And it is easier for a _beginner_ to navigate through than either GEnie or CIS.

However... for ATARI-related stuff, GEnie is the service of choice, hands down. And if you are using an Atari to access it, you should most definitely be using GEnie's free ST Aladdin software which allows you to do all of your navigating, message collecting, replies, and uploads in an automated mode thus greatly reducing your actual on-line time. I own Microphone Pro for the Mac (an expensive, high end telecomm utility) and it still does not compare in ease-of-use with ST Aladdin for GEnie access.

This is all just IMHO, of course, and everyone is certainly entitled to their own opinion. But if you are going to compare two services it would be best to compare the (free) tools available to do the job. For non-Atari specific stuff, I agree with Mark in choosing AOL (or CIS). But if you want _Atari_ information, there is literally none-to-be-found on AOL. Go GEnie.

Cheers,

-Hutch- @ Fair Dinkum Tech

1457. Stos contacts needed

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 15:42:22 UTC
From: dmitchel@mcs.dundee.ac.uk
Message-ID: <38gkku$ml9@dux.dundee.ac.uk>
Source record: 178434

Please write if you are into STOS at all or fractals.

1458. Re: REQ: *.PI1 --> *.PCX IBM Pic Converte

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 15:49:28 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410241457.AA01215@ilmen.lanl.gov>
Source record: 178429

In article 0ghx@clubcal.com, lani@clubcal.com (Thomas Stucker) writes:
>On Sat 22-Oct-1994 10:06p, Wayne Burland wrote:
>
>WB> I need a program that will run on an intell box (I don't care what OS,
>WB> DOS/WINDOWS/OS2/NT) that will convert an Atari ST Degas *.PI1 picture
>WB> format to something I can read on an IBM (ie PCX, BMP, GIF, whatever).
>
>WB> If I still had access to my ST, I'd simply convert them to GIF's

>Why don't you just GEMVIEW to convert the image on your Atari---a superior
>machine---and save it to disk, then use the disk on your IBM clone?

Er, like the man said, he needs a _PC_ program since he no longer has an ST.

-Hutch- @ Fair Dinkum Tech

1459. Re: FLASH II Man...

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 15:52:38 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410241500.AA01220@ilmen.lanl.gov>
Source record: 178430

In article 3co@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>John Trautschol, if you don't get my GEnie message, can you give me
>your GEnie Internet address...

You can reach John Trautschold (pres of Missionware Software) via email at

j.trautschol@genie.geis.com

-Hutch- @ Fair Dinkum Tech

1460. Re: Demo

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 17:59:14 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <38gsli$gcf@mailer.fsu.edu>
Source record: 178433

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
> Whatever happened to that amazing ST music demo some guy was going to
> post/email/ftp a while back!? Are there any better demos than the
> Omega demo for the STE? (I still find that one amazing!) Braindead
> is pretty good, I haven't had time to get all of the Phaleon Gigademo
> yet, it's pretty big! :)

The Techno Drug demo is nice, in many ways similar to Omega. My only gripe is that it is a bit too long (or there is not enough screens for the length of the soundtrack, take your pick). Songs of the Unexpected is good as well. I'm hoping to see a bunch of STE demos show up at a.a.u.e soon (I should be receiving them via email). They are not new, but I don't think they are available via ftp anywhere.

Omega is still the first thing I run when I'm showing off my MSTE to someone, usually followed by Octalyser/Protracker ST. The Stardust tunnel demo will definitely add to this list in the future! I can't wait for the complete game.

I've heard it said that there are lots and lots of STE demos, but apparently most don't ever get uploaded to an ftp site :-(. As always, anyone who wants something to appear on atari.archive.umich.edu can email me a uuencoded file directly, as opposed to ftping it to a.a.u.e (which is often quite busy).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1461. Re: Mosaic?

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 19:07:13 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <38h0l1$gvt@nyheter.chalmers.se>
Source record: 178435

In article <38gq50$srk@mercury.dur.ac.uk>,
M J Maisey <M.J.Maisey@durham.ac.uk> wrote:
>Lynx is actually a completely fully fledged web browser, including being
>one of the very few browsers around to support HTML+ forms reliably. But
>I don't know how up to date the version for the ST is.
>
I've managed to compile lynx 2.3.1 beta and it works on my Falcon!
I will test it a little more and then I will upload it with ftp...

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

1462. Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 19:10:23 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <38h0qv$71q@dux.dundee.ac.uk>
Source record: 178436

Exactly what is available for the F030 at present? Or what is in
development?

Rod

--
==========
Roderick McCall 3rd Year Computing Sci. & Accounts
University of Dundee

==========

1463. Dave Cobbledick

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 19:40:00 UTC
From: acurtis@theshack.demon.co.uk
Message-ID: <783027600snz@theshack.demon.co.uk>
Source record: 178437

Hi There,

If you own or run an Atari PD Library then this could concern you.

Many of you will have recieved a communication from Dave Cobbledick of
Dunces Cap Software. Those who have may have thoughts on the matter.
ST Format are interested in what you thought of the letter and the
accompanyng form.

Please reply to the message in Email to me and be sure to clearly state
whether your feedback should be annonymous or not.

Many thanks in anticipation.

--

<<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>>
<< From the workstation of Andy Curtis | acurtis@theshack.demon.co.uk >>
<< Freelance Computer & MIDI columnist and SysOp of The Ad.Lib BBS >>
<< Call: +44 (0)191 3702659 V32bis 24Hrs STF & RATSoft Support >>
<<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>><<<>>>

1464. MIDI Questions

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 19:43:00 UTC
From: acurtis@theshack.demon.co.uk
Message-ID: <783027780snz@theshack.demon.co.uk>
Source record: 178438

Hi To all!

Especially MIDI beginners and enthusiasts who use an Atari Computer.

If you have questions or queries related to MIDI and Music in general
on the Atari then please post them via email to me and they may well
appear in the ST Answers section of ST Format.

Hints, tips, questions, groans. Send me the lot.

All contributions will be read and responded to where possible.

So let's be 'aving you!

--

<<<>>><<<>>><<<>>

1465. Re: Epson Stylus Color and SpeedoGDOS

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 19:51:44 UTC
From: Lexicor@world.std.com
Message-ID: <Cy70I9.60E@world.std.com>
Source record: 178439

In article <Up-EJYADJUS@ttgk.textlitho.nl>,
Gert van der Knokke <gert@ttgk.textlitho.nl> wrote:
>Hi all,
>
>Does anyone know of the existence of a SpeedoGDOS driver for the Epson
>Stylus Color printer ? (or at least the Stylus 800 B&W printer)

To my knowledge only DA's Layout (part of DA's DTP) and soon DA Picture have
a Stylus Color Support (complete) for that printer..it's a geeat printer
though

Yat

>
>Gert
>
>--
>
>
>-- --
> Atari TT-Point
>-- --

1466. Re: WP/DTP Package with Postscript output?

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 19:57:26 UTC
From: Amon Duul II <z915455@cs.niu.edu>
Message-ID: <Pine.SOL.3.91.941024145611.12831A@mp>
Source record: 178513

On Mon, 24 Oct 1994 Lexicor@world.std.com wrote:

> >But he stated a requirement for PostScript. The PostScript module
> >for Calamus SL costs as much as SL itself, according to an aquaintance
> And the postscript module doesn't even work properly!! when outputting
> graphics
> Yat

It's not that expensive, actually (less that SL costs, by far). Works for
other conversions just fine, too.

z915455@mp.cs.niu.edu
I know who I am. Do you? Should you?

1467. <<<<<<<<<< Nick's Atari ST Game Ratings >>>>>>>>>>

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 19:58:43 UTC
From: paien00@DMI.USherb.CA
Message-ID: <paien00.783028722@DMI.USherb.CA>
Source record: 178440

```
>>>>>>>>>>>>>>>>>>>> Nick's Atari ST Game Ratings <<<<<<<<<<<<<<<<<<<<
================================================================================

Hi!

If you have been reading the rec.games.video.* newgroups for the last year
or so, you've probably seen my ratings... Until now, I was only doing
the ratings for the consoles but, I've been asked if I could do the same
for the Atari ST... Since my program was already done, it was easy to make
it work with the Atari ST.

You will find the instructions in the next message... Please vote...

Nick

================================================================================

Date of Compilation : 10/19/94

LISTING OF ALL THE GAMES EVALUATED
==================================

================================================================================
Name of Game # of Game Ranking # of Total Desc
Players Rating Voters Votes
================================================================================

Buggy Boy 1 **** - 1 4 Driving
Cybertrix 1 **** - 1 4 Shooter
Elite 1 **** - 1 4 Role-Play
Gunship 1 ***** - 1 5 Copter Sim.
Hardcore 1 ***** - 1 5 Arcade
Lemmings 2 ***** - 1 5 Think-Fast
Magic Boy 1 ***** - 1 5 Platform
Revenge of the Mutant Camel 1 ***** - 1 5 Arcade
Sim City 1 ***** - 1 5
Speedball II 2 **** - 1 4 Sports
Starball 1 **** - 1 4 Pinball
World Conquest 2 **** - 1 4 Strategy
================================================================================
12 games reviewed
Games are ranked from 1 to 0.
The minimum number of votes required to qualify is 10.

GLOSSARY
========
```

+ - Game going up in the ratings.
= - Game staying stable.
- - Game going down.
! - Game in which you find a lot of discrepancies in the voting.
* - Dreck, yak, bleck, hack, gleck (Horrible beyond words).
** - OK, playable, still dreck, although someone might like.
*** - Decent game that will appeal to some (But not everyone).
**** - Pretty good, a fun game that almost everyone will like.
***** - Damn good, a real winner, every game should be this good.

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It may be redistributed freely as long as it is not modified in any way.

1468. FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 19:59:00 UTC
From: christian.dahl@p4.f600.n203.z2.ct.se
Message-ID: <ftn_2.203.611.4_2eac1265_Christian.Dahl@ct.se>
Source record: 178441

```
> FZDSTERM KEY...!!!
>
> Should not the Key to FZDT be put into the Public domain,
> there is no support for the program at all, and if you register
> it you will just loose your money and not get a Key...

Of course it shouldn't be PD! If the support is dead the program is dead, but
the key don't get public just like that!!!!

CD
```

1469. <<<<<<<<<< Nick's Instructions >>>>>>>>>>

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 19:59:55 UTC
From: paien00@DMI.USherb.CA
Message-ID: <paien00.783028793@DMI.USherb.CA>
Source record: 178442

```
>>>>>>>>>>>>>>>>>>> Nick's Game Ratings Instructions <<<<<<<<<<<<<<<<<<<
================================================================================
Date : 07/01/94 Version : 1.21
================================================================================

Are you tired of spending 60$ for a cartridge, getting it home, and
finding it would be best used propping up the coffee table? Is 4 hours of
fun not exactly what you had in mind when you layed out those big bucks?
Here is a list of ratings, from people like you who voted their mind
about how good or bad their cartridges are. Make your friends vote also,
that way we're going to have more views.

Nick's Game Ratings
-------------------

The Nick's Game Ratings are a compilation of the votes that I receive
for the games on the Sega Genesis, Sega CD, Gamegear, Super Nintendo,
Nintendo, GameBoy, Atari Jaguar, Atari Lynx, Atari ST, CD32 and 3DO systems.
It's what the players think of the games.

HOW TO VOTE
===========

You can contribute in a number of ways to the database:

* vote for games you have played
* change or add information on a game already in the database
* add a game that is not yet in the database

If you'd like to correct a mistake in a game entry or simply add the
value for one of the missing fields, send me a mail in the format
described below.

ACCEPTABLE COMMANDS
-------------------

%GENVOT <vote> -> <Name_of_Game>

This command is to place a vote for the Sega Genesis game
called <Name_of_Game>. _Note_ that <vote> must be between 1 and
5 for your vote to count, where 1 means dire and 5 means
excellent. If <vote> is 9, your vote will not be counted _but_
this will enable you to modify the database afterwards. To vote
for games other than for the Genesis, replace %GENVOT with one
of the following:

+ %SCDVOT, for Sega CD
+ %GMGVOT, for Game Gear
```

+ %NESVOT, for Super Nintendo (SNES)
+ %NINVOT, for Nintendo (NES)
+ %GBYVOT, for Game Boy
+ %C32VOT, for Amiga CD32
+ %JAGVOT, for Atari Jaguar
+ %ALXVOT, for Atari Lynx
+ %3DOVOT, for 3DO
+ %ASTVOT, for Atari ST

%GENADD <vote> -> <Name_of_Game>

This command is to place a vote for a Sega Genesis game not already in the list called <Name_of_Game>. If <vote> is 9, your vote will not be counted BUT this will enable you to add that game and modify the database afterwards. Again, for other platforms substitute %GENADD with one of the following:

+ %SCDADD, for Sega CD
+ %GMGADD, for Game Gear
+ %NESADD, for Super Nintendo (SNES)
+ %NINADD, for Nintendo (NES)
+ %GBYADD, for Game Boy
+ %C32ADD, for Amiga CD32
+ %JAGADD, for Atari Jaguar
+ %ALXADD, for Atari Lynx
+ %3DOADD, for 3DO
+ %ASTADD, for Atari ST

The next functions can ONLY be used after a VOT or an ADD :

%DESC <description_of_Game>

This command will enable you to put a description (see the GAME DESCRIPTION section) for the game previously rated.

%YEAR <Year_of_Release>

This command will enable you to add the year of release to the database for the game previously rated.

%COMP <company>

This command will enable you to add the company to the database for the game previously rated.

%PLAY <Number_of_Players>

This command will enable you to add the number of players playing simultaneously to the database for the game previously rated.

SOME EXAMPLES

To vote for Super Mario Kart for the SNES:

%NESVOT 4 -> Super Mario Kart

To vote for Sonic 2 and Sonic 3 for the Genesis, and add the extra
information about Sonic 3 that it was released in 1994:

%GENVOT 4 -> Sonic 2
%GENVOT 5 -> Sonic 3
%YEAR 1994

To vote for Zool (AGA) on the Amiga CD32, and add the fact that it is
a 1-player game released in 1994, and also the fact that it
should take 20 hours of gameplay to complete, plus add Zool for
the Genesis, vote for that too _and_ say it's a platform game
on the Genesis (!):

%C32VOT 3 -> Zool (AGA)
%PLAY 1
%YEAR 1994
%HOURS 20
%GENADD 4 -> Zool
%DESC Platform

THE VOTES
=========

* - Dreck, yak, bleck, hack, gleck (Horrible beyond words).
** - OK, playable, still dreck, although someone might like.
*** - Decent game that will appeal to some (But not everyone).
**** - Pretty good, a fun game that almost everyone will like.
***** - Damn good, a real winner, every game should be this good.

GAME DESCRIPTIONS
=================

Adventure - Games where you must explore large worlds, killing enemies
and discovering hidden treasures, sometimes with a quest.
Arcade - Games that fit in no specific category except that they
are easy to start playing and are like arcade games.
Copter Sim. - Games where you are controlling the flight and other
capabilities of a helicopter, from a cockpit view.
Driving - Games where driving is the main object of the game, but not
racing other vehicles. Also may include combat & variations.
Easy R.P.G. - Games that are role-playing games but are designed for
the novice player to easily begin play. See Role-Play.
Fight & Jump - Games where you fight and jump to stay alive, and sometimes
have other powers. Boards usually scrolling horizontally.
Fighting - Games where you face off against another player, or the
computer in some form of one-on-one combat.
Flight Sim. - Games where you are given a cockpit view of some sort of
aircraft, and are given a flying mission.
Game/Show - Games that either emulate game-shows or board games.
Competition is with other players or against the computer.
Light-Gun - Games where you must use your system's light gun to perform
some function, usually similar to Shooter-type games.

Interactive - Games where you interact with on-screen video characters
in order to complete the given scenario.
Maze Game - Games where navigating a maze is the main objective. This
can be from any perspective, such as above and inside.
Multiple - Games where there are a variety of game scenarios of
differing sorts, played either randomly or in sequence.
Pinball - Games that emulate the playing of arcade-style pinball
machines, usually with some different options though.
Platform - Games where moving from platform to platform, avoiding
enemies, and getting prizes are the objective.
Racing - Games where the objective is to beat an opponent (either
computer or human) in some sort of vehicule race.
Reality Sim. - Games of this type take place from the point of view of a
fictional character's perspective. Like virtual reality.
Role-Play - Games where you take on the role of some sort of adventurer,
able to increase in abilities and experience along the way.
Shooter - Games where you shoot a lot and avoid being shot by the
enemies you are shooting. Most often are space scenarios.
Sports^ - Games where there is some sort of sporting event to play
other than everyday, normal sporting events.
Strategy - Games that require more thought than dexterity. This can
encompass a great variety of different type games.
Sub Sim. - Games where you are given the command and control of a
submarine and play from a viewpoint within the sub. itself.

Tank Sim. - Games where you are given the command and control of a
tank and play from a viewpoint within the tank itself.
Think-Fast - Games that require the player to make fast decisions and
act on them, kind of a quick-thinking strategy.
Very Young - Games that are too easy for adults and even kids, these
games are really meant for kids 5 and under.

^ Regular sports games will be described by their appropriate sporting event

HOW IS COMPILED THE TOP SECTION
==========

At the begining of the lists, the minimum number of votes
needed in order to qualify for the TOP SECTION was of
four. With the time, I got more votes and some people pointed out
that four voters for a game is not that much so we came up with
a change.

From now on, the minimum number of voters to qualify will be
calculated from the number of voters.

The formula is : Average number of voters per game

STD

2

Note : The minimum number of votes required to qualify is 10.

GETTING THE RATINGS
==========

By E-Mail :

The latest release of my ratings are one e-mail away. All you
have to do is send me an e-mail (paien00@dmi.usherb.ca) with one of
those commands as the SUBJECT :

get_sega - Ratings and Voting Ballot for the Genesis
get_segacd - Ratings and Voting Ballot for the Genesis CD
get_gamegear - Ratings and Voting Ballot for the GameGear
get_supernes - Ratings and Voting Ballot for the Super Nintendo
get_nintendo - Ratings and Voting Ballot for the Nintendo
get_gameboy - Ratings and Voting Ballot for the GameBoy
get_jaguar - Ratings and Voting Ballot for the Jaguar
get_lynx - Ratings and Voting Ballot for the Atari Lynx
get_cd32 - Ratings and Voting Ballot for the CD32
get_3do - Ratings and Voting Ballot for the 3DO

NOTE : DO NOT put any ratings in those messages because I don't read
them, my mail filter is doing all the job. Also be sure of
including the underscore.

Over The World-Wide-Web :

If you have access to the World-Wide-Web (WWW) with any of the following
browsers:

o NCSA Mosaic - for Unix/X systems
o Mosaic for Windows - for PCs with Windows
o MacMosaic - for Apple Macs
o AmigaMosaic - for Commodore Amigas
o Lynx - vt100 Unix (or similar)

The address (or URL) of Cardiff's Video Game database browser is:

http://www.cm.cf.ac.uk:/Games/

Come and have a browse, and enjoy!

Sy: maintainer of Cardiff's Video Game database browser.
e-mail: Simon.N.Smith@cm.cf.ac.uk

On FTP Site :
---
ftp.digex.net
under /pub/access/spatton/
SunSITE.Unc.EDU
under /pub/micro/games/sega/ratings/

Please vote for ALL the games you have played, not just the ones you liked. People want to know which ones are really crappy. Also if you have a suggestion or a comment about the ratings, send it to me - as you can see I've been more than willing to make changes - but I make no promises that everyone's ideas and changes will be made. I apologize to anyone who's votes I lose or mess up. WARNING - you might find mistakes. You will not hurt my feelings if you write me to bring any mistake that I made to my attention. I do not read the newsgroup all the time so it's safer to send me e-mails than to reply to the message.

And for those of you who participated -
Thank You

Nick

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1470. <<<<<<<<<< Nick's Atari ST Voting Ballot >>>>>>>>>>

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 20:00:45 UTC
From: paien00@DMI.USherb.CA
Message-ID: <paien00.783028844@DMI.USherb.CA>
Source record: 178443

```
>>>>>>>>>>>>>>>>>>>> Nick's Atari ST Voting Ballot <<<<<<<<<<<<<<<<<<<<
================================================================================

You will find in this message the list of all the games already
placed in the database. All you have to do is to Reply ('R') to this
message and place your rating just after the command (%???VOT) ( YOU MUST
AT LEAST LEAVE A SPACE BETWEEN THE COMMAND AND YOUR RATING ). NOTE: your
vote should ONLY be a whole number between 1 and 5. Please do not put
stars because the system will not reconize them... See the HOW TO VOTE
section at the bottom of the Rating Summary for the list of all available
commands. ******* Vote ONLY for games you've PLAYED! ********
Thank you for your time.

Nick

WHOLE NUMBER VOTES ONLY! WHOLE NUMBER VOTES ONLY! WHOLE NUMBER VOTES ONLY!

================================================================================

%ASTVOT ->Buggy Boy
%COMP
%YEAR
%ASTVOT ->Cybertrix
%YEAR
%ASTVOT ->Elite
%YEAR
%ASTVOT ->Gunship
%YEAR
%ASTVOT ->Hardcore
%ASTVOT ->Lemmings
%YEAR
%ASTVOT ->Magic Boy
%ASTVOT ->Revenge of the Mutant Camel
%ASTVOT ->Sim City
%DESC
%ASTVOT ->Speedball II
%YEAR
%ASTVOT ->Starball
%ASTVOT ->World Conquest
================================================================================
12 games listed
```

1471. IMG Scan for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 20:02:19 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <38h3sb$j7q@msuinfo.cl.msu.edu>
Source record: 178514

I have recently bought a Seymor-Radix IMG Scan, but as far as I can tell, the software isn't compatible with TOS 2.06. I paid $8 + shipping, so if anyone's interested, I'll sell it to you for the same. First offer gets it.

Includes versions 1.70 and 1.84 of the software, scanner (fiber optic cables attache to the print head of a dot matrix printer and plugs into the cartridge port), manuals, and original box.

Tom
hopper_t@msupa.pa.msu.edu

1472. Adspeed ST/e latest software, 68882

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 20:37:00 UTC
From: selick@acs4.bu.edu
Message-ID: <38h5tc$s2f@news.bu.edu>
Source record: 178444

Hello!

I recently purchased a used ADSpeed STe board, and the software is v2.02 I believe, copyright 1991. Is this the latest version? Is there support for a 68882 FPU chip, or only a 68881 still?

Does ICD have an e-mail address on the internet?

Thanks,
Steve
selick@acs.bu.edu

1473. Re: Best Program For Modem for Atari ST 1040

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 21:07:47 UTC
From: garnerg@esu.edu
Message-ID: <38h7n3$p63@jake.esu.edu>
Source record: 178445

Pekka Saarinen (contacts@mits.mdata.fi) wrote:
: >] Does anybody knows which is the best program
: >] for communication with modem for ST 1040 ?

===> I just got a modem about a month ago and bought Stalker 3 for it.
It works pretty well for me giving me a 30 number autodial, timer so I
don't spend too long on GEnie (it's very easy to), and a bunch of other
goodies. XModem, Y, Z, and a few others are supported, and has a bunch
of other stuff I couldn't understand if I tried. It only cost me $35.00
from Toad and I'm pretty happy with it.
Hope this can help!
===> George Garner

--
****
"That's just the way it is. Some things will never change. That's just the
way it is. * Oh, but don't you believe them *" - B. Hornsby, 1986

If anything in the above message sounds interesting, please respond at:

===> garnerg@esu.edu ** George W. Garner **

Thank you, drive through.
****

1474. Re: WP/DTP Package with Postscript output?

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 21:11:20 UTC
From: walusoft@cbbs.win-uk.net
Message-ID: <11@cbbs.win-uk.net>
Source record: 178446

In article <382r1v$8hg@parsley.csv.warwick.ac.uk>, Paul Donovan (csulw@csv.warwick.ac.uk) writes:
>Over the next 20 or so weeks I need to produce a lengthy report
>documenting my final year project. I therefore need a decent package
>for my Falcon which will allow me to produce a Postscript file which
>can be sent to one of the printers here at Uni.
>
>
>Can anyone comment on the following proposed solutions?
>
>1) Calamus 1.09N and the Postscript module
>
>2) Da's Layout
>
Didot has postscript drivers but you'd have to check with CGS to
make sure it will run on the Falcon as I run it on a 4meg
accelerated ST.

.
>
>In the report I will need different font styles and sizes, simple .GEM
>drawings etc. (and contents generation would be nice)

It has plenty of fonts which can be sized to suit and there is also
a utility available that will convert Calamus and other fonts to
Didot fonts.

Pictures can be Metafile,Calamus vector graphics, repro12 and of
course Didot Vector Graphics also gem img and degas pictures can
be imported.

The version I have is a year or so old so check with your nearest
supplier for the latest specs.

CGS Computer Bild in the UK +44 [0]81 679 7307 are suppliers.

Email walusoft@cbbs.win-uk.net The Chameleon BBS
mas@walusoft.centron.com Run on Atari's for Atari's
+44 [0]1454 881095
Martin Stacey V.FC and 24 hour

1475. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 21:12:37 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410242004.AA01399@ilmen.lanl.gov>
Source record: 178447

In article 101327STIRRE31@MAINE.MAINE.EDU, <STIRRE31@MAINE.MAINE.EDU> () writes:
>
>Why tease us this way :-)? TOS 4.92 sounds very nice indeed.
>Would it be possible for Atari to release TOS development to
>another developer like SpeedoGDOS? I have a feeling that
>Atari would be a little reluctant to do so. However, if this
>would be a possiblity, perhaps Atari owners should bug Atari
>a little bit and suggest it? Perhaps a letter writing
>(e-mailing) campaign of sorts? What do you guys think?

I think a letter writing campaign to Atari on -any- subject would have
just about as much effect as all previous such campaigns have had... nada.

Of course, if anyone wants to try, feel free. ;-)

-Hutch- @ Fair Dinkum Tech

1476. comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 21:15:26 UTC
From: baumgardner.19@osu.edu
Message-ID: <199410242114.RAA14316@postbox.acs.ohio-state.edu>
Source record: 178448

I don't understand why there is a group of people who are AGAINST having a comp.sys.atari.falcon. I can understand people being ambivelant toward it, but I don't understand why people are against it.

I haven't read news for several days, and there were 300+ new messages in comp.sys.atari.st. I had to wade through several hundred titles of things that, to be quite blunt, don't interest me in the least. This wouldn't be so bad if I didn't have a limited amount of time allocated each day to read and reply to newsgroups. (I don't have the luxury of being able to sit around all day and read EVERYTHING). By the time I'm done sifting through the things I don't give a fig about, I don't have time to post anything.

I think more posts would be generated in a comp.sys.atari.falcon. I think there are more people like me (on a fixed posting schedule) who would have more time to post and be more inclined to post. I think it will work the same way for comp.sys.atari.st.

The benefits for the Falcon owners would be tremendous. We could append sounds to our messages (like NeXT mail), we could upload short files, etc., without having to worry about upsetting people, etc. (I'm not saying that this is what WILL happen in the base, these are just things _I_ think would be cool).

Do the ST owners here really believe that they wouldn't have enough to talk about without the Falcon owners? I can't believe that. So then what's the problem? Don't want to have to read both newsgroups? Then don't read comp.sys.atari.falcon. What's the big deal?

If there's not enough traffic, then it will die a horrible death and all the people who scream there won't be enough traffic can say "I told you so" when we all come crawling back. But I don't think that's the case. I think both newsgroups would do well, and I think that many people will still post in both.

So, yes Requiem, I'd be for a comp.sys.atari.falcon!

Judy

--
Judy Baumgardner "Think wrongly, if you please,
baumgardner.19@osu.edu but in all cases, think for
bl693@cleveland.freenet.edu yourself." -- Doris Lessing

1477. SYNERGY HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 21:16:32 UTC
From: geheniau@inter.NL.net
Message-ID: <Cy74FL.CBy@inter.NL.net>
Source record: 178449

what is a synergya.msa file after unzipping it.
So how to run .msa on a atari??

please email geheniau@solair1.inter.NL.net
X

1478. Re: Best Program For Modem for Atari ST 1040

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 21:19:19 UTC
From: walusoft@cbbs.win-uk.net
Message-ID: <12@cbbs.win-uk.net>
Source record: 178450

In article <3889h2$jsn@nippur.irb.hr>, Neven Petrlik (npetrlik@public.srce.hr) writes:
>Hi !
>
>Does anybody knows which is the best program
>for communication with modem for ST 1040 ?
>
>Rufus isn't so good ...
>

There are a number around

Teddy Term [TTerm]
Coma [german althought I think the latest version may have english
docs ?]
Starcall [German]
Uniterm [English and has VT52,100,102,200 plus Tektronix 4010 and
dcm emulation modes]

To name but a few.

Email walusoft@cbbs.win-uk.net The Chameleon BBS
mas@walusoft.centron.com Run on Atari's for Atari's
+44 [0]1454 881095
Martin Stacey V.FC and 24 hour

1479. Samples sounds via GiAcc

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 21:26:22 UTC
From: garnerg@esu.edu
Message-ID: <38h8pu$p63@jake.esu.edu>
Source record: 178501

```
===> Can anybody tell me how to bring in sampled sound into programs via
the GiAccess function? I use High Speed Pascal in case anybody cares.
Any information will be greatly appreciated!

--
*******************************************************************************
"That's just the way it is. Some things will never change. That's just the
way it is. * Oh, but don't you believe them *" - B. Hornsby, 1986

If anything in the above message sounds interesting, please respond at:

===> garnerg@esu.edu ** George W. Garner **

Thank you, drive through.
*******************************************************************************
```

1480. WANTED: STE HARDWARE!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 21:28:18 UTC
From: garnerg@esu.edu
Message-ID: <38h8ti$p63@jake.esu.edu>
Source record: 178502

===> Why does everybody on this group want to sell their Atari stuff? I hope it's to buy new ones. Anyway, I'm interested in buying. I need a 100 Meg HD (or more) for around $100.00. I can also use a 9600+ baud modem. Does anybody have any out there they're willing to part with? Please e-mail me back....please?

--
****
"That's just the way it is. Some things will never change. That's just the way it is. * Oh, but don't you believe them *" - B. Hornsby, 1986

If anything in the above message sounds interesting, please respond at:

===> garnerg@esu.edu ** George W. Garner **

Thank you, drive through.
****

1481. Re: Obsessive pinballing!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 22:09:25 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <38hbal$dtr@terminator.rs.itd.umich.edu>
Source record: 178503

There were some screen shots of it in ST Format. Looked like it could be good.

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

1482. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 22:15:02 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <38hbl6$auv@golem.wcc.govt.nz>
Source record: 178504

In article <38gjji$dgd@aggedor.rmit.EDU.AU>, s9205525@otto (Glenda MOON) writes:
>: You amaze me Roger, here you are, someone who cans the shit out of
>: FZDT, and you reckon that the key should be sent up for everyone
>: to have?????? Well, even though we agree to disagree on the merits
>: of FZDT, I as a registered user, would have no complaint with your#
>: suggestion, cos' AARON HOPKINS has proved himself to be nothing but
>: a liar a cheat and a thief. He does make a great piece of software
>: though 8-). I will give anyone my key if they want it, because
>: Hopkins has treated all those who supported him with total and
>: utter contempt!!!!!

Yes John, I am a amazing person, just when you think you have me worked out,
I turn things around, well I don't like being box in...:-)

I do think that the KEY should be posted on some FTP sites, the software is no
longer supported, and from what I last read, that person that was going to
support it here, has stated that Aaron was no longer interested in FZDT...

Some one did state that there is a hacked KEY around, may be that one should be
posted to the net....

If no one objects then it should be done...

>* John Moon *
>* *
>* *
>* Email Address: s9205525@otto.bf.rmit.edu.au *
>* *

>
****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1483. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 22:17:22 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <38hbpi$e0r@terminator.rs.itd.umich.edu>
Source record: 178505

>Exactly what is available for the F030 at present? Or what is in
>development?

>Rod

Short list of ones I can think of... (look in the
falcon_games.faq it lists falcon specific games as well)

ISHAR
ISHAR II
Transartica
Robinsons Reqium
Walz
OXYD (VGA only though)
Mini F1 (sold out of france)
MultiBriques (sold out of france)
Towers II (soon to be released looks really cool)

There is also a race game set on the moon, but I can't remember
the name. It is sold out of france as well (I think)

I know there are others, but I can't remember there names right now.
There is also a growing list of PD/Shareware games. Anyone know where to
get Zodiax?

Anyone else want to add on to this?

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

1484. ATARI ST FTP LIST

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 22:20:16 UTC
From: hallvart@ifi.uio.no
Message-ID: <38hbv0$36u@baugi.ifi.uio.no>
Source record: 178506

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- - - - - - - - - - - - - - - - - - -
Last edit: 24-October-1994
Additions/changes since last list: 2
- disabuse.demon.co.uk
- alice.fmi.uni-passau.de
- - - - - - - - - - - - - - - - - - -

Any new information regarding changes/deletions/additions etc. can be emailed
to me. Thanks!
Compiled by: Hallvard Tangeraas, Oslo, Norway (hallvart@ifi.uio.no)

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
----
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

CZECH REPUBLIC:
----
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.6)......../pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.2.32)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server...........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server............archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/
email server......archive-server@micros.hensa.ac.uk

disabuse.demon.co.uk (158.152.1.44)........ /pub/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)...../atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)...../mirror/atari/
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after
uncompressing .Z and/or .uu.

Use the appropriate decomompression program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for
"low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from
disk to computer. i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Compiled by Hallvard Tangeraas, Oslo, Norway
(hallvart@ifi.uio.no) (c) 24-October-1994

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with all data intact.

1485. 1st GRAPH

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 22:46:45 UTC
From: lani@clubcal.com
Message-ID: <lani.0goy@clubcal.com>
Source record: 178456

I need a copy of 1st GRAPH.

Are they still in business?

If not, I would like to get a used copy, original discs and docs.

Anyone want to part with it?

E-Mail me, lani@clubcal.com

Thanks,
Lani

--

1486. Re: Best Program For Modem for Atari ST 1040

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 22:53:29 UTC
From: hallvart@ifi.uio.no
Message-ID: <38hdt9$9s5@baugi.ifi.uio.no>
Source record: 178507

In article <38h7n3$p63@jake.esu.edu>, garnerg@esu.edu (George W Garner) writes:
> Pekka Saarinen (contacts@mits.mdata.fi) wrote:
> : >] Does anybody knows which is the best program
> : >] for communication with modem for ST 1040 ?
>
> ===> I just got a modem about a month ago and bought Stalker 3 for it.
> It works pretty well for me giving me a 30 number autodial, timer so I
> don't spend too long on GEnie (it's very easy to), and a bunch of other
> goodies. XModem, Y, Z, and a few others are supported, and has a bunch
> of other stuff I couldn't understand if I tried. It only cost me $35.00
> from Toad and I'm pretty happy with it.
> Hope this can help!
> ===> George Garner

Is there a demo version available on the net for STalker? Where?

Hallvard, Oslo, Norway

1487. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 23:02:04 UTC
From: azog@world.std.com
Message-ID: <Cy79BG.G6w@world.std.com>
Source record: 178508

hutch@ilmen.lanl.gov (Hutch) writes:

>In article 101327STIRRE31@MAINE.MAINE.EDU, <STIRRE31@MAINE.MAINE.EDU> () writes:
>>
>>Why tease us this way :-)? TOS 4.92 sounds very nice indeed.
>>Would it be possible for Atari to release TOS development to
>>another developer like SpeedoGDOS? I have a feeling that
>>Atari would be a little reluctant to do so. However, if this
>>would be a possiblity, perhaps Atari owners should bug Atari
>>a little bit and suggest it? Perhaps a letter writing
>>(e-mailing) campaign of sorts? What do you guys think?

>I think a letter writing campaign to Atari on -any- subject would have
>just about as much effect as all previous such campaigns have had... nada.

>Of course, if anyone wants to try, feel free. ;-)

Hey, if you dont try, you will never get anything... I would be game for
a letter campaign. Someone should write up a 'form' letter, post it
here, then we can print it, sign it, and send it to Atari. Since I lack
the tact to write a good letter (unless you wanna send something like
"hey fuckwads, get off the pot" :-), someone else should think one up

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

1488. program to play samples wanted

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 23:03:57 UTC
From: hallvart@ifi.uio.no
Message-ID: <38hegt$aut@baugi.ifi.uio.no>
Source record: 178509

Can anyone help me out finding programs that let me play samples (.SND)?
I found a nice one called "snd_play.acc" but unfortunately it has some bugs in it
so it messes up the GEM screen, and I think it has bombed out a few times too.

I would also like to get hold of a program that will let me assign samples to
various "beeps", like if you move outside the file selector etc. Not just the
"sysbeep" thingy, but for different areas of GEM.

Someone else mentioned a few programs like that, but they can't be found anywhere.
So, which program(s) are available and where do I find them?

Thanks.

Hallvard, Oslo, Norway

1489. TT Ram Boards for Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-10-24 23:47:14 UTC
From: pblagay@crash.cts.com
Message-ID: <Cy7BEr.ACL@crash.cts.com>
Source record: 178549

```
FOR SALE:
---------

I have the following TT ram board for sale.

2 items: 4MB TT ram (unpopulated) $150 each
1 item : 2MB ST ram board (populated) $100

Paul Blagay
pblagay@crash.cts.com
```

1490. Re: FLASH II Man...

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 00:14:22 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.783044062@BIX.com>
Source record: 178510

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

> John Trautschol, if you don't get my GEnie message, can you give me
> your GEnie Internet address...

I see Hutch already beat me to the punch. In any case, I did get your
message via GEnie and a reply is now on your way! :-)

~~~~~~
John R. Trautschold	j.trautschold@bix.com
""""""""""""""""""""	j.trautschold on BIX * 71333,1003 on CIS
Missionware Software	J.TRAUTSCHOL on GEnie * MISSIONWARE on Delphi
~~~~~~

1491. Voice Recognition??

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 00:31:15 UTC
From: tdcflcn@infinet.com
Message-ID: <38hjkj$kmp@rigel.infinet.com>
Source record: 178521

What ever happened to the Voice Recognition stuff for the Falcon030
I use to read about in the ads?

Is it that hard?

This would be great for the Falcon.

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

1492. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 01:49:14 UTC
From: tdcflcn@infinet.com
Message-ID: <38ho6q$pdp@rigel.infinet.com>
Source record: 178461

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Exactly what is available for the F030 at present? Or what is in
: development?

Ishar 2 by Silmarils is for the F030, they also have other games in
the works also but I can not remember the names. Robinsons something?

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

1493. Looking for a good backgammon game

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 02:11:56 UTC
From: azog@world.std.com
Message-ID: <Cy7I3w.7zI@world.std.com>
Source record: 178484

Well, the title basically says it all. I am looking for a good backgammon game, that will run on my Falcon. ftp'able, and it doesnt matter what colour or rez mode, so long as its faithful, and reasonably fast

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for help but they hear not a sound ... summon the dead ... blood on my hands ...

1494. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 02:42:04 UTC
From: sammcgee@crl.com
Message-ID: <38hr9s$8u8@crl8.crl.com>
Source record: 178512

azog (azog@world.std.com) wrote:

: Hey, if you dont try, you will never get anything... I would be game for
: a letter campaign. Someone should write up a 'form' letter, post it
: here, then we can print it, sign it, and send it to Atari. Since I lack
: the tact to write a good letter (unless you wanna send something like
: "hey fuckwads, get off the pot" :-), someone else should think one up

: --
: Billy D'Augustine azog@world.std.com

Hey Billy, do you work for Hallmark?

1495. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 04:21:43 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <w7equc5w165w@sys6626.bison.mb.ca>
Source record: 178515

ahuyghe@madwand.bison.mb.ca (Al Huyghe) writes:

> sanders@sci.kun.nl (Sander Stoks) writes:
>
> > >>But I would like to do a small vote... who here uses their Falcon WITHOUT
> > >>a 32MHz board? (This isn't a 'are you happy with it running this way'
> > >>but a test to see if you _are_ running with this system).
> > >
> > I am.
> > >
> > --
> > /* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J
> > int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-
>
> me too..
>
> Al Huyghe
>

We as well. Hey Al, what you doing here?

1496. Falcon Game Compatibility List -- WHERE???

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 04:22:29 UTC
From: steve-j@teleport.com
Message-ID: <38i165$bu4@kelly.teleport.com>
Source record: 178516

Is this list still being updated? Can someone post the most recent
(last???) one, please?! Thanks!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@teleport.com	their feet on anything with 'Welcome'
or steve-j@genie.geis.com	written on it." -- Andy Partridge

1497. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 04:37:38 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <FXFquc6w165w@sys6626.bison.mb.ca>
Source record: 178517

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

> How about a comp.sys.atari.this.is.getting.ott
>
> Why is it no-one can agree on anything? If someone comes up with an
> enterprising idea (such as .programmer or .falcon) it gets shot to hell
> before it even has a change to breathe. All this trouble with
> cross-posting could be avoided if people put a little more thought into
> where they wanted their post to go. If Atari themselves can recognise
> the need for change why can't we?
>
>
> Richard Davey
> Falcon Owners Group (UK)
> --
> email here should work now!

Here Here! We agree! I am with you, Richard!

Eva Crouse

1498. Re: NECROMUNDA by PARANOIA

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 04:40:05 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <i2Fquc7w165w@sys6626.bison.mb.ca>
Source record: 178518

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

> Henrik Lunardi Weide (chainxor@kom.auc.dk) wrote:
> : Have you seen CYCEDELIC KNOCKOUT for Falcon ??
> : I can tell you - It`s a VERY COOL demo !!!!`
>
> The Mugwumps sure did a good job on Cycedelic Knockout, the great Star
> Trek intro sequence and the superb 8 channel DSP music. Quite something.
> Better than your average demo.
>
> Apparently it would have been longer (ie they had more effects) but the
> module wasn't long enough. Also they are not working on a demo at the
> moment :(but a programmer utility called Screens Pain. Let's hope the
> NLC convention in November can bring us some more demo treats.
>
>
> Richard Davey
> Falcon Owners Group (UK)
> --
> email here should work now!
>
>
> PS Try Xperience by Abstract - if you can get it to work on your monitor!

Yes, indeed it is a fabulous DEMO. It sure would be great if the
programmer's would let us know what software tools, paint programs,
hardware add-ons and such were used to create these.

<Are you guys listening;

Eva Crouse

1499. Re: NVDI 3.0 available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 05:02:51 UTC
From: jyoung57@delphi.com
Message-ID: <BS93KXj.jyoung57@delphi.com>
Source record: 178519

Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> writes:

>No you need version 3.0zm of Auto Overscan, this is the commercial
>Overscan we are talking about, not the PD one...
>
>
>Its on one of the Maus mail boxes...

Well, I have the commercial Overscan, but I guess I received old
driver software when I bought it. Can you supply a number where I can
d/l the new version? Thanks....

jyoung57@delphi.com

1500. Re: NVDI 3.0 available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 05:04:46 UTC
From: jyoung57@delphi.com
Message-ID: <Bw91ivm.jyoung57@delphi.com>
Source record: 178520

Hendrik Mylius <Hendrik_Mylius@pb2.maus.de> writes:

>If they are the official distributors in the UK *they* ought to be able to get
>the information across. Hang in there, will ya!?

Well, I was told by SS that 3.0 would be available in October, but
you know how that goes...Anyway, 2.5 will keep me happy in the meantime..

jyoung57@delphi.com

1501. Puddle City BBS

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 05:55:04 UTC
From: martinc@teleport.com
Message-ID: <38i6jo$rpl@elaine.teleport.com>
Source record: 178522

```
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3/12/2400/19200 Baud 24Hrs
V.32 V.32 bis V.42 bis MNP 2-4,5,10
Supporting Atari ST , Atari 8 Bit
Gifs , Mod Files, Utilities and Online Games

Running on: 1040 STe with 1.2 Gig HD
Sysop Martin CO-Sysop Richard

Fax and BBS line 503-289-9429
F-Net 670 Fido Net 1:105/79 AtariNet 51:205/79.0

Official BBS for The Portland Atari Club

Be sure to call!

Martin

--
I love it when they do that.

1502. Re: REQ: *.PI1 --> *.PCX IBM Pic Converte

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 06:21:57 UTC
From: aa113@cfn.cs.dal.ca
Message-ID: <Cy7toM.8u8@cs.dal.ca>
Source record: 178523

Hutch (hutch@ilmen.lanl.gov) wrote:
: In article 0ghx@clubcal.com, lani@clubcal.com (Thomas Stucker) writes:
: >On Sat 22-Oct-1994 10:06p, Wayne Burland wrote:
: >
: >WB> I need a program that will run on an intell box (I don't care what OS,
: >WB> DOS/WINDOWS/OS2/NT) that will convert an Atari ST Degas *.PI1 picture
: >WB> format to something I can read on an IBM (ie PCX, BMP, GIF, whatever).
: >
: >WB> If I still had access to my ST, I'd simply convert them to GIF's

: >Why don't you just GEMVIEW to convert the image on your Atari---a superior
: >machine---and save it to disk, then use the disk on your IBM clone?

: Er, like the man said, he needs a _PC_ program since he no longer has an ST.

I only know of one prg for the pc that may work, it does with gem images
anyway. It is called display, I got it from wuarchive, I can't remember
the exact file name. But it was in the pc graphics section. Hope this helps!

==========
= aa113@cfn.cs.dal.ca =

= And if the cloud bursts, =
= Thunder in your ear =
= You shout and no one seams to =
= Hear.... =
= Pink Floyd =

1503. Falcon Monitors (?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 06:47:44 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <38i9mh$l7g@usenet.INS.CWRU.Edu>
Source record: 178524

Hi. I would love to know exactly what the deal is with Flacon resolutions
and monitor restrictions. Specifically:

1) Can I get all resolutions on a SC1224 with the right cabling?

2) What good will my SM124 do? (none, probably)

3) I guess a MultiSync would be the best bet. Multisync VGA or SVGA?
Or can I get a standard VGA or SVGA.

4) How are the higher resolutions limited by certain monitors?

Thanx a lot, as this will really affect my decision on when I will be
purchasing a Falcon.

1504. Re: Uploading some Icons (question)...

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 08:21:30 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <cmf&z6oqx2g@moacs11>
Source record: 178545

In <387a4l$f85@golem.wcc.govt.nz>, Steve Wells wrote:

>] > What I'm getting at though, is that I would like to release these
>] > into Public Domain with as little work on my part as possible
>]
>] Post them to comp.binaries.atari.st.
>
> Not that easy, you've got to find the moderator first and send them to
> him....

This seems to be some general misunderstanding. You can post to a moderated group just like you post to an unmoderated group. The news transport software (INN, Cnews, ...) will take care that your article is submitted to the moderator.

> Besides, AFAIK a lot of sites filter file above say 64K
> from binary groups, or ignore them altogether....

Usually the moderator of a binary group will handle the splitting of a submission. BTW sites that find it necessary to limit the size of a newsarticle to 64 KB, will probably not carry any of the binaries or sources groups (it doesn't make any sense to store part 0 and 10 of a multi-volume posting, while censoring part 1 through 9).

Regards,
Waldi

1505. Desperately Seeking Falcon!

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 08:53:28 UTC
From: Bruce.Sarte@f616.n2605.z1.fidonet.org
Message-ID: <c64_9410260401@nisc.fidonet.org>
Source record: 178462

I am desperately seeking a Falcon030 (used), with 4 megs and an HD (that has at least the original goodies the Falcon HD package has). If anyone is selling a Falcon, lemme know - I'm interested! I've been searching and, now that I want one, can't find a used one...

PLEASE leave email to SARTE1@JEFLIN.TJU.EDU!!!

1506. Re: FLASH II Man...

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 09:00:35 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <ZAx06Tr.biblinski@delphi.com>
Source record: 178525

Hutch <hutch@ilmen.lanl.gov> writes:

>You can reach John Trautschold (pres of Missionware Software) via email at
>
> j.trautschol@genie.geis.com
>
>-Hutch- @ Fair Dinkum Tech
>

Or at: missionware@delphi.com

--Gordie
biblinski@delphi.com

1507. Re: Adspeed ST/e latest software, 68882

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 09:02:33 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <Rg5VaPh.biblinski@delphi.com>
Source record: 178526

<selick@acs4.bu.edu> writes:

>Does ICD have an e-mail address on the internet?
>

I'm not sure how often it gets checked, but one of their addresses is:

icdinc@delphi.com

--Gordie
biblinski@delphi.com

1508. Re: FAX Software

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 09:47:00 UTC
From: jan.sjoberg@p5.f5.n6122.z2.ct.se
Message-ID: <ftn_2.200.612.5_2eacd4c5_Jan.Sjoberg@ct.se>
Source record: 178481

In a message of <20 Oct 94 12:31:26>, Schlichenmaier (2:200/427.3) writes:

> From: fm91@rummelplatz.uni-mannheim.de (Schlichenmaier)
>
> I just bought a onbit144fax modem. Filetransfer and Terminalemulation
> works well under UNITERM. Now I am looking for FAX-Software
> (Send and Receive) for the Atari ST (4MB). PD or commercial.
> Do you have suggestions.
> Thank you very much
> Martin Schlichenmaier

Get Junior(sharew)- or Tele(50DM?) Office from TKR. Works very well.

Greets from

Jan Sjoberg, Sweden

1509. Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 09:53:47 UTC
From: groenink@inter.NL.net
Message-ID: <Cy83Ho.54K@inter.NL.net>
Source record: 178529

Dear Atari user,

(help us help you)

We are currently investigating the marketability of a Mosaic product
for the Atari ST/TT/Falcon line. Therefore we would like to hear from
you whether you would be intersted in such a product, whether you know
any other users who would be, etc.

Furthermore, on what configuration would you be wanting to run
Mosaic - would this be MiNT plus MiNTnet, or should we rather provide
built-in support for dialup SLIP with additional services such as ftp?

As of now, it seems that no other companies are currently working
on a similar product. If this is not true, please also notify us.

Any information is highly appreciated.

thank you,

Annius Groenink for ZFC (zfc@zfc.nl)

--
ZFC Annius V. Groenink
P.O. Box 12079 Phone: +31 20 695 9901
1100 AB Amsterdam Internet: A.V.Groenink@zfc.nl
The Netherlands ZFC WWW/Atari Directory: http://www.NL.net/~zfc/index.html

1510. SM124 is Dying

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 09:55:10 UTC
From: djsime@dux.dundee.ac.uk
Message-ID: <38iklu$p8j@dux.dundee.ac.uk>
Source record: 178528

My Atari SM124 Hi-res monitor has white horizontal lines across it when I switch it on. The screen also flashes brightly at first, a bit like there is a lightening storm going on inside it. It does seem to stop after about 10 mins though. Anyone else had a similar problem?
Cheers,
Dave.

1511. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 10:22:13 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <38im8l$ouf@whitbeck.ncl.ac.uk>
Source record: 178531

In article <9410242004.AA01399@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>>a little bit and suggest it? Perhaps a letter writing
>>(e-mailing) campaign of sorts? What do you guys think?
>
>I think a letter writing campaign to Atari on -any- subject would have
>just about as much effect as all previous such campaigns have had... nada.
>

Nada is my girlfriends name.....(Nada Radisaljevic) :)

I don't think writing letters to atari will help - I did, and got a mail
full of bad attitude from Atari UK for my pain, denying that TOS5 even existed
(funny that - having actually used it).

I posted Atari's reply last week, but I still have it if anyone is interested.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

1512. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 10:25:24 UTC
From: hirliman@ufr-info-p7.ibp.fr
Message-ID: <38imek$qfo@vishnu.jussieu.fr>
Source record: 178530

Tom Chamberlain (tdcflcn@infinet.com) wrote:

> Ishar 2 by Silmarils is for the F030, they also have other games in
> the works also but I can not remember the names. Robinsons something?

Robinson's requiem and Ishar III are out for a month in France
to play robinson in fluid motion you need a 32 mhz Falcon.

Ludo

1513. Re: Obsessive pinballing!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 10:26:28 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <38imgk$oul@whitbeck.ncl.ac.uk>
Source record: 178532

Well, I played the demo, and was quite impressed (shame the authors didn't put in an animated rolling ball like the one in Starball though).

It looks well chunky on my SVGA monitor (more so than Starball), so I'll reserve judgement for the Falcon version - but the playability is definitly there.

Were are spoilt these days :)

PS - Anyone seen the screen shots of Zero-5 in ST-Review this month ? Tres Cool.

Craig.

1514. Re: LaTeX Available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 10:30:00 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <38imn8INNdp3@tarsky.uni-muenster.de>
Source record: 178538

In article <38cla7$6tg@amazon.cs.duke.edu>, dsb@amazon.cs.duke.edu (Scott Bigham) writes:
|> From the Holy Book of <H.eg._11l8OJuvH2@semprini.waterloo-rdp.on.ca>
|> as spake by cherborth@semprini.waterloo-rdp.on.ca :
|> >Or you could FTP CS-TeX from atari.archive.umich.edu...
|>
|> Speaking of which, has anyone tried building a dump of the new LaTeX2e
|> macro package on CS-TeX? I've been meaning to try myself (as soon as
|> classes let up... and my thesis gets done... sigh...). Or is this
|> sucker just to big to build on a 4meg machine?
|>
I have it done, and it works fine. Just run unpack.ins through ini-tex,
then edit the config file, if you like (I have the us english and
german patterns included, tex-large is necessary for that), and run
initex a second time, just as the installation guide suggests. The
whole thing took me about 1 hour to do on a TT.

Regards,
Ulrich

p.s.: you should use the newest version of cs-tex, which has a configurable
tex-large and initex-large.

1515. Re: Falcon Game Compatibility List -- WHERE???

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 10:34:09 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <38imv1$19cg@info2.rus.uni-stuttgart.de>
Source record: 178537

Steve Johnson (steve-j@teleport.com) wrote:

: Is this list still being updated? Can someone post the most recent
: (last???) one, please?! Thanks!

You can find the latest version of the list on ftp.uni-kl.de in
/pub/atari/falcon/text.

Ciao, Heiko.

+--+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+--+

1516. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 10:41:45 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38ind9$6no@bs33n.staffs.ac.uk>
Source record: 178534

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Exactly what is available for the F030 at present? Or what is in
: development?

: Rod

In development (or so they say) Game Contact

Obsession Merlin
Star Dust Daze Marketing
Robinsons Requiem Daze Marketing
Ishar 3 Daze Marketing
Moon Speeder -?-
H2O E.K.O
Zero-5 Caspian Software
Bubble Bobble Falcon Reservoir Gods

Finished & available (?) : Llamazap 16/32
Steel Talons 16/32
Dino Dudes 16/32
Rock 'n Roll Clams Caspian Software
Ishar Daze Marketing
Ishar 2 Daze Marketing
Transarctica Daze Marketing
No Second Prize Thalion
Mini F1 (French) Faucontact
Zool Silica Shop

Contact:

FAUCONTACT - email carrere@critnos.univ-montp2.fr
DAZE MARKETING - 2 Canfield Place, London, NW6 3BT, (071) 328 2762
16/32 SYSTEMS - 173 High St, Strood, Kent, ME2 4TH, (0634) 710788
CASPIAN SOFTWARE - address changed since I last contacted them.
THALION - unknown, sorry.
MERLIN - address not to hand, sorry.

1517. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 10:42:26 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <38inei$2qp@nyheter.chalmers.se>
Source record: 178533

```
In article <38imek$qfo@vishnu.jussieu.fr>,
Hirlimann Ludovic <hirliman@ufr-info-p7.ibp.fr> wrote:
>Tom Chamberlain (tdcflcn@infinet.com) wrote:
>
>> Ishar 2 by Silmarils is for the F030, they also have other games in
>> the works also but I can not remember the names. Robinsons something?
>
>Robinson's requiem and Ishar III are out for a month in France
>to play robinson in fluid motion you need a 32 mhz Falcon.
>
Obsession will come in an Falcon version in Novemeber, I think...

--
| Chalmers | USENET: d2cg@dtek.chalmers.se | "Today I've started |
| University | SNAIL: Christer Gustavsson | earning my second |
| of | Hasselvagen 6 | million. The first |
| Technology | S-430 91 H?N? | one failed." |
```

1518. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 10:55:45 UTC
From: azog@world.std.com
Message-ID: <Cy86Cx.Ksz@world.std.com>
Source record: 178535

sammcgee@crl.com (Sam McGee) writes:

>azog (azog@world.std.com) wrote:

>: Hey, if you dont try, you will never get anything... I would be game for
>: a letter campaign. Someone should write up a 'form' letter, post it
>: here, then we can print it, sign it, and send it to Atari. Since I lack
>: the tact to write a good letter (unless you wanna send something like
>: "hey fuckwads, get off the pot" :-), someone else should think one up

>: --
>: Billy D'Augustine azog@world.std.com

>Hey Billy, do you work for Hallmark?

Close, I am a civil servant :-)

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

1519. Re: Falcon Monitors (?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 10:58:28 UTC
From: azog@world.std.com
Message-ID: <Cy86HG.L0A@world.std.com>
Source record: 178536

sxp17@po.CWRU.Edu (Sanjay Parker) writes:

>3) I guess a MultiSync would be the best bet. Multisync VGA or SVGA?
> Or can I get a standard VGA or SVGA.

>4) How are the higher resolutions limited by certain monitors?

IMHO your best bet is a multisync SVGA. You want a monitor that can
do as many sync rates as possible. I have one that does between
30Hz and 72Hz. Ive heard tell that the absolute best monitor
for any machine is the NEC 3d, as it can go down to something like
15Hz.

Using a ScreenBlaster, I can get up to 1024*768 still readable, and
if I go higher, its really ulgy

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

1520. Re: HELP! I need MiNT UUCP!

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 10:59:24 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.yYdn7ITCURI@albemuth.equinox.gen.nz>
Source record: 178485

theo@mailmak.ping.de (Theo Janssen) writes:

>: Please hurry with the MiNT UUCP FAQ! Someone please! Make the software
>: available (unless, of course, you can compile it on a wimpy 4M ST)! I
>: desperately need to run my UUCP on a minix partition!

>Oooops, i thought that most "MiNT-people" have already compiled and installed
>all the necessary software to run UUCP/News/Mail.
>Anyway, i just compiled Taylor UUCP 1.05 on my Mega4. Seems that everything
>works fine. If you really need it, i could send the stuff to the Net after
>i did a little more testing.
>As far as i know, there are already ports of ELM and TRN available for
>MiNT. (ftp.cs.tu-berlin.de). A port of SMAIL is available in Bremen.
>For News-processing, i personally use the WNEWS-Package, although i've
>heard that some people already ported CNEWS and INND. (Hello Juergen ;-))

Well, already you have told me more things about various ports etc than
I have seen in the last 18 months in this newsgroup. What are the ports
of SMAIL, WNEWS and INND?? There really needs to be a definitive listing
of where this software is available from.

I for instance aren't so interested in UUCP/Mail/News solutions for MiNT
as I don't run it, but there must be other software around for just
normal TOS environments like the port of NN from a few years ago. For
instance the readme for the port of NN mentions two other systems, that I
have never heard of before; HH rmail and MNEWS. Where is this stuff
available from??

We really do need that FAQ that has been talked about! :-)))

Cheers,
John

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

1521. Re: any descriptions of... (Was Re: Weekly Posting of New Atari Stuf)

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 11:06:46 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.MGKfxmuRlzI@albemuth.equinox.gen.nz>
Source record: 178490

baldrick@terminator.rs.itd.umich.edu (Dan Ackerman) writes:

> uucpv2 and bsnews, are both for use with D. Beckemeyers
>MT-C-SHELL. (commercial product). I might be wrong about this though as
>I'm going from memory right now. uucpv2 is of course the uucp system and
>bsnews is a news system.

I just had a look at bsnews and the name stands for Basic News system,
(It's a port of something that was posted to comp.sources.unix a few
years ago). Bloody-stupid news might be a better name as it seems as you
just read the batches as is without a Newsreader to organise them into
Newsgroups for you!

Cheers,
John

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

1522. Re: alt.mags.st-action.die.die.die

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 11:07:00 UTC
From: nj1@ukc.ac.uk
Message-ID: <10026@falcon.ukc.ac.uk>
Source record: 178539

In article <199410231638.AA01213@moroder.demon.co.uk> robotron@moroder.demon.co.uk writes:
>I notice that the new-look ST Review incorporates eight pages' worth of
>ST Action inherited from ST User. Now, it seems to me that if ST Action

I agree, I never liked the 'mag in a mag' style of ST Action anyway, even
when it was in ST User, and now it's in ST Review it looks distinctly
tacky.....

>Stephen

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

1523. Re: Falcon Monitors (?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 11:38:24 UTC
From: avsec@westminster.ac.uk
Message-ID: <Cy88C0.yz@westminster.ac.uk>
Source record: 178540

In article <Cy86HG.L0A@world.std.com> azog@world.std.com (azog) writes:
>sxp17@po.CWRU.Edu (Sanjay Parker) writes:
>
>
>>3) I guess a MultiSync would be the best bet. Multisync VGA or SVGA?
>> Or can I get a standard VGA or SVGA.
>

Damn! I thought a MultiSync was a MultiSync. I take it that a SVGA MSync can
handle more frequencies.

I'm thinking about getting a cheapish multisync for my falcy -
is the ol' microvitec any good (for it's price 8-) !!)

Cheers,
Phil.

--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk

Atari Falcon030 4mb/120HD/FPU

1524. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 11:41:05 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cy88GH.1sv@cix.compulink.co.uk>
Source record: 178544

>We are currently investigating the marketability of a Mosaic product
>for the Atari ST/TT/Falcon line. Therefore we would like to hear from
>you whether you would be intersted in such a product, whether you know
>any other users who would be, etc.

Hiya Annius,

I'm very interested in a Mosaic-type browser for the Web. I know a
number of people with a similar interest. I'm almost on the verge of
buying a cheap PC just to run Mosaic - and I don't wanna do it.

>Furthermore, on what configuration would you be wanting to run
>Mosaic - would this be MiNT plus MiNTnet, or should we rather provide
>built-in support for dialup SLIP with additional services such as ftp?

I'd much prefer the built-in option - at a pinch go for multi-tasking,
but make it run under MagiC (which would still require you to write a
TCP/IP socket type thing). In fact, that might be the way to go - if
you wrote a well documented socket then anyone could write their own
multi-tasking modules on top of it (IE telnet, ftp, gopher, etc.).

regards, Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

1525. New Newsgroup debate.

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 11:42:22 UTC
From: avsec@westminster.ac.uk
Message-ID: <Cy88In.1B4@westminster.ac.uk>
Source record: 178541

I think there is about the right amount of traffic on c.s.a.tech
without the need for moving some posts to a newsgroup like .programmer.

What IS needed is to take some of the postings off c.s.a.st, the amount
of messages that come through here are huge!!

Phil.

--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk

Atari Falcon030 4mb/120HD/FPU

1526. ST Logo (UK

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 11:53:33 UTC
From: Rod@ivecoft.demon.co.uk
Message-ID: <783086013snz@ivecoft.demon.co.uk>
Source record: 178542

Before I sent some cash over to the US i thought that i would ask those of you
in the UK if you have a copy of ST Logo that you dont want. (i have a little
person that is using BBC Logo at school and wants to try it at home also!)
Please mail to Rod@ivecoft.demon.co.uk with details
TIA

Rod Keen Std disclaimer applies
to all comments made above

1527. REQ: Screensaver that ignores MIDI activity

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 12:03:10 UTC
From: rjt2@bnr.co.uk
Message-ID: <38is5uINN55p@bhars12c.bnr.co.uk>
Source record: 178543

Does anyone know of a screensaver (preferably PD) that will ignore activity on the MIDI interface? I've tried a few screensavers off the atari-archive, but found none yet that can do this. I'm using a late 1987 520ST-FM, so assume an early version of TOS (in case this makes any difference).

Thanks in advance,

Richard.

R.J.Thomas@bnr.co.uk | V2, BNR Europe Ltd, London Road,
(+44 279) 402629, FAX 405756, ESN 742-2629 | Harlow, Essex, U.K. CM17 9NA

1528. Re: TOS upgrade help

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 12:21:04 UTC
From: Adrian.Gruber%239@satlink.oau.org
Message-ID: <6f2_9410272156@satlink.oau.org>
Source record: 178477

```
>> From: boyd@gauss.math.fsu.edu (Mickey Boyd)
>> Newsgroups: comp.sys.atari.st
>> Subject: TOS upgrade help
>> Date: 9 Oct 1994 15:19:47 GMT
>> Organization: Florida State University Department of Mathematics

From: adrian gruber%239@SATLINK.oau.org
Newsgroups: comp.sys.atari.st
Subject: TOS upgrade help
Date: 25 Oct 1994 12:25:55 EDT

------------------------------------------------------------
Call Morrisons Computer here in Orlando for all Atari questions.
1-407-295-6340
John will have all schematics and upgrade info and would be able to FAX
them to you.
--
|Fidonet: Adrian Gruber 1:363/239
|Internet: Adrian.Gruber%239@satlink.oau.org
|
| Standard disclaimer: The views of this user are strictly his own.
| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).
```

1529. What scanners work on ST? hand/flat

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 12:27:47 UTC
From: selick@acs4.bu.edu
Message-ID: <38itk3$mil@news.bu.edu>
Source record: 178548

Exactly what are the necessary ingrediants for a functional scanner on the Atari? What makes/models will work? Is it like the hard drive port, where there is a universal Atari interface that goes in the cartridge port and then you can use any scanner? Or does it have to be made for the Atari?

Further, what software is needed to scan in images?

Thanks,
Steve

P.S. I would entertain purchasing an Atari-specific hand scanner if someone has one for sale. Please respond via e-mail.

1530. Re: VIEWER.APP woes

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 12:36:07 UTC
From: sanders@sci.kun.nl
Message-ID: <Cy8B07.Azs@sci.kun.nl>
Source record: 178546

In <EJYGEFAMUp@elfhaven.ersys.edmonton.ab.ca> mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:

>In <Cy6Fwv.v3@sci.kun.nl> Sander Stoks wrote :

>> So, what kind of viewers are y'all using? Guck perhaps? Or do I
>>have to hack one up myself (would be a sensible first-project on my
>>new Falcon...)

>Hello,

> If you are using a Falcon, the best choice available to you is
>MasterBrowse. As the author, of course I _would_ say that. It is true,
>though! If you want a fast GEM text file viewer that will work in any
>resolution and multitask nicely, then MasterBrowse is the choice for
>you. It is available at atari.archive.umich.edu as mb48_bin.lzh or
>(probably) ftp.tu-clausthal.de with the same name.

> MasterBrowse has a lot of features; here is the list:

[*immense* list deleted]

Well, I'm quite impressed. But I'm getting the feeling that I'd need 16M RAM and 32M Swapspace for this. How about memory requirements?

ObJoke: In a Pentium review I read, the author was boosting about having a *whopping* (sic!) 646K free RAM --- out of 16M. Nice machine, huh?

Sander SToks
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

1531. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 13:04:34 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Cy8CBn.8rr@cs.vu.nl>
Source record: 178451

groenink@inter.NL.net (A.V. Groenink) writes:

>Dear Atari user,

>(help us help you)

>We are currently investigating the marketability of a Mosaic product
>for the Atari ST/TT/Falcon line. Therefore we would like to hear from
>you whether you would be intersted in such a product, whether you know
>any other users who would be, etc.

I'm certainly interrested in such a product.

>Furthermore, on what configuration would you be wanting to run
>Mosaic - would this be MiNT plus MiNTnet, or should we rather provide
>built-in support for dialup SLIP with additional services such as ftp?

My main purpose will probably be designing pages offline and upload them
to the server here at the university... so Mosaic will function as a sort
of previewer in that case.

>As of now, it seems that no other companies are currently working
>on a similar product. If this is not true, please also notify us.

>Any information is highly appreciated.

>thank you,

>Annius Groenink for ZFC (zfc@zfc.nl)

btw. will it be a commercial product or shareware?

greets,
Ivo

1532. Re: VIEWER.APP woes

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 13:11:54 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <EJZGFHUSUp@elfhaven.ersys.edmonton.ab.ca>
Source record: 178547

In <Cy8B07.Azs@sci.kun.nl> Sander Stoks wrote :

>In <EJYGEFAMUp@elfhaven.ersys.edmonton.ab.ca> mforget@elfhaven.ersys.edmonton.ab.ca
(Michel Forget) writes:
>
>>In <Cy6Fwv.v3@sci.kun.nl> Sander Stoks wrote :
>
>>> So, what kind of viewers are y'all using? Guck perhaps? Or do I
>>>have to hack one up myself (would be a sensible first-project on my
>>>new Falcon...)
>
>> MasterBrowse has a lot of features; here is the list:
>
>[*immense* list deleted]
>
>Well, I'm quite impressed. But I'm getting the feeling that I'd need
>16M RAM and 32M Swapspace for this. How about memory requirements?
>
>Sander SToks

Actually, it does not use _too_ much memory. ~250K, currently. It will
work on a 520ST with a floppy drive (if you were patient). In reality,
though, I cannot see anyone using it that way. It is very comfortable
on a 1M system with a hard drive, though. If you have a larger system,
you will enjoy it more.

--
Michel Forget / Electric Storm Software \\ october...october...october
mforget@elfhaven.ersys.edmonton.ab.ca \\ ...it should be here by now...
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 AD 6E 02 71 85

1533. Re: TT (was WWW)

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 13:34:49 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Oct25.133449.3935@euclid.earth.ox.ac.uk>
Source record: 178457

In article <ftn_2.203.203.7$fidonet.org_2eaa4372_Bo.Leuf@ct.se>,
Bo Leuf <bo.leuf@daggskim.ct.se> wrote:
>And in any case, Atari just couldn't deliver TT's. I had orders several times
>of upwards of 30 - 40 machines per customer to various large companies that
>thought this was what they needed, all when TT's were in "full production".
>Atari always replied when I tried to get deliveries that, "Gee, well that's
>nice! We can maybe supply you with about 4 or 5 machines if you're willing to
>wait 3 or 4 months." In the end one could perhaps get 1 or 2 machines after 5
>or 6 months. Obviously the customer had long before cancelled the order and
>gone for PC or Mac.

If you ever opened the case of a TT and tried to fix one you'll know why the
TT was available in such small quantities. The machine just wasn't designed
to built on a production line! I mean, who would design a machine where
parts had to be part assembled before the final soldering of the VME bus was
done by hand, then some of the metal shielding had to be bent into place. I
mean, there's no idea of production modularity. Whatever else you may say
about the PC design, at least it's easily put together on a production line.

>A real shame. If deliveries had been possible, quite a few multinationals would
>today be TT-based in their desktop systems.

Blame the TT's design team.

> (illegible signature) Bo Leuf
> - Daggskimmer BBS - an Atari Competence Center

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

1534. Re: [FAL] Zool Game

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 13:51:08 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38j2gc$76s@bs33n.staffs.ac.uk>
Source record: 178454

L J Greenhalgh (ma2ljg@bath.ac.uk) wrote:
: >Gremlin are not releasing Zool directly, instead Silica Shop have bought
: >the rights to it and are going to bundle it with a new range of budget
: >price Falcon's

: Are these the 399 pound 1 meg ones?

Who can say? I certainly hope not, the Falcon is hardly something you
advertise as being a 'games' machine is it?!!

: Does this mean Silica will be forced to actually switch on the
: Falcons they have in the Bristol store , the mind boggles...

I don't think they know how! Last time I went in there the thing was dead
on the stand too. At least the Jag had a large crowd around it though.

: Before Christmas would be nice , might persuade some would be A1200
: owners to move to the good side of the force.

:-)

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!
or: requiem@armory.com

1535. Re: Virtual Memory +Calamus S

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 13:57:58 UTC
From: chainxor@kom.auc.dk
Message-ID: <38j2t6$hm8@news.iesd.auc.dk>
Source record: 178452

In article mbr@infa.central.susx.ac.uk, kaps3@central.susx.ac.uk (Steven Constantine) writes:
> If the 68000 can't cope with virtual memory, how come Calamus S on my
> STe uses virtual memory?
>
> Steve

It`s because, CALAMUS S and SL has a software made virtual RAM manager. Machines with a 68020 or better has a PMMU built-in, which means that the virtual RAM managing procedure is handled by the PMMU instead of a software rutine. The PMMU does it much faster than the CALAMUS S handler does.

(PMMU = Paged Memory Managing Unit).

Hope this helps.

Keep Cool and Flying...

ChainXOR...

1536. Re: Virtual Memory +Calamus S

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 14:01:44 UTC
From: chainxor@kom.auc.dk
Message-ID: <38j348$hm8@news.iesd.auc.dk>
Source record: 178453

In article 782404209@paddington, cb170@city.ac.uk (HALL B J) writes:
> kaps3@central.susx.ac.uk (Steven Constantine) writes:
>
> >If the 68000 can't cope with virtual memory, how come Calamus S on my
> >STe uses virtual memory?
>
> Calamus implements virtual memory in software - ie, when the computer runs out of
> memory, the program uses the hard disk.
>
> The 68000 doesn't have the hardware to provide 'real' system virtual memory - it is
> possible to add software virtual mem (this is what Outside does..)

Outside is not software virtual memory, it utilises the PMMU in 020/030/040 etc. machines.
Outside can`t run on a 68000 based machine.

Keep Cool and Flying....

ChainXOR...

1537. Re: WP/DTP Package with Postscript output?

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 14:29:14 UTC
From: djs@jet.uk
Message-ID: <1994Oct25.142914.1274@jet.uk>
Source record: 178458

In <Pine.SOL.3.91.941024145611.12831A@mp> Amon Duul II <z915455@cs.niu.edu> writes:

>> >But he stated a requirement for PostScript. The PostScript module
>> >for Calamus SL costs as much as SL itself, according to an aquaintance

>It's not that expensive, actually (less that SL costs, by far). Works for
>other conversions just fine, too.
Did you check this before posting? The current price for SL is GBP199.
The current price for the Bridge (ie PostScript) module is GBP199. (Source:
a posting on CIX from someone who rang JCA last week).
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1538. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 14:49:07 UTC
From: contacts@mits.mdata.fi
Message-ID: <38j5t3$27v@prime.mdata.fi>
Source record: 178455

In article <Cy83Ho.54K@inter.NL.net>,
A.V. Groenink <groenink@inter.NL.net> wrote:
>We are currently investigating the marketability of a Mosaic product
>for the Atari ST/TT/Falcon line. Therefore we would like to hear from
>you whether you would be intersted in such a product, whether you know
>any other users who would be, etc.

I am very interested in Mosaic and would certainly buy it for
my Falcon if it would be available.

>Furthermore, on what configuration would you be wanting to run
>Mosaic - would this be MiNT plus MiNTnet, or should we rather provide
>built-in support for dialup SLIP with additional services such as ftp?

Built-in routines would be best, along with NVDI 3 and Magix!-support.
I don't know yet about technical aspects of Mosaic, but it would always
be best that all these ways of doing things were fully user-configurable
right down to graphic look and fonts.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.01/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

1539. Re: What *is* TT-ram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 14:58:03 UTC
From: am14@doc.ic.ac.uk
Message-ID: <38j6dr$68m@oak44.doc.ic.ac.uk>
Source record: 178459

Another major difference between ST and TT ram is
that TT ram is not shared by the 680x0:
all other components are not connected to it
(i.e. DMA sound, video ...)
So the 680x0 don't have to wait when it wants to
read something in memory, whereas for ST-ram you
usually have to wait that the video controller
finishes his job before beeing able to do anything.
(On the STF/STE, this was well handled as Shifter
and 68000 were synchonized).

Antoine Martin.

1540. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 15:06:14 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <38j6t6$pjc@charm.magnus.acs.ohio-state.edu>
Source record: 178460

>Built-in routines would be best, along with NVDI 3 and Magix!-support.
>I don't know yet about technical aspects of Mosaic, but it would always
>be best that all these ways of doing things were fully user-configurable
>right down to graphic look and fonts.

Well, I hate to disagree with anyone, but IMHO I would much prefer that the
product simply be written well (so it will work with video boards, Multi-Tos
and Geneva) and function properly. Leave the fancy stuff for later and just get
out a good solid working product! I don't have experience with NVDI and Magix!,
but I assume all properly written software will work with them and hopefully
they do not require specific support (except for additional features).

Best of luck!
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // -Kaleidoscope woman
/ | \ \// in rhinestoned levi's jeans
dancing in the sunset
sketching day's last scene- - Willie Phoenix -

1541. NeoDesk 4.x patch (& Geneva)?

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 15:14:45 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <38j7d5$pnt@charm.magnus.acs.ohio-state.edu>
Source record: 178463

I attempted to find the upgrade to patch Neodesk 4.0 to 4.0.2 (or something like that), but was unable to locate it. Could some kind person please let me know where to go hunting? Also, what is the latest Geneva update? Thanks!

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"You know very well that it is thanks to (war) that you are here enjoying your wonderful daily life so full of pleasure, reward, love, joy, and excitement. Actually, I'll wager that it's rather more full of anxiety, problems, economic difficulties, quarrels and disappointments, but you're so attached to them I shan't be able to shake you loose. Love and joy are incredibly habit-forming; often a single exposure is enough to cause permanent addiction. But I have no doubt you steer clear as much as you can of anything so masterful."
- 'You're an Ignorant Idiot', by Chad C. Mulligan

1542. Re: LaTeX Available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 15:45:22 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <38j96i$925@ra.ibr.cs.tu-bs.de>
Source record: 178366

Scott Bigham (dsb@amazon.cs.duke.edu) wrote:
: From the Holy Book of <H.eg._11l8OJuvH2@semprini.waterloo-rdp.on.ca>
: as spake by cherborth@semprini.waterloo-rdp.on.ca :
: >Or you could FTP CS-TeX from atari.archive.umich.edu...

: Speaking of which, has anyone tried building a dump of the new LaTeX2e
: macro package on CS-TeX? I've been meaning to try myself (as soon as
: classes let up... and my thesis gets done... sigh...). Or is this
: sucker just to big to build on a 4meg machine?

You need a large-TeX to process (unpack) LaTeX2e.

Working with small-TeX is possible in most cases.
I'm using Big-TeX now, allows me to have 2 hyphenation-patterns
installed, too.

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

1543. Re: Developing Mosaic for the ST - addition

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 16:04:14 UTC
From: A.V.Groenink@zfc.nl
Message-ID: <avg.783101054@news.cwi.nl>
Source record: 178464

annius@zfc <zfc@zfc.nl> wrote:

>We are currently investigating the marketability of a Mosaic product
>for the Atari ST/TT/Falcon line. Therefore we would like to hear from
>you whether you would be intersted in such a product, whether you know
>any other users who would be, etc.

Oh, sorry. Forgot to say that it will be a commercial product.
Probably for the standard ZFC price of NLG 100 (US$60 approx.).

This of course depends on the stand NCSA take on this adventure.

annius@cwi

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1544. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 16:09:56 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <0yBRuc2w165w@sys6626.bison.mb.ca>
Source record: 178493

hutch@ilmen.lanl.gov (Hutch) writes:

> In article 101327STIRRE31@MAINE.MAINE.EDU, <STIRRE31@MAINE.MAINE.EDU> () writ
> >
> >Why tease us this way :-)? TOS 4.92 sounds very nice indeed.
> >Would it be possible for Atari to release TOS development to
> >another developer like SpeedoGDOS? I have a feeling that
> >Atari would be a little reluctant to do so. However, if this
> >would be a possiblity, perhaps Atari owners should bug Atari
> >a little bit and suggest it? Perhaps a letter writing
> >(e-mailing) campaign of sorts? What do you guys think?
>
> I think a letter writing campaign to Atari on -any- subject would have
> just about as much effect as all previous such campaigns have had... nada.
>
> Of course, if anyone wants to try, feel free. ;-)
>
> -Hutch- @ Fair Dinkum Tech
>

Maybe they would be feeling generous this week. After all, they are how
many million richer this past while. What with Time Warner and now SEGA,
maybe, just maybe, they could spare a few million in new products and
support.

I say * write those letters *

Eva

1545. Re: Ladder predictions

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 16:30:37 UTC
From: s9205525@otto
Message-ID: <38jbrd$53e@aggedor.rmit.EDU.AU>
Source record: 178476

```
--
*****************************************************************************
* *
* John Moon *
* *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* *
* *
*****************************************************************************
```

1546. What is Lexicor's Phone Number ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 16:57:16 UTC
From: gruber@austin.ibm.com
Message-ID: <Cy8n3H.12yE@austin.ibm.com>
Source record: 178500

Any help is appreciated.

Thanks,
Scott Gruber

Disclaimer:the views of the poster are not neccessarily that of IBM

1547. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 16:57:26 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410251605.AA01839@ilmen.lanl.gov>
Source record: 178465

In article RAA14316@postbox.acs.ohio-state.edu, baumgardner.19@osu.edu (Judy Baumgardner) writes:
>
>I don't understand why there is a group of people who are AGAINST having
>a comp.sys.atari.falcon. I can understand people being ambivelant toward
>it, but I don't understand why people are against it.

Many people, I believe, have an interest in all things Atari, not just Falcon or ST/STe. I read all the Atari newsgroups (with the exception of .advocacy, a -real- waste of time & bandwidth, IMHO). It's simply easier for -me- to read 3 newsgroups every day rather than 4, 5, or more.

>I think more posts would be generated in a comp.sys.atari.falcon. I think
>there are more people like me (on a fixed posting schedule) who would have
>more time to post and be more inclined to post. I think it will work the
>same way for comp.sys.atari.st.

Possibly, but I doubt it. I believe many people will have the tendency to cross-post across the newsgroups, especially when they have questions or comments of a more generic nature. In a 'perfect' world, all posts would be kept in their specific topic-related areas. But alas...

>The benefits for the Falcon owners would be tremendous. We could append
>sounds to our messages (like NeXT mail), we could upload short files,
>etc., without having to worry about upsetting people, etc.

Please don't. Uploading files _would_ upset some people. We just discussed this a few days ago. That's why we have the .binaries and .sources areas. And I'm not sure how UNIX and other non-Atari newsreaders would handle appended sound files to posted messages. Cool idea, though.

>Do the ST owners here really believe that they wouldn't have enough to
>talk about without the Falcon owners? I can't believe that.

Neither can I. Where did that idea come from? Not from ST users, surely.

>So then what's the problem? Don't want to have to read both newsgroups?
>Then don't read comp.sys.atari.falcon. What's the big deal?

Again, many folk like to read all the Atari newsgroups. But I agree, it's no big deal to most of us if one takes an objective, honest look at it.

>If there's not enough traffic, then it will die a horrible death and all the
>people who scream there won't be enough traffic can say "I told you so"
>when we all come crawling back. But I don't think that's the case.

Many newsgroups exist on the net with VERY little traffic (< 1 per day) so that's not really a problem or a bearing on a group's continued existence.

>I think both newsgroups would do well, and I think that many people will
>still post in both.
^^^^^^^^^^^^

That's what I'm afraid of. ;-)

Seriously, there are valid arguments on both sides but I don't consider
any of them, pro or con, to be very earth-shattering.

The RFD period is coming to a close and people will have a chance to vote
on the .programmer newsgroup idea. AFAIK, an official proposal and RFD for
a .falcon group has not yet been presented, has it? Or was I asleep again. :)

-Hutch- @ Fair Dinkum Tech

1548. Re: X-Windows or X-Terminal for ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 17:00:21 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <Cy8n8L.MM3@info.bris.ac.uk>
Source record: 178467

In article <CxtqKG.L5t@sci.kun.nl>, max@cs.kun.nl (Max Geerling) writes:

|>
|>Hi there,
|>
|>Is it possible to turn an ST into a (dumb) X-terminal?
|>If yes, what hardware and software is needed?
|>
|>Bye,
|>
|>Max Geerling (max@cs.kun.nl)
|>Computing Science Institute
|>University of Nijmegen
|>The Netherlands
|>

You really need 1024*890 pixel graphics as a minimum to make this
worthwhile, at least thats what we found when we toyed with using
Macs as Xterms. Otherwise you can't get much more than an Xterm on the
screen :-)
|>
--
---+------------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) Atari and EMagic user too| Mbalax Rumba...|
---+------------------+
I neither love OpenVMS nor hate OSF/1, for they are both just tools I use

1549. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 17:04:55 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410251612.AA01854@ilmen.lanl.gov>
Source record: 178466

In article G6w@world.std.com, azog@world.std.com (azog) writes:
>hutch@ilmen.lanl.gov (Hutch) writes:
>
>>I think a letter writing campaign to Atari on -any- subject would have
>>just about as much effect as all previous such campaigns have had... nada.
>
>>Of course, if anyone wants to try, feel free. ;-)
>
>Hey, if you dont try, you will never get anything... I would be game for
>a letter campaign. Someone should write up a 'form' letter, post it
>here, then we can print it, sign it, and send it to Atari. Since I lack
>the tact to write a good letter (unless you wanna send something like
>"hey [expletive deleted], get off the pot" :-), someone else should think

Your enthusiasm (although not necessarily your choice of words) is quite
admirable, Billy. But don't expect too many long-time Atarians to jump on
a letter writing campaign bandwagon with you. It's been tried before in
times when Atari was much better poised to listen to the user base. That
is hardly the case now, IMHO. The old adage could be changed to:

Try, try again... until you get so fed up you give up in disgust.

-Hutch- @ Fair Dinkum Tech

1550. Re: C-Labs

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 17:05:06 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <Cy8nGI.Mr5@info.bris.ac.uk>
Source record: 178470

In article <9410201449.AA00658@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch)
writes:

|>
|>In article agf@dux.dundee.ac.uk, rmccall@mcs.dundee.ac.uk (Rod McCall)
|>writes:
|>>It seems that Atari are licencing most of their products to third parties
|>>firstly C-Labs with the F030 and now Sega. Does anyone know if C-Labs
|>>intend to launch a new F030?
|>
|>AFAIK, Atari only licensed certain parts of TOS and F030 'technology' to
|>C-Labs. I don't think C-Labs has any intention of entering the mass market
|>computer business. If anything, they are more likely to produce special
|>purpose hardware to support their sequencer software, but I doubt if it
|>will be anything like a full-bore personal computer as is the F030.
|>

Just pointing out here that C-lab no longer have any connection with
the Notator and Logic programs, which are now developed and supported
by Emagic, a firm formed when all the programmers left C-lab.

[snip]
|>-Hutch- @ Fair Dinkum Tech
|>
|>
--
---+-----------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) Atari and EMagic user too| Mbalax Rumba...|
---+-----------------+
I neither love OpenVMS nor hate OSF/1, for they are both just tools I use

1551. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 17:34:01 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410251641.AA01870@ilmen.lanl.gov>
Source record: 178471

In article auv@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>
>I do think that the KEY should be posted on some FTP sites, the software is no
>longer supported, and from what I last read, that person that was going to
>support it here, has stated that Aaron was no longer interested in FZDT...
>
>Some one did state that there is a hacked KEY around, may be that one should be
>posted to the net....
>
>If no one objects then it should be done...

No, Roger, that still wouldn't be right. While I agree it can be extremely
frustrating in regards to software which is poorly supported (if at all),
it's still illegal to post copyrighted software without the author's express
permission to do so.

'Two wrongs don't make a right' and all that rubbish, ya know. ;-)

-Hutch- @ Fair Dinkum Tech

1552. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 17:35:41 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410251643.AA01873@ilmen.lanl.gov>
Source record: 178473

In article ouf@whitbeck.ncl.ac.uk, Craig Graham <Craig.Graham@ncl.ac.uk> () writes:
>In article <9410242004.AA01399@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>>
>>I think a letter writing campaign to Atari on -any- subject would have
>>just about as much effect as all previous such campaigns have had... nada.
>
>Nada is my girlfriends name.....(Nada Radisaljevic) :)

Rats! I guess I should have used 'nil.' Or do you have a cousin named that? :)

>I don't think writing letters to atari will help - I did, and got a mail
>full of bad attitude from Atari UK for my pain, denying that TOS5 even existed
>
>I posted Atari's reply last week, but I still have it if anyone is interested.

Hmmm... guessed I missed that post. Could you email me a copy? Thanks!

-Hutch- @ Fair Dinkum Tech

1553. For Sale: Misc. Atari ST Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 17:35:56 UTC
From: dtarico@OCF.Berkeley.EDU
Message-ID: <38jfls$c9b@agate.berkeley.edu>
Source record: 178472
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

Here is what is left of my Atari ST stuff. Please e-mail or call if you
are interested in anything or have questions. Note that my asking prices
don't include shipping if necessary (from the San Francisco area). Offers
will be considered, especially for multiple items.

<< HARDWARE >>

Spectre GCR: Macintosh emulator for all ST/STE's and TT. Includes genuine
Apple 128k ROMs, Spectre 3.0 software, Mac System 6.0.5, a Macintosh
reference manual, and Epstart printer driver which allows printing on
Epson-compatible dot matrix printers. This is everything you need.
$130

TOS 1.2: 2-chip set. This is the standard Mega ST TOS version. Will work
in any ST model. Offers a few new features over TOS 1.0 such as keyboard
reset and blitter support, but does not have all the features of TOS 1.4.
$5

<< SOFTWARE >>
(Note: A * by the name indicates that I don't have the documentation.)
The list format is:
Title, Version (if any), Vendor, Price: Description

Financial Cookbook, Electronic Arts, $3: Financial planning assistant.
HabaCom, 1.06, Haba, $2: Telecommunications, terminal emulator.
*MichTron BBS, 1.8, MichTron, $3: Electronic bulitten board host software.
*Flash, 1.6, Antic, $4: Telecommunications, terminal emulator.
*Kermit & Remote Control accessory for Flash, Antic, $2: Adds the Kermit
file transfer protocol and remote access capabilities to Flash.

All above software: $12

I have a bunch of double-sided disks that happen to be full of ST software.
These contain PD/shareware, demos, old backups, etc. I'll sell these as
blank disks (i.e. that's how much you pay, and I'm not responsible for the
contents). Take a chance, get some good stuff!
You can buy any quantity @ $0.50 each.:
30 disks of games: $15
42 disks of utilities/applications/demos etc.: $21

<< MISCELANEOUS >>
(Free if you buy over $20 of other stuff)

Magazines, catalogs, and other Atari-related info including about 20
issues of STart, ST Log, and ST Informer, and about 15 issues of Atari User:
$5. Free to local person who wants to come and get it.

Tilt/Swivel monitor stand: $4

Doug Tarico
dtarico@ocf.berkeley.edu
doug@catalina.sie.arizona.edu
(510)669-9839 <-- (during the day, please leave a message)

1554. Delphi, GEnie & AOL (Was: Re: FLASH II Man...)

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 17:45:09 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410251652.AA01878@ilmen.lanl.gov>
Source record: 178475

In article biblinski@delphi.com, Gordie Meyer <biblinski@delphi.com> () writes:
>Hutch <hutch@ilmen.lanl.gov> writes:
>
>>You can reach John Trautschold (pres of Missionware Software) via email at
>>
>> j.trautschol@genie.geis.com
>
>Or at: missionware@delphi.com

Ooooh, that's right, Gordie. I knew John had an account on Delphi (and BIX) but had forgotten that.

And in regards to my recent post about the merits of GEnie vs. AOL, I was -much- remiss in not mentioning another great service, Delphi. Delphi also provides considerable support to Atarians (thanks to dedicated folks like Gordie Meyer) and sports a nice Internet gateway, too. My apologies to all Delphi users. It's well worth investigating, IMHO.

And while I'm in this humbling mood, let me also concede that AOL -is- a very nice service given you can access it at say, 9600 baud or better. I managed to log in last night for the first time on a high speed line and it was an infinitely more pleasant experience than at 2400. It's still akin to Death Valley as far as Atari information goes, however.

-Hutch- @ Fair Dinkum Tech

1555. Re: Falcon Monitors (?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 17:51:18 UTC
From: gaghon@nevada.edu
Message-ID: <38jgim$h3c@news.nevada.edu>
Source record: 178480

What I have is a NEC Multisync II. It works great with the Falcon. The top rez. is less then the NEC 3D, but I am using around 754x560 or something like that.

Note: Multisyncs II have a 9-pin instead of a 15-pin connector. Called NEC and they told me it was the same thing, the monitor was originally made to sell to EGA PC owners who wanted VGA/SVGA a monitor.

I just changed the connector on my Multisync Gizmo to a 9-pin. You could order a part from NEC a 9 yo 15 pin adapter.

Best of all, its cheaper. I had a choice of a $250 dollar NEC 3D or a $170 NEC II.

Vince
/s

1556. Best Program For Modem for Atari ST 1040

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 17:53:23 UTC
From: blade01@pplnet.com
Message-ID: <14339BIWDHHVPIVKRJO@pplnet.com>
Source record: 178478

IN>Does anybody knows which is the best program
IN>for communication with modem for ST 1040 ?

IN>Rufus isn't so good ...

Possibilities:

Uniterm (Public Domain)
ANSIterm (shareware)
Freeze-Dried Terminal (unsupported shareware)
TAZ (supported and truly EXCELLENT shareware)

I'm using TAZ primarily, and ANSIterm somewhat.

--
Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

1557. 'Norton'-like program for 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 18:05:32 UTC
From: blade01@pplnet.com
Message-ID: <15068PQMQQLQLQEQFXX@pplnet.com>
Source record: 178479

IB>My floppy-disk died. I want it to live again. I there a program for the
IB>ST anywhere to do what 'Norton Utilities' does for PC's? I only have one
IB>meg. Any ideas? Reply here or email.

Diamond Edge might be able to help. It's pretty darn good.

--
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Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

1558. Software sale/trade

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 18:08:35 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <Cy8qEB.n03@freenet.carleton.ca>
Source record: 178498

I have the following for sale/trade. Please make an offer in email, and
specify U.S. or Canadian dollars, including shipping.

Heimdall : Norse Graphic RPG. Very good
Megatraveller 1 : Good Space RPG with ship/hand combat
Alice Personal Pascal: Missing examples Disk. Good learning package
Dragon's Breath: Arcade/Strategy Game
Rings of Medusa: War/trade/gambling game
PC Ditto : SW IBM XT emulator
Diamond Edge: Disk, HD repair/utilities, version 1.10 Very Good
FONTZ: Import/edit mac fonts for GDOS, G++
Stalker 3: Excellent telecommunications package
UVK 5.? GB: excellent Virus killer/boot repair package. Can be upgraded.
G++: superior bitmap GDOS replacement

Book: Atari ST Internals (heavy for shipping!)

I also have an extensive collection of ST Formats with coverdisks. Just
give the volume and issue number that you're looking for.

Looking for:Warp Nine, NVDI, The Link, ICD Pro Utilities, BAT, BAT2,
Monkey Island, Space Crusade, Elite 2, Lure of the Temptress, Operation
Stealth, The Chaos engine, adventure or good arcade games, war games,
Empire, Full Metal Planet.

reply to: montreuil.mark@istc.ca or ai066@freenet.carleton.ca
--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

1559. What scanners work on ST? hand/flat

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 18:18:39 UTC
From: blade01@pplnet.com
Message-ID: <15855AAYBSOFMHUCTGK@pplnet.com>
Source record: 178468

IS>Exactly what are the necessary ingrediants for a functional scanner on the
IS>Atari? What makes/models will work? Is it like the hard drive port, where
IS>there is a universal Atari interface that goes in the cartridge port and the
IS>you can use any scanner? Or does it have to be made for the Atari?

I got the Migraph hand scanner, which uses a cartridge to plug in a
standard hand sacnner. I also picked up a spare scanning head (for an
IMB clone) from Dexxa - which works perfectly.

IS>Further, what software is needed to scan in images?

Touch-Up from MiGraph does a great job.
There are, I believe, other programs, but that's what I have.

IS>P.S. I would entertain purchasing an Atari-specific hand scanner if someone
IS>has one for sale. Please respond via e-mail.

Try Toad Computers in Maryland.

--
Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

1560. PGP-Shell available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 18:31:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199410252031.a10715@pb2.maus.de>
Source record: 178364

Hello everybody!

I'd like to know if there is a good *PGP-Shell* available for our Atari.

I'm aware of a

PGP Shell
Version 0.5
March 1994
by Randy Hoekstra
Copyright (c) 1994 Randy Hoekstra

but I find it to be quite buggy. Perhaps there is a more recent version
available somewhere?

I haven't yet tried to contact the author *R.HOEKSTRA1@genie.geis.com*
directly. Perhaps he's reading this newsgroup as well? His name sounds kinda
familiar to me ;-)

Any answers are greatly appreciated. Please respond in this group _and_ in
personal-eMail as well, please! The gateway MausNet <> InterNet is a little
/dodgy/ sometimes and I really don't want to miss out on the results of the
inquiry :-)

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

1561. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 18:43:33 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <38jjkl$p05@golem.wcc.govt.nz>
Source record: 178486

] Exactly what is available for the F030 at present? Or what is in
] development?

Lots of Art packages, sound/MIDI packages and demos. That's about it.

There's a fairly good list of what's available, of which a list was
compiled a while back.... It's bound to be around somewhere... :)

1562. Re: SYNERGY HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 18:46:31 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <38jjq7$p05@golem.wcc.govt.nz>
Source record: 178487

] what is a synergya.msa file after unzipping it.
] So how to run .msa on a atari??

Magic Shadow Archiver. Get the file "MSA2_3+.PRG" from
./atari/Archiver/

at

atari.archive.umich.edu

FTP site.

A .MSA file is a compressed/stored image of an entire disk.

1563. Re: program to play samples wanted

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 18:53:42 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <38jk7m$p05@golem.wcc.govt.nz>
Source record: 178488

] Can anyone help me out finding programs that let me play samples (.SND)?

The best one for the ST is "Soundlab". Available on the
atari.archive.umich.edu FTP site in ./atari/Sound/ the latest version
is 1.11. It plays _any_ kind of sample. (It'll even load in binary
files & try and play them if you want. Good for ripping samples out of
programs etc.)

] I would also like to get hold of a program that will let me assign samples
] various "beeps", like if you move outside the file selector etc. Not just t
] "sysbeep" thingy, but for different areas of GEM.

There's 2 good programs for this. One is "GBell" and the other
is (Brain-strain...), in the GEM-Sound package (I _think_ - it's a
very large file with programs to patch samples into everything imaginable)

Both are in the same place as soundlab or thereabouts.

1564. Re: Mosaic?

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 18:54:36 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <783111276snz@chowgar.demon.co.uk>
Source record: 178474

In article <38h0l1$gvt@nyheter.chalmers.se>
d2cg@dtek.chalmers.se "Christer Gustavsson" writes:

> In article <38gq50$srk@mercury.dur.ac.uk>,
> M J Maisey <M.J.Maisey@durham.ac.uk> wrote:
> >Lynx is actually a completely fully fledged web browser, including being
> >one of the very few browsers around to support HTML+ forms reliably. But
> >I don't know how up to date the version for the ST is.
> >
> I've managed to compile lynx 2.3.1 beta and it works on my Falcon!
> I will test it a little more and then I will upload it with ftp...
>
> Christer.
>
That will be a happy day for all Falcon and ST owners. Please let us know if
you upload somewhere.

Thanks.

--

Simon Moore

smoore@chowgar.demon.co.uk

1565. Re: <<<<<<<<<< Nick's Atari ST Game Ratings >>>>>>>>>>

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 18:55:58 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <38jkbu$p05@golem.wcc.govt.nz>
Source record: 178489

```
] Cybertrix 1 **** - 1 4 Shooter

What's this? (Cybernetix?)

] Hardcore 1 ***** - 1 5 Arcade

Was this ever released? (I've seen the demo which was pretty boring,
Llamazap is a much better effort :)
```

1566. Re: Falcon Monitors (?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 19:03:58 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <38jkqu$p05@golem.wcc.govt.nz>
Source record: 178494

] 1) Can I get all resolutions on a SC1224 with the right cabling?

No. There's RGB and VGA resolutions. The SC1224 can only manage the RGB ones. Although apparently there _is_ software & hardware mods you can do to make it work.... (Mind-you, trying the screens with a 70Hz refresh will probably wreck a SC1224 :)

] 2) What good will my SM124 do? (none, probably)

Basically. It _will_ work, you'll just only be able to juse the standard-ish monochrome resolutions.

] 3) I guess a MultiSync would be the best bet. Multisync VGA or SVGA?
] Or can I get a standard VGA or SVGA.

If you can afford it, a good Multisync SVGA will do pretty much everything.

However, a standard VGA will probably be enough for most needs, from what I've seen you don't need much else! (Although, it's good to have a standard composite RGB monitor handy for the programs that don't like VGA modes.) Again, there's apparently things that can be done to tell the Falcon that the VGA monitor is a RGB one so that it will try & display the RGB modes on it. A good Multisync VGA/SVGA can handle anything the Falcon can display - so this idea should work presumably.

] 4) How are the higher resolutions limited by certain monitors?

Some monitors can't cope with the speed at which they have to update the screen. Some can go from around 15Hz to about 90Hz, whereas the good old SC1224 will do 50Hz or 60Hz, and AFAIK little else. Some resolutions do require higher refresh rates than 60Hz, otherwise they flicker quite badly!

1567. Re: [FAL] Zool Game

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 19:09:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <38jl4c$p05@golem.wcc.govt.nz>
Source record: 178495

On a similar subject, a friend gave me ST-Format disk #51 the other day, which had a demo of Zool on it. What amazes me is that you have around 60 seconds to play the demo before it returns to the title screen, do they really expect people to get a decent opinion of games in this time!? (The real game (Which I own), has nowhere near this time limit of the level that is being demoed...)

What's the difference between Zool on the ST and on the STE, apparently there is some, unfortunately it's not the sound! :)

1568. Re: NeoDesk 4.x patch (& Geneva)?

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 19:11:13 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <38jl8h$p05@golem.wcc.govt.nz>
Source record: 178497

] I attempted to find the upgrade to patch Neodesk 4.0 to 4.0.2 (or something
] like that), but was unable to locate it. Could some kind person please let
] know where to go hunting? Also, what is the latest Geneva update? Thanks!

It hasn't been put up anywhere get. I've got the LZH sitting here, I'll
try & upload it and stick it up on atari-archive. (No, I'm not going
to EMail it to anyone, this site is under enough stress as it is! :)

The latest Neodesk is Rel' 002. (v4.02). The latest Geneva is Rel' 003
(v1.02). Neodesk is almost unusable without the 002 patch, as the
amount and quality of bugs that are fixed are in some cases, quite
major!

1569. Re: MPEG Player version 0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 19:31:05 UTC
From: mdg@ukc.ac.uk
Message-ID: <10764@gos.ukc.ac.uk>
Source record: 178491

In article <CxyC2r.MsM@freenet.carleton.ca> ac382@FreeNet.Carleton.CA (Jack Kitowicz) writes:
:> A windowed version would be nice but only if it was Multitos
:>compatible or could run as an accesory. Otherwise you might as well run it
:>full screen. The most important part IMO is a speed controll. Another nice
:>feature would be an option to scale MPEGs to half size to speed up
:>decompression for the full screen MPEG files.

All the features people have suggested have been noted, and will be included in future versions. Version 0.70 will be released by the end of the week, MPEGs of any size can now be played regardless of memory, since the MPEG stream is now played direct from disk.

:>Jack Kitowicz

Griff
--

1570. WANTED: COMMBAT & Game Machine

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 19:51:09 UTC
From: kowalski@futureworld.digex.net
Message-ID: <1994Oct25.170536.26752@nntpxfer.psi.com>
Source record: 178483
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.ibm.pc.games.action,comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.apple2,alt.games.video.classic

I am looking to buy a copy of COMMBAT video game by Scott Adam's
Adventure International and the associated computer to run it. This was
a tank battle game that worked between two TRS-80s, Atari 800 or Apple II's
and a modem or direct serial line.

Please respond if you can sell me one or two of these computers in a
turn-key fasion where I can run it as soon as I get it. I would probably need
the modem as well.

Rob Kowalski (kowalski@futureworld.digex.net)

1571. Re: FAX Software

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 20:02:06 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410251909.AA01964@ilmen.lanl.gov>
Source record: 178496

From: fm91@rummelplatz.uni-mannheim.de (Schlichenmaier)

> > I just bought a onbit144fax modem. Filetransfer and Terminalemulation
> > works well under UNITERM. Now I am looking for FAX-Software
> > (Send and Receive) for the Atari ST (4MB). PD or commercial.
> > Do you have suggestions.

I would recommend STraight FAX!2, a very high quality commercial package.

-Hutch- @ Fair Dinkum Tech

1572. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 20:04:04 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94298.160404STIRRE31@MAINE.MAINE.EDU>
Source record: 178499

Hutch,
I agree that Atari probably, most likely _will not_ go through the trouble of running off a batch of TOS 4.92 ROMs. Heck, they have Lynx games completed but do not wish to take the time to produce them. However, the decision of Atari to lisence TOS to others and to turn other computer projects over to 3rd parties (SpeedoGDOS and Falcon games) is a good sign. Perhaps, there is just a slight possibility of Atari allowing Compo, for example, to continue developing TOS? What are your opinions on this?
-scott tirrell

1573. Atari 1040 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 20:13:30 UTC
From: dick@uh.edu
Message-ID: <dick-2510941313300001@mac-931.sr2-building.uh.edu>
Source record: 178469

```
Atari 1040 for sale includes:

1040 ST with additional external 3.5 disk drive
12" high res. monochrome monitor
Spectre GCR
would like to sell all as a package

Best offer gets all goodies

Chris Seid
contact me through e-mail BIOLCB@jetson.uh.edu
```

1574. Re: ftp.cs.ruu.nl no longer an Atari archive!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 20:41:13 UTC
From: ee91ddt@brunel.ac.uk
Message-ID: <Cy8xGp.3Ku@brunel.ac.uk>
Source record: 178482

Atari-ST Software (atari@cs.ruu.nl) wrote:
: Hello,

: Next week (25-Oct-94) I'm going to remove our Atari archive on ftp.cs.ruu.nl.
: I don't have the time (and enthusiasm) anymore to maintain this archive in
: a proper way. And as we recently ran out of diskspace on our FTP server, this
: seems the perfect moment to end our Atari archive.

: - Ate -
: --
: Ate Brink, Moderator of the ATARI archive at the Utrecht University
: Email: ate@cs.ruu.nl
: atari@cs.ruu.nl Use this for uploads to the ATARI archive
: archivist@cs.ruu.nl For complaints, comments and info about the archive

This is realy sad. I liked very much the way you indexed the archive. It made
it the easier one to use. And it was the first that I used. Well. Everything
has an end.

So long
Dimitris

1575. Midiplexor for Bro

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 21:34:09 UTC
From: ad847@lafn.org
Message-ID: <1994Oct25.213409.21730@lafn.org>
Source record: 178357

My brother needs a Midiplexor for the Atari St.
Originally made for Hybrid Arts Software who were bought by Barefoot
Softwre and then they were bought by Binary Software.
Please send any and all info to ad847@lafn.org Thanx!!
--
###\

1576. X-oR/Atari ST/ProCussion help

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 21:48:09 UTC
From: darling@cellar.org
Message-ID: <yeuRuc1w164w@cellar.org>
Source record: 178363
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

Here's a favor I'd like to ask of Atari X-oR users. Although I've switched to Logic for Windows as my sequencer, I've decided to dust off my old ST and use X-oR as my editor/librarian. There still is no substitute (X-oR for Windows doesn't like my MIDI interface).

Well, somehow, my X-oR profile for the E-Mu Pro/Cussion has gotten messed up. I open the edit window and there's nothing there. So if someone has the X-oR profile for the Pro/Cussion and would be willing to uucode it and send it to me, or perhaps direct me to where I could get it on the net, I'd really appreciate it. I don't even know who to call anymore; Dr. T's sold the rights to Mark of the Unicorn, and my experience with MOTU is that they don't care about my problems much.

Any help will be appreciated.

----------------\\\--
Thomas A. Darling \\\ Call The Cellar Electronic Community: 610.539.3043
darling@cellar.org \\\ Digital SoundLab Studio: Truth Through Technology
--------------------\\\--

1577. Re: X-Windows or X-Terminal for ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 21:50:47 UTC
From: hallvart@ifi.uio.no
Message-ID: <38jujn$n54@holmenkollen.ifi.uio.no>
Source record: 178351

```
< You really need 1024*890 pixel graphics as a minimum to make this
< worthwhile, at least thats what we found when we toyed with using
< Macs as Xterms. Otherwise you can't get much more than an Xterm on the
< screen :-)
< |>
< --

..And how do you make that possible? I have an STe with an NEC Multisync II
monitor, and TOS 2.06.
And, *is* it possible to use an ST as an X-terminal or running X11?

Hallvard, Oslo, Norway
```

1578. Re: NeoDesk 4.x patch (& Geneva)?

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 22:06:19 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <38jvgr$ra5@golem.wcc.govt.nz>
Source record: 178358

In article <38j7d5$pnt@charm.magnus.acs.ohio-state.edu>,
dhbutler@magnus.acs.ohio-state.edu (Panjandrum) writes:
>I attempted to find the upgrade to patch Neodesk 4.0 to 4.0.2 (or something
>like that), but was unable to locate it. Could some kind person please let me
>know where to go hunting? Also, what is the latest Geneva update? Thanks!
>____
>|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

Well the 002 Patch is on GEnie, some one was going to post it to the net,
but that was some weeks back..

From the looks of it GEnie activity is getting very low, not many Atari
users left out there....

I have not seen any patches for Geneva lately, but I think its 003...!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1579. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 22:10:17 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <38jvo9$ra5@golem.wcc.govt.nz>
Source record: 178359

In article <9410251641.AA01870@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>In article auv@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>>
>
>No, Roger, that still wouldn't be right. While I agree it can be extremely
>frustrating in regards to software which is poorly supported (if at all),
>it's still illegal to post copyrighted software without the author's express
>permission to do so.

But the Author will not respond, I think with a warning here it can be done..

>'Two wrongs don't make a right' and all that rubbish, ya know. ;-)

May be a wrong needs to right things....:-)

>-Hutch- @ Fair Dinkum Tech

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1580. Re: [Q] Medusa

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 22:13:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199410260013.a10724@pb2.maus.de>
Source record: 178365

On Thursday October 20th at about twenty to nine
mike@medsun.unige.ch (*Mike Morris*) happened to write:

Hi folks!

MM>ST Magazin (or is it called ST Computer? I forget) has just reviewed
MM>Medusa, with a fairly thorough list of compatible and incompatible

The test was in the October issue of the German magazine *ST-Computer*.

MM>Notably, they did not mention Neodesk 4, Geneva, and Magic!; does
MM>anyone know about these?

NeoDesk 4 and Geneva are not yet officially available in Germany. Mag!C *2.0*
does not work on the Medusa.

The Behne brothers have a Medusa in their office and I strongly believe that
Mag!C 3 will run on these machines.

There is a *Falcon-compatible* version of Mag!C due out RSN, but I doubt this
release will run on the Medusa as well.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

1581. Atari SLM804

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 22:14:31 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <38k007$18f@dux.dundee.ac.uk>
Source record: 178353

Is it possible to connect this to an F030?

Rod

--
==
Roderick McCall \ 3rd Year Computing Sci. & Accounts
\ University of Dundee, Scotland
\
==

1582. comp.sys.atari.falcon - Too Much Trouble??!??

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 22:26:24 UTC
From: peseb@freeport.uwasa.fi
Message-ID: <38k0mg$k1e@zippo.uwasa.fi>
Source record: 178492

Dear Fellow Atarians And Falconers,
I have now been following the debate about the possibility
/reasons/speculations etc. about the proposed new newsgroup
for the falcon users.
In this time I have found many a good argument for and
even a few good ones against the idea, but however the
general impression I got is that most people think this would
be a good idea. However, as earlier stated in this thread
there are a few people who seem to find the whole concept
aggrivating, this is all but within my understanding.
As the situation is, there is obviously enough interest
to atleast start an RFD, but obviously this seems to be just
"too much trouble", this upsets me, as I have seen atleast
50 or so Newsgroups that contain only 3-10 post at any one time,
I am absolutely certain that a comp.sys.atari.falcon group would
go way above that as even here there are usually atleast 20-30
Falcon post at any one time. And that's a bare minimum.
It is truly a toil for us Falconers to sift through 300-400
St-concerned posts to find what we seek, and my deepest symphaties
to those who have timelimits to live with!
The nay sayers have said that this proposal would serve to
create more cross posts and also "to divide the Atari family"
Some say that this proposed news group would
"Dig the ST's coming grave a few feet deeper",
Well, If someone thinks that Atari's Future in computers lies
with the ST and not the Falcon/TT/Medusa(3rd Party :( )
they must be seriously blind to facts...
I Had an ST and I loved it, but facts are facts, it can't
live forever. But this is irrelevant to this thread.
However, The question at hand is:
Is the RFD honestly too much trouble?
Shall we keep wasting bandwidth/Disk space/Time/Patience with
this thread , or Shall we put WORDS TO ACTION!?
I do not know how to start the RFD, but to those who do,
please start it and let's get this over with, If the vote
fails , The issue is over. But please , give us a chance!
Us Falconers are segregated enough as is. And so are Atarians
for that matter, so let's not segregate eachother to top
the story off. We might aswell buy PC's then. (I will never...)

This Is Really For The Best Of Us All.

Respectfully Pleading,
Peter Sebastian Baeck.

Email For Email answers : peseb@cute.fi

FALCON030/FPU/85Hd/540-SCSI-Hd/4 Mb and a fluffy Teddy bear. :)

Live By The Tagline!
--
Here's the Known and Unknown and inbetween are the
Doors....Open the Doors! -Jim Morrison.
##

1583. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 22:29:20 UTC
From: baumgardner.19@osu.edu
Message-ID: <199410252228.SAA21229@postbox.acs.ohio-state.edu>
Source record: 178354

In article <9410251605.AA01839@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) wrote:

> In article RAA14316@postbox.acs.ohio-state.edu, baumgardner.19@osu.edu (Judy Baumgardner) writes:
> >
> >I don't understand why there is a group of people who are AGAINST having
> >a comp.sys.atari.falcon. I can understand people being ambivelant toward
> >it, but I don't understand why people are against it.
>
> Many people, I believe, have an interest in all things Atari, not just
> Falcon or ST/STe. I read all the Atari newsgroups (with the exception of
> .advocacy, a -real- waste of time & bandwidth, IMHO). It's simply easier
> for -me- to read 3 newsgroups every day rather than 4, 5, or more.

And there are those of us who would like to be able to READ a newsgroup and have time to pay attention to details, reply to messages, etc. I don't enjoy skimming the bases... I feel I'm not giving each post the attention it deserves. But, with my time constraints, that's what I end up doing. (And, reading the replies to some of the messages out there, I'm not the only skimmer! <g>)

> Please don't. Uploading files _would_ upset some people. We just discussed
> this a few days ago. That's why we have the .binaries and .sources areas.
> And I'm not sure how UNIX and other non-Atari newsreaders would handle
> appended sound files to posted messages. Cool idea, though.

You're so cute with your netcop hat on, Hutch <grin>. Actually, you're jumping ahead of me. Any problems with my hypothetical situations could be
discussed in the hypothetical falcon area.

As for the "Cool idea", I wish it were original! I've used the feature on NeXTs. It is really cool.

> >Do the ST owners here really believe that they wouldn't have enough to
> >talk about without the Falcon owners? I can't believe that.
>
> Neither can I. Where did that idea come from? Not from ST users, surely.

A few people complained that there wasn't enough traffic to merit a seperate area. I REALLY don't think crossposting would be a problem, either.

> >So then what's the problem? Don't want to have to read both newsgroups?
> >Then don't read comp.sys.atari.falcon. What's the big deal?
>

> Again, many folk like to read all the Atari newsgroups. But I agree, it's
> no big deal to most of us if one takes an objective, honest look at it.

So then what's the problem? Those of us who wanted to read the area
could, those who didn't want to read the messages wouldn't have to and
those who like to read everything would have to decide on their own what
they wanted to do.

> Many newsgroups exist on the net with VERY little traffic (< 1 per day) so
> that's not really a problem or a bearing on a group's continued existence.

So why vote against it? Why not say "well, I think they're stupid, but if
that's what they want to do, just let those wacky Falcon owners go away
and
leave us to our own business".

> Seriously, there are valid arguments on both sides but I don't consider
> any of them, pro or con, to be very earth-shattering.

It's noteworthy that you have so much to say on a topic you're so
ambivalent toward! <grin> Heaven forbid we find a topic you're all
gung-ho for!

> The RFD period is coming to a close and people will have a chance to vote
> on the .programmer newsgroup idea. AFAIK, an official proposal and RFD for
> a .falcon group has not yet been presented, has it? Or was I asleep again. :)

No, an official proposal hasn't been presented yet. Mostly because there
are a vocal few complaining about it. Again, it's interesting that some
who are so careful to appear neutral seem to have very definate opinions
on the matter! I still don't understand what the big deal is.

>
> -Hutch- @ Fair Dinkum Tech

Judy

1584. Civilization

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 22:41:04 UTC
From: baumgardner.19@osu.edu
Message-ID: <199410252240.SAA22814@postbox.acs.ohio-state.edu>
Source record: 178355

Anyone had problems with Civilization TOS 2.05? I have a friend who has a 1040STE with TOS 2.05 in it, and he has bizarre things happen with Civilization. (Won't let you enter cities that are yours sometimes, locks up
sometimes in no apparent pattern, etc.)

He tried turning off all the options, he tried turning on all the options, etc. He's playing it off his hard drive (which is running everything else just fine). I've told him to try playing it on floppy, but I don't know what success he had with it (although I hate playing it off floppy on my Falcon).
I thought it might be writing corrupt save files, so he gave me his save disk, and I played it at my house, and it all works just fine. It's possible that his copy is corrupt, but I thought I'd check here before recommending that he send it back and get another one.

Please EMAIL me with any brilliant ideas for him to try. Thanks in advance!

Judy
baumgardner.19@osu.edu

1585. Re: Atari SLM804

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 22:42:19 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <38k1kb$ccs@usenet.INS.CWRU.Edu>
Source record: 178356

In a previous article, rmccall@mcs.dundee.ac.uk (Rod McCall) says:

>Is it possible to connect this to an F030?
>
Yes- but you need a HEATSEEKER interface, which replaces the SLMC804. This costs around $120 (from Toad, anyway).

From my understanding, this is also an improvement, as the unit does not require the Laser Printer to be on at startup, and you can turn it off or on as you wish without screwing things up. I assume it has its own power supply.

1586. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 22:59:22 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <38k2ka$e5o@josie.abo.fi>
Source record: 178360

In <38g2ld$4j7@whitbeck.ncl.ac.uk> Craig writes:

> Using a MiNT 1.11h2-beta kernal, the speed improvement over multiTOS is
> unbelievable. It actually feels as fast - if not faster, than using straight
> TOS4.02.

Even with MiNT 1.08 it feels quite usable what comes to speed...

> The extra features (iconify, speedofonts in dialogs, etc) are good.

I quite agree =-) !

> TOS4.92 seems to be more compatible with older software than TOS4.02 is
> (I tried Lattice C 5.52, which has problems with it's hierachical menus under
> TOS4.02, and it works a treat under TOS4.92).

You're right; it is more compatible than even GENEVA 1.02, and works very well
with all sorts of programs that caused trouble under "old" MultiTOS.

> It seems criminal to me that this never got released - it could have saved
> multiTOS/MiNT from the scrap heap if this OS version had made it into
> people systems, 'coz unlike multiTOS (crap beyond belief), this seems to
> actually be a fast & usable system. It definitely shows what can be done
> with riding a multiTasking AES on top of a decent MiNT kernal (ok - hands
> up those who've gone to the trouble of applying all the patches to build
> MiNTv1.11h2-beta (took me ages.....)).
> Now - what we really want is for Atari to release TOS 4.92 along with the
> next PD MiNT binary release (I believe this is due RSN).

Absolutely true, if anything ! If Atari doesn't want to continue developing
AES, it really should give AES 4.1 beta to Public Domain. This beta version is
so damn good that it really _is_ a crime to keep it unreleased !!

Btw; all Atari multitasking systems seem to have one problem in common: when a
fileselector pops up, all other processes freeze up =-(. While doing some data
transfer this simply isn't acceptable, because: pause -> timeout -> problems...
The same thing occurs when you use menus, or the disk drive reads or writes.
Can anyone tell me, why these things can't be improved - when e.g. Mac OS
handles them better?

Btw2; though SoftPC Beta version shouldn't be around anywhere (any more than
AES 4.1..), it is, as many know. I saw it, liked it a lot - but one question:
it seemed not to understand 1.44 Mb disks at all. The Dos used was 5.0, if I
remember correctly, and the machine was Falcon. Why doesn't SoftPC support HD
drives - is it a BIOS-level problem? I really hope the program will be
officially released, because it seemed very usable - even if not complete (a
beta version, after all..). Well - I'm glad I saw it, legal or not - because

now I know that it's worth buying if Insignia gives it out !

> Craig.

Tommi

1587. HELP needed- comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 23:06:19 UTC
From: hallvart@ifi.uio.no
Message-ID: <38k31b$ns6@holmenkollen.ifi.uio.no>
Source record: 178361

I will lose my UNIX account here at the university in a couple of months time, but I don't want to go without Internet, so I will probably access it commercially, by using a modem with my STE.

Now, I need to find out what kind of software is out there, stuff that i should download from FTP before I lose my account.

I've been using STorm now, just to check into my mail from home when I don't bother going to the uni. just for that, but it's rather cumbersome compared to UNIX X11 "X-windows" that we have here.

So, which programs are recommended for ease of use, features etc. Preferrably PD or shareware, but I could also opt for commercial programs if they're not too expensive.

I also need to get hold of an offline reader. And can someone please tell me how they work? I dowloaded a program like that some time ago but never got it to do anything.

Thanks.

Hallvard, Oslo, Norway

1588. Re: Falcon Monitors (?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-25 23:24:04 UTC
From: graham@insignia.co.uk
Message-ID: <Cy9504.uw@isltd.insignia.com>
Source record: 178362

Speaking of monitors does anyone have info on the Philips 4720 Stereo monitor.
Can it handle ST High mode?

1589. Re: alt.mags.st-action.die.die.die

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 00:04:03 UTC
From: robotron@moroder.demon.co.uk
Message-ID: <199410252357.AA01229@moroder.demon.co.uk>
Source record: 178338

In a recent article, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
+Stephen K Mulrine (robotron@moroder.demon.co.uk) wrote:
+:Now, it seems to me that if ST Action had been any good it wouldn't have
+:been closed down and incorporated into ST User in the first place.
+I don't think that's true. Look at ST WORLD, probably the best ST techie
+magazine ever and they melted that into ST User too which shows that its
+the law of economics that dictates what makes it to the newstand, ST
+World should have stayed alive but it didn't yet it was a great mag.

You're perfectly correct, but that doesn't suit my argument very well. (:
I like to think that it was more than idle coincidence in the case of ST
Action - after all, it did pitch itself at the lowest end of the market
(i.e. games).

Stephen

1590. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 00:17:06 UTC
From: Adrian.Gruber%239@satlink.oau.org
Message-ID: <6f3_9410272156@satlink.oau.org>
Source record: 178372

```
>> From: sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)
>> Newsgroups: comp.sys.atari.st
>> Subject: FZSTerm
>> Date: 24 Oct 1994 01:11:23 GMT
>> FZDSTERM KEY...!!!
>> Should not the Key to FZDT be put into the Public domain, there is no
>> support for the program at all, and if you register it you will just
>> loose your money and not get a Key...

From: Adrian.gruber%239@satlink.oau.org
Newsgroups:comp.sys.atari.st
Re: FZD KEY
Date: 26 Oct 1994 00:26:00 EDT
Aaron Hopkins has not released his rights over the program, AFAIK he has
turned dist. over to a company in California.
Distributing any key without his authorization would constitute piracy.
--
|Fidonet: Adrian Gruber 1:363/239
|Internet: Adrian.Gruber%239@satlink.oau.org
|
| Standard disclaimer: The views of this user are strictly his own.
| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).
```

1591. Re: TT Ram Boards for Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 00:31:51 UTC
From: pblagay@crash.cts.com
Message-ID: <Cy9855.Gqt@crash.cts.com>
Source record: 178373

```
Paul Blagay (pblagay@crash.cts.com) wrote:
: FOR SALE:
: ---------

: I have the following TT ram board for sale.

: 2 items: 4MB TT ram (unpopulated) $150 each
: 1 item : 2MB ST ram board (populated) $100

: Paul Blagay
: pblagay@crash.cts.com

UPDATE:
-------

ST ram board SOLD

TT ram boards still available

Paul Blagay
pblagay@crash.cts.com
```

1592. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 00:34:00 UTC
From: pblagay@crash.cts.com
Message-ID: <Cy988q.Gun@crash.cts.com>
Source record: 178374

Panjandrum (dhbutler@magnus.acs.ohio-state.edu) wrote:
: >Built-in routines would be best, along with NVDI 3 and Magix!-support.
: >I don't know yet about technical aspects of Mosaic, but it would always
: >be best that all these ways of doing things were fully user-configurable
: >right down to graphic look and fonts.

: Well, I hate to disagree with anyone, but IMHO I would much prefer that the
: product simply be written well (so it will work with video boards, Multi-Tos
: and Geneva) and function properly. Leave the fancy stuff for later and just get
: out a good solid working product! I don't have experience with NVDI and Magix!,
: but I assume all properly written software will work with them and hopefully
: they do not require specific support (except for additional features).

: Best of luck!
: -->
: |-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

: ||| // -Kaleidoscope woman
: / | \ \// in rhinestoned levi's jeans
: dancing in the sunset
: sketching day's last scene- - Willie Phoenix -

That would be great. You have my support. I am a Falcon Programmer so if
you need some info, I may be able to help

Paul Blagay
pblagay@crash.cts.com

1593. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 00:37:18 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cy98E6.Ltr@cix.compulink.co.uk>
Source record: 178397

> I don't understand why there is a group of people who are AGAINST
> having a comp.sys.atari.falcon. I can understand people being

I think its mainly the opinion that the Falcon is just another Atari - and haveing a seperate newsgroup is not necessary. Whats more (although I'm no expert on this), it seems that not everybody's 'Net service provider would necessarily carry this new newsgroup.

> This wouldn't be so bad if I didn't have a limited amount of time
> allocated each day to read and reply to newsgroups. (I don't have
> the luxury of being able to sit around all day and read EVERYTHING).

Who does? ;-)

> The benefits for the Falcon owners would be tremendous. We could
> append sounds to our messages (like NeXT mail), we could upload short

This assumes that people will be using Falcons to read the group?

> Do the ST owners here really believe that they wouldn't have enough
> to talk about without the Falcon owners? I can't believe that. So

I don't think its that at all.

Don't forget the TT owners. we are going to read the Falcon group as much non DSP Falcon software is applicable to the TT. OTOH us TT owners (though I do not presume to speak for all us) don't seem to think its necessay to have a seperate newsgroup. After all its an Atari isn't? Whats more its an ST in many respects. So is the Falcon.

:-)

Roland.

@CiX

1594. Re: Falcon Monitors (?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 00:37:20 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cy98E8.LuC@cix.compulink.co.uk>
Source record: 178398

> I'm thinking about getting a cheapish multisync for my falcy - is the
> ol' microvitec any good (for it's price 8-) !!)

I've got a Microvitec 1438 for my TT/STM. Very nice. Its a got a minor fault so its going back tommorow - but otherwise I'm pretty pleased with it.

:-)

Roland.

@CiX

1595. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 00:55:15 UTC
From: millert@grad.csee.usf.edu
Message-ID: <38k9dj$1gj@mother.usf.edu>
Source record: 178352

laurent sallafranque (sallafra@col.bsf.alcatel.fr) wrote:

: >>But I would like to do a small vote... who here uses their Falcon WITHOUT
: >>a 32MHz board? (This isn't a 'are you happy with it running this way'
: >>but a test to see if you _are_ running with this system).

: I use a 16MHz board.

Why? The Falcon is already 16mhz.

1596. Re: Best Program For Modem for Atari ST 1040

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 01:03:54 UTC
From: millert@grad.csee.usf.edu
Message-ID: <38k9tq$1gj@mother.usf.edu>
Source record: 178370

I would also like to point out that not only is ANSITerm very good for 16 color ANSI, but its speed is unbeatable. Version 1.90 will greatly outperform others in shear speed, while 1.91 is significantly faster still.

On a Falcon, ANSITerm 1.91 can handle full-tilt 57600 with scrolling. ANSITerm 1.91 added hardware scrolling on a stock ST.

1597. Re: X-Windows or X-Terminal for ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 02:00:34 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <38kd82$ni@golem.wcc.govt.nz>
Source record: 178367

```
] < You really need 1024*890 pixel graphics as a minimum to make this
] < worthwhile, at least thats what we found when we toyed with using
] < Macs as Xterms. Otherwise you can't get much more than an Xterm on the
] < screen :-)
] < |>
] < --
]
] ...And how do you make that possible? I have an STe with an NEC Multisync I
] monitor, and TOS 2.06.
```

MonSTer will give 1280*960 in monochrome. (I think that's what it was, it could be in medium res', but I doubt it).

Monster is a virtual-screen program which roughly doubles overall screen area in any ST-resolution. It's available on atari.archive.umich.edu and pretty much every other atari-supporting FTP site. It would be in the Graphics or Ste directories. (Although it works just as well, or not identically on a non-STE). Doesn't work on Falcons/TT's AFAIK. (Doesn't work on non-8Mhz or non ST-Res' modes basically I think)

1598. Re: Civilization

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 02:04:01 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <38kdeh$ni@golem.wcc.govt.nz>
Source record: 178368

] Anyone had problems with Civilization TOS 2.05? I have a friend who has a
] 1040STE with TOS 2.05 in it, and he has bizarre things happen with
] Civilization. (Won't let you enter cities that are yours sometimes, locks
] up
] sometimes in no apparent pattern, etc.)

I don't think Microprose have _ever_ written anything that is noticably bug-free. Civilisation is bug-ridden, although there is a couple of cracked version around in which bugs have been greatly reduced, and _apparently_ there is a more recent version released by the company that fixes some of the larger bugs.

TOS 2.xx+ isn't usually too friendly towards many games. TOS 2.xx machines are mainly aimed at increased productivity I think, rather than gaming! :) (Although they could have tried to make things more compatible, but, that's Atari for you! ;)

1599. Re: HELP needed- comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 02:06:35 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <38kdjb$ni@golem.wcc.govt.nz>
Source record: 178369

] So, which programs are recommended for ease of use, features etc.
] Preferrably PD or shareware, but I could also opt for commercial
] programs if they're not too expensive.

There's just about constantly a thread of this nature going in this group, essentially, look in the ./atari/Telecomm/ directory on atari.archive.umich.edu and get every Comm's file greater than say about 100K and check it out.

If all you want is to access the net and read Mail, then either Storm or Uniterm is by far the best PD/Shareware option. If you want downloading & extra features, check out the others...

(Storm has more features, but is not quite as fast or stable as Uniterm. It has Zmodem but not Kermit, and Uniterm is the other way around).

1600. Re: What is Lexicor's Phone Number ?

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 03:09:04 UTC
From: Lexicor@world.std.com
Message-ID: <Cy9FF4.E7H@world.std.com>
Source record: 178376

In article <Cy8n3H.12yE@austin.ibm.com>,
Scott Gruber <gruber@austin.ibm.com> wrote:
>
>
>
>Any help is appreciated.

It's (617) 437 0414 Fax: (617) 437 9413

_OR_

(510) 848 7621 Fax: (510) 848 7613 if you're closer to the west coast

Cheers

Yat @ Lexicor

>
>Thanks,
> Scott Gruber
>
> Disclaimer:the views of the poster are not neccessarily that of IBM
>

1601. Re: VIEWER.APP woes

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 04:00:34 UTC
From: sammcgee@crl.com
Message-ID: <38kk92$t8h@crl9.crl.com>
Source record: 178379

Has anyone been able to load files over 1 Meg with MasterBrowse?
(eg. Project Gutenburg CD files into 14M Falcon)

Sam

1602. FS: Tech Specialties Memory Upgrade w/ clock option

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 04:03:52 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <38kkf8$c74@usenet.INS.CWRU.Edu>
Source record: 178377

I have the above disk with three chips in an anti-static bag. I think its for a 520 ST. I have no installation instructions, and I don't know how much RAM it has. I do know I can't use it . . . Perhaps someone else can.

$20 takes it including shipping . . .

1603. Neodesk 4 patch.

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 04:10:32 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <38kkro$24f@golem.wcc.govt.nz>
Source record: 178381

Okay, the Neodesk 4 to 4.02 patch has been sent to Mickey Boyd (
atari-archive boss), and has been posted onto c.binaries.a.st.

If there's any problems, they ain't mine!

1604. Re: Obsessive pinballing!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 04:21:57 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <38klh5$296@golem.wcc.govt.nz>
Source record: 178382

```
] Well, I played the demo, and was quite impressed (shame the authors didn't
] put in an animated rolling ball like the one in Starball though).
]
] It looks well chunky on my SVGA monitor (more so than Starball), so I'll
] reserve judgement for the Falcon version - but the playability is definitly
] there.
```

I think they're dreaming a bit regarding the price they want people to pay. ₤28.50(UK-Pounds) for out of the UK. (Roughly $50US). After all, it's only a pinball game, albeit it more colors and better graphics than most, and other than being in stereo, the sound isn't too much better than what the soundchip can manage (with samples, not with generating-code obviously).

```
It's good to play, but when you compare it with Starball, which may
not be quite as pretty, certainly it roughly as playable, and the authors
only want a donation (I hope folks have sent them some money if you
play it!? :) If they dropped the price to about half, that'd be
more realistic.... Simple economics, find the equilibrium price people
are likely to go for, and sell it for around that somewhere, after
all, it's only a 2-step distribution, rather than the usual 5 or so,
goes from the coders, to Merlin distributers, to the user, rather than
the software house adding their charges.

A good game, but not $50 good! (If nothing else, it's good for showing
off the smooth scrolling of the STE :)
```

1605. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 05:17:30 UTC
From: erichall@io.org
Message-ID: <38kopa$e49@ionews.io.org>
Source record: 178394

> Dear Atari user,
^^^^
How sweet ;-) that's me ..

> (help us help you)

help is what we need!

> We are currently investigating the marketability of a Mosaic product
> for the Atari ST/TT/Falcon line. Therefore we would like to hear from
> you whether you would be intersted in such a product, whether you know
> any other users who would be, etc.

interested? INTERESTED? you'ld better believe we're interested!

> Furthermore, on what configuration would you be wanting to run
> Mosaic - would this be MiNT plus MiNTnet, or should we rather provide
> built-in support for dialup SLIP with additional services such as ftp?

make it for the unwashed masses.... you know the 500,000 plus of us who couldn't compile and configure MiNT/MiNTnet if our lives depended on it. Make it plug_and_play with all the built-in support for SLIP with ftp, telnet, ping, irc, etc. etc. etc. Make it to work on the machines owned by the vast silent majority of us.... yes, those of us with the lowly ST and STe's without $1000 graphics cards, who do all our work in ST Med and only occasionally ST High (I don't want to hear a single word from you monochrome bigots :-). More importantly, make it reasonably priced, make it bug-free under every conceivable configuration, make it easily available and make it yesterday!

Most importantly... just MAKE IT! "build it and we WILL come"

Eric

1606. For sale: Guide to Calamus Desktop publishing

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 05:26:29 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <38kpa5$h10@nyx10.cs.du.edu>
Source record: 178384

The Guide to Calamus Desktop publishing... book.. $20 plus $3 express shipping.
Contact japolis@nyx.cs.du.edu

1607. For sale: Multi Desk

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 05:28:16 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <38kpdg$h4l@nyx10.cs.du.edu>
Source record: 178385

```
MultiDesk v2.1..... $10 plus $3 shipping
contact japolis@nyx.cs.du.edu
```

1608. For sale: G+Plus

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 05:30:36 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <38kphs$h98@nyx10.cs.du.edu>
Source record: 178386

```
G+Plus from the codeheads... $10 plus+ $3 express shipping
contact japolis@nyx.cs.du.edu
```

1609. FS: Codehead utilities

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 05:32:09 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <38kpkp$hbs@nyx10.cs.du.edu>
Source record: 178387

```
Codehead Utilities $10 plus $3 express shipping
japolis@nyx.cs.du.edu
```

1610. FS: Pinball Magic game...cheap

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 05:34:29 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <38kpp5$hga@nyx10.cs.du.edu>
Source record: 178388

```
Pinball Magic game.
$5.00
cheap.
buy it now.
no shipping charge.
You need this game.
japolis@nyx.cs.du.edu
```

1611. For sale: IMAGE CAT

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 05:36:45 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <38kptd$hiq@nyx10.cs.du.edu>
Source record: 178389

Nifty prigram for keeping track of all of your pictures... prints out a
nice catalog for reference!
IMAGE CAT...$10 plus $3 express shipping
japolis@nyx.cs.du.edu

1612. Koala Pad on the ST...

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 06:03:15 UTC
From: hamo@deakin.edu.au
Message-ID: <38krf3$ar3@sol.ccs.deakin.edu.au>
Source record: 178390

Does anybody know if there are any programs that would allow
me to use a Koala Pad or Atari Touch Tablet instead of the ST mouse?

Hamo

--

*
***
**** --
****** Jason Hamilton |
******* Starfleet Captain and Part Time Miracle Worker |
********* hamo@deakin.edu.au |
*** ** --
** *
*

1613. Mountain Software Holiday Software Sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 06:03:56 UTC
From: Mountain Software <mtnsoft@delphi.com>
Message-ID: <5o90y-s.mtnsoft@delphi.com>
Source record: 178383

Mountain Software would like to wish you a joyous holiday season.
To make the season even brighter, we are offering very special
prices on our most popular products:
==========
The Recipe Box
The Leader in Recipe Storage Systems
Sale Price: $25.00 (List: $35.00)

The Recipe Box is a complete meal management system for the Atari
ST Computers. It includes a full featured recipe database that can
store up to 2.5 Million recipes (including nutritional data), a
Daily Meal planner, a grocery list planner, a user editable calorie
chart, and a built in text reader. Use the search feature to find
your favorite meals quickly, resize them to any amount, and batch
print or export several meals at once. Recipes can be imported
from Meal-Master, Computer Chef, Assistant Chef, or any ASCII Text
file. Recipes are exported directly in Meal-Master 7.0 format for
easy exchange with other platforms. Recipes can be printed on any
printer using standard ASCII text, or using GDOS and the fonts of
your choice. The Recipe Box runs in any resolution (Color or
Monochrome), on any ST/TT/Falcon, from floppy or hard drive, with 1
Meg RAM. The Recipe Box multitasks with MultiTos or Geneva, and is
SPEEDO-GDOS compatible.
==========
Mountain Reader II
The Finest Offline Message Reader
Sale Price: $20.00 (List: $40.00)

Mountain Reader II is the finest offline message reader for the
Atari ST. It combines the most compatible QWK reader with full
BLUEWAVE support. It is the easiest reader to configure, and a
built-in hypertext help system provides immediate assistance when
you need it. Mountain Reader II supports 65536 message areas, with
65536 messages per area. Messages can be read sequentially, or
using any combination of message and/or conference prescanning. The
internal text editor makes message entry a breeze and includes an
easy to use quote feature (external editors are supported). A
built-in tagline manager features importing and exporting,
searching, and tagline "stealing" from any message packet.
Conferences may be configured offline, and Bluewave users can make
offline file requests. All bulletins are supported with full ANSI
emulation. A user definable search system allows you to quickly
locate messages. Other features include a built-in E-mail address
book, a bookmark system, user lockouts (twit list), support for
conference mail/file attachments, and group mail (carbon copies).

Mountain Reader II runs in any resolution (Color or Monochrome), on any ST/TT/Falcon with a hard drive and 2 Meg RAM, and multitasks with MultiTos or Geneva.

==========

Special pricing ends December 31, 1994. Prices apply to direct sales only. Foreign orders add $5.00 shipping. Orders must be paid with a MONEY ORDER to qualify (US FUNDS ONLY!).

Send orders to: Mountain Software
6911 NE Livingston Road
Camas, Washington 98607 USA

1614. DVORAK's latest column

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 07:05:10 UTC
From: aaronlp@aol.com
Message-ID: <38kv36$3mg@newsbf01.news.aol.com>
Source record: 178380

Did anybody notice in PC Magazine, Oct 25, in Dvorak's column, he mentioned about where Digital Research's GEM operating system was? And how well written it was? He was talking about our Atari OS, wasn't he?

1615. Re: Mosaic?

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 07:11:22 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941026Z071122.185dbrewood@nest.demon.co.uk>
Source record: 178371

In article <38h0l1$gvt@nyheter.chalmers.se>
d2cg@dtek.chalmers.se "Christer Gustavsson" writes:

> I've managed to compile lynx 2.3.1 beta and it works on my Falcon!
> I will test it a little more and then I will upload it with ftp...

Let us all know when it's uploaded to a site, I for one am interested in it.

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Screen Eye and Audio/PhotoCD =
= Apex Media / Super SAM / JetMail / Semper / F-Search - beta tester. =
================================================================================
```

1616. Re: Developing Mosaic for the ST - addition

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 07:34:07 UTC
From: mparrott@pnw.net
Message-ID: <38l0pf$857@cascade.pnw.net>
Source record: 178391

I, too, would like to see Mosaic available for the Atari computers. While my own system should be able to handle just about any requirement you set other than a Falcon platform, I would say from observing messages over the past few months that anything that doesn't fully support everything from a 520ST with TOS 1.0 and single floppy drive to decked-out Falcons and TT030's with video boards is going to upset someone. There's a lot of Atarians either still happy with their aging systems or unable to upgrade. Broad support for even the skimpiest systems seems expected from a lot of folks, so be ready for critisicm if you find that Mosaic can't be implemented on anything less than a robust system.

As for personal preference, simply make it a solid, well-tested package that will run under existing multi-tasking systems (but does NOT require them) and relies as little as possible on external programs/OS component replacements (such as MINT). DON'T skimp on the documentation, and don't even think about mentioning delivery dates until the package is ready to ship!

1617. Original Infocom games wanted

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 07:58:41 UTC
From: keith@actrix.gen.nz
Message-ID: <Cy9stu.KrL@actrix.gen.nz>
Source record: 178393
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

WANTED INFOCOM GAMES

Wishing to purchase the following original INFOCOM games
MUST have ALL original packaging and be in good condition

Any computer format

Seastalker
Sorcerer
Wishbringer
Deadline

Zork Trilogy
Enchanter Trilogy
Classic Mystery Library
Science Fiction Classics

Also interested in early Infocom games i.e the ones with the wierd
packages such as

Deadline police folder in 302x256x3 pouch
Suspended 240x317x70 box with recessed white face mask
The Witness police folder in 302x256x3 pouch
Infidel 235x304x8 folder in form of writing case
Sorcerer 308x239x12 box
Seastalker 238x300x7 folder

ALso looking for Infocomics such as

Lane Mastodon vs. The Blubbermen
Gamma Force in Pit of a Thousand Screams
ZorkQuest: Assault on Egreth Castle
ZorkQuest II: The Crystal of Doom

Willing sellers please e-mail details for negotiation

THanks

Keith Stewart

PS I already have Lost Treasures of Infocom I & II

1618. Re: Best Program For Modem for Atari ST 1040

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 08:15:17 UTC
From: wz@echo.chem.TU-Berlin.DE
Message-ID: <wz.783159317@echo>
Source record: 178392

walusoft@cbbs.win-uk.net (martin stacey) writes:

>>Rufus isn't so good ...
Why??

>Teddy Term [TTerm]
>Coma [german althought I think the latest version may have english
>Starcall [German]
>Uniterm [English and has VT52,100,102,200 plus Tektronix 4010 and
CoNnect [simply the best! German with English docs and support]
FZTerm

I prefer CoNnect, it's fast full GEM, comes with super script language
and the CoSHY (connect shell) is better than some comercial CLI's...

Bye Wolfgang

1619. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 08:19:02 UTC
From: Rod@ivecoft.demon.co.uk
Message-ID: <783159542snz@ivecoft.demon.co.uk>
Source record: 178375

In article <38j5t3$27v@prime.mdata.fi>
contacts@mits.mdata.fi "Pekka Saarinen" writes:

> In article <Cy83Ho.54K@inter.NL.net>,
> A.V. Groenink <groenink@inter.NL.net> wrote:
> >We are currently investigating the marketability of a Mosaic product
> >for the Atari ST/TT/Falcon line. Therefore we would like to hear from
> >you whether you would be intersted in such a product, whether you know
> >any other users who would be, etc.
>
> I am very interested in Mosaic and would certainly buy it for
> my Falcon if it would be available.
>
> >Furthermore, on what configuration would you be wanting to run
> >Mosaic - would this be MiNT plus MiNTnet, or should we rather provide
> >built-in support for dialup SLIP with additional services such as ftp?
>
> Built-in routines would be best, along with NVDI 3 and Magix!-support.
> I don't know yet about technical aspects of Mosaic, but it would always
> be best that all these ways of doing things were fully user-configurable
> right down to graphic look and fonts.
>
> Best Regards,
>
> ----Pekka Saarinen
>
> Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)
> ---
> Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
> CubaseAudioForFalcon(CAF)2.01/LotsOfMidistuff/200YearsOldBass/Beer!!
> PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
> ---
>
>
Yep put my name down for a copy please!
I run a 4Mb 1040STe under MagiC/Ease/NVDI at home and could do with a decent
access vehicle into the net!

Rod Keen Std disclaimer applies
to all comments made above

1620. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 08:34:01 UTC
From: roemer@dares.rbi.informatik.uni-frankfurt.de
Message-ID: <38l49p$92a@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 178305

In <Cy83Ho.54K@inter.NL.net> groenink@inter.NL.net (A.V. Groenink) writes:

>We are currently investigating the marketability of a Mosaic product
>for the Atari ST/TT/Falcon line. Therefore we would like to hear from
>you whether you would be intersted in such a product, whether you know
>any other users who would be, etc.

>Furthermore, on what configuration would you be wanting to run
>Mosaic - would this be MiNT plus MiNTnet, or should we rather provide
>built-in support for dialup SLIP with additional services such as ftp?

Please DON'T do built-in support for SLIP only. There are people around
which must use PPP (due to a not 8bit clean dialup link) or have no
SLIP or PPP account and therefore use term to redirect internet services
to their local machine.

And one never knows -- one might connect his Atari via Ethernet to a local
LAN... (to be able to have a look at those movies or pictures without wait-
ting for hours).

So please don't reinvent the wheel. MintNet will soon contain Ethernet
support, and I'm going to port it to Magix one day.

If you don't want to support MintNet, then at least make the socket inter-
face compatible to MintNet so everyone that wants to use MintNet is able
to do it.

If you need information about MintNet, don't hesiate and ask me. I will
support you as good as I can, because I'm personally interested in such
a Mosaic like thingy.

Kay Roemer.

1621. Re: For sale: IMAGE CAT

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 09:02:17 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <38l5up$4hs@golem.wcc.govt.nz>
Source record: 178400

In article <38kptd$hiq@nyx10.cs.du.edu>, japolis@nyx10.cs.du.edu (Jeff Apolis) writes:
>Nifty prigram for keeping track of all of your pictures... prints out a
>nice catalog for reference!
>IMAGE CAT...$10 plus $3 express shipping
>japolis@nyx.cs.du.edu

Jeff you are alowed to place more than one item for sale per posting,
also its far easy to read as well..:-)

You don't get all those Headers....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1622. Re: TT (was WWW)

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 09:14:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <ftn_2.203.203.7$fidonet.org_2eae21d7_Bo.Leuf@ct.se>
Source record: 178378

Stephen Usher wrote using non-metric electrons on 25 Oct 94 (to Bo Leuf)...
> steve@earth.ox.ac.uk (Stephen Usher)
>
> [...]
> If you ever opened the case of a TT and tried to fix one you'll know why
> the TT was available in such small quantities. The machine just wasn't
> designed to built on a production line!

Well, yes and no. Early versions were admittedly pretty close to "prototype design", and the TT never really achieved any large volumes. There were later revisions however, and I think MegaSTE and TT ended up sharing many of the same production facilities.

> I mean, who would design a
> machine where parts had to be part assembled before the final soldering
> of the VME bus was done by hand, then some of the metal shielding had to
> be bent into place.

Later TT's didn't have metal shielding, instead one utilised an aluminum spray on the inside of the plastic casing. How design progressed on some of the subassemblies I don't know. But normally any production design will have a multitude of subassembly and component alternatives, some more "handmade" than others, and will use whichever one is realisable at any given time depending on the availability of specific components or production lines.

> Whatever else you may say about the PC design, at least it's easily put
> together on a production line.

Well, you are talking about a whole different scale of production with many many more manufacturers involved and competing with each other. Also it is still possible to find less than perfect PC design too.

(illegible signature) Bo Leuf

1623. Re: DVORAK's latest column

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 09:56:01 UTC
From: steve-j@teleport.com
Message-ID: <38l93h$mfo@kelly.teleport.com>
Source record: 178301

In article <38kv36$3mg@newsbf01.news.aol.com>, AaronLP <aaronlp@aol.com> wrote:

>Did anybody notice in PC Magazine, Oct 25, in Dvorak's column, he
>mentioned about where Digital Research's GEM operating system was? And
>how well written it was? He was talking about our Atari OS, wasn't he?

Not necessarily! The Atari's OS is really ATARI's GEM. Novell (who
bought out DRI a few years back) has been 'revamping' GEM for other
purposes, but I don't know all the details.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@teleport.com	their feet on anything with 'Welcome'
or steve-j@genie.geis.com	written on it." -- Andy Partridge

1624. Re: program to play samples wanted

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 10:06:59 UTC
From: djsime@dux.dundee.ac.uk
Message-ID: <38l9o3$ddo@dux.dundee.ac.uk>
Source record: 178302

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

: Can anyone help me out finding programs that let me play samples (.SND)?
: I found a nice one called "snd_play.acc" but unfortunately it has some bugs in it
: so it messes up the GEM screen, and I think it has bombed out a few times too.

: I would also like to get hold of a program that will let me assign samples to
: various "beeps", like if you move outside the file selector etc. Not just the
: "sysbeep" thingy, but for different areas of GEM.

: Someone else mentioned a few programs like that, but they can't be found anywhere.
: So, which program(s) are available and where do I find them?

: Thanks.

Ther is a program called GBELL which only works on an STe. It allows you to
assign samples to different 'events'. It's probably available on the major
ftp sites such as Hensa and AAUE.
Cheers,
Dave

: Hallvard, Oslo, Norway

1625. Re: What *is* TT-ram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 10:19:48 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Oct26111949@issan.informatik.uni-dortmund.de>
Source record: 178303

In article <38j6dr$68m@oak44.doc.ic.ac.uk>, am14@doc.ic.ac.uk (Antoine Martin) writes:

|> Another major difference between ST and TT ram is
|> that TT ram is not shared by the 680x0:
|> all other components are not connected to it
|> (i.e. DMA sound, video ...)

Except for the SCSI and SCC DMA which can access the full 32 bit
address space.

|> So the 680x0 don't have to wait when it wants to
|> read something in memory, whereas for ST-ram you
|> usually have to wait that the video controller
|> finishes his job before beeing able to do anything.
|> (On the STF/STE, this was well handled as Shifter
|> and 68000 were synchonized).

|> Antoine Martin.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

1626. Re: VIEWER.APP woes

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 10:37:50 UTC
From: vctec@westminster.ac.uk
Message-ID: <CyA073.32L@westminster.ac.uk>
Source record: 178306

Sander Stoks (sanders@sci.kun.nl) wrote:

: Well, I'm quite impressed. But I'm getting the feeling that I'd need
: 16M RAM and 32M Swapspace for this. How about memory requirements?

You can run MasterBrowse on a basic ST. I support the program in the UK
too...and Michel, you forgot to mention HENSA as one of the official
places to get the program....

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1627. Re: DVORAK's latest column

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 10:45:41 UTC
From: azog@world.std.com
Message-ID: <CyA0K5.2vu@world.std.com>
Source record: 178307

aaronlp@aol.com (AaronLP) writes:

>Did anybody notice in PC Magazine, Oct 25, in Dvorak's column, he
>mentioned about where Digital Research's GEM operating system was? And
>how well written it was? He was talking about our Atari OS, wasn't he?

He was talking about the GUI, not the OS

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

1628. Re: HELP! I need MiNT UUCP!

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 10:54:31 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <38lch7$6hs@aiscube.AIS-Dortmund.DE>
Source record: 178399

John Collis (john@albemuth.equinox.gen.nz) wrote:
: theo@mailmak.ping.de (Theo Janssen) writes:

: Well, already you have told me more things about various ports etc than
: I have seen in the last 18 months in this newsgroup. What are the ports
: of SMAIL, WNEWS and INND?? There really needs to be a definitive listing
: of where this software is available from.

If you are not running MiNT, all these packages should not be very
interesting for you, as they are probably not able to run in a standard
TOS-Enviroment. MiNT behaves a lot like UNIX. For that reason it is often
quite simple to port *IX-Software like smail (Mail delivery agent), wnews
(stripped down version of bnews) or innd (another *IX based Newsprocessing
package).

: I for instance aren't so interested in UUCP/Mail/News solutions for MiNT
: as I don't run it, but there must be other software around for just
: normal TOS environments like the port of NN from a few years ago. For
: instance the readme for the port of NN mentions two other systems, that I
: have never heard of before; HH rmail and MNEWS. Where is this stuff
: available from??

Never heard of a port of NN to TOS !? What is "HH rmail" and "MNEWS ?"
Well, here is a small part out of D. Ackermann's.... TCP/IP FAQ:

>UUCP Software (This list belongs here, but needs to be fleshed out)
>
> The following packages can all be found at ftp.clausthal.de under
>pub\atari\telecom\uucp\ .
>
> Hermes 1.10
> Mercury
> Upoint-Light

> The only one of these packages that I have any experience at all with
>is Upoint Light. It is nicely done and all works inside of a profesional
>GEM interface. I do not have access to using UUCP at my university, so
>please if you use UUCP help flesh this section out.

hope that helps.

cheerio Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

1629. Help with diskdrive needed (?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 11:02:44 UTC
From: W.Koster@rc.rug.nl
Message-ID: <CyA1CL.3ux@rug.nl>
Source record: 178309

Hi there,

I (well my mother) have an Atari 1040 STf. The problem is that the applications bomb-out. I suspect that the diskdrive isn't working properly. Since it is an old machine (this is a typical Dutch frase, litteraly translated to English, so it propably stinks :-), but still in use, I would like to try if I could hook on an old (second handed) external non-Atari diskdrive.

Is this possible, and can I reach it as drive B: or how do I do it ?

Any help is welcome.

Willem Koster
(Please Cc: W.Koster@rc.rug.nl)

1630. AUTO Folder + Spectrum FTP SITES

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 11:05:05 UTC
From: sallafra@col.bsf.alcatel.fr
Message-ID: <434@lacerta.sxb.bsf.alcatel.fr>
Source record: 178267

Hi everybody,

I want to ask you 2 questions:

- What programs do you put in your auto folder to improve your Falcon ?

- Could anybody tell me where I can find programms for the emulator ZX spectrum (I need the FTP SITE, and the exact directory where I can find the games, and if possible, I would like a list of the games.)

Thank you very much

Laurent

1631. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 11:06:55 UTC
From: whitema@rtsg.mot.com
Message-ID: <38ld8f$8g6@delphinium.cig.mot.com>
Source record: 178312

In article <38f1jr$rof@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>FZDSTERM KEY...!!!
>
>Should not the Key to FZDT be put into the Public domain,
>there is no support for the program at all, and if you register
>it you will just loose your money and not get a Key...
>
>Is this not Shareware Piracy, from the other direction..??

Normally, I don't agree with Roger, but in this case I do. I really like FDT, but I'm still waiting for my key. OTOH, if anyone out there is willing to send me the key (and instrctions on how to use it), I can send you a copy of the cancelled check I mailed to Aaron Hopkins.

Mike
whitema@cig.mot.com

1632. Anyone installed LaTeX2e

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 11:13:08 UTC
From: cc103@city.ac.uk
Message-ID: <1994Oct26.111308.17178@city.ac.uk>
Source record: 178310

I have found CS-TeX to be very good, but it only has LaTeX 2.09, I was wondering if anyone has installed LaTeX2e to work with CS-TeX, if yes can the please tell me how, because I couldn't get it to work.

--
Stephen Norman - Nogssoft Software
E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Life is a lemon and I want my Money Back

1633. Re: Falcon Monitors (?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 11:26:28 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <38led4$i7h@whitbeck.ncl.ac.uk>
Source record: 178396

In article <Cy86HG.L0A@world.std.com>, azog@world.std.com (azog) writes:
>IMHO your best bet is a multisync SVGA. You want a monitor that can
>do as many sync rates as possible. I have one that does between
>30Hz and 72Hz. Ive heard tell that the absolute best monitor
>for any machine is the NEC 3d, as it can go down to something like
>15Hz.
>

Go for the Microvitec MultiSync (I forget the product code), it really is
the Dog's B*llocks. It goes down to a 15Hz scan as well.....
Note that the newer NEC 3d 's DO NOT scan down the 15Hz, only ones over 3 years
old (so you could try scouting for a second hand one).

But hell, I use a cheapo 149.00 (UK) SVGA multi-frequency (switched freq ranges)
and that gives me a tidy 800*600*16colours with no extra hardware on my falcon
at all (maybe I'll buy BlowUp or ScreenBlaster one day, but in 2 years I've
never felt the need).

Craig.

(f030 4/32Mhz, FalconScreen5, NVDI, MiNT1.11h2, Winx2.3g)

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

1634. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 11:32:35 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CyA2qC.43t@exeter.ac.uk>
Source record: 178395

In article <38ind9$6no@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>
> Bubble Bobble Falcon Reservoir Gods
>

Now that I _will_buy_ no matter how much it costs!
Ever played the ST version on a Falcon? Slight graphics corruption, but boy
is it fast!
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| D2D version of SuperSam due is now in final beta testing! |
+---+

1635. Re: program to play samples wanted

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 11:43:41 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CyA38t.4C9@exeter.ac.uk>
Source record: 178311

In article <38hegt$aut@baugi.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:

> Can anyone help me out finding programs that let me play samples (.SND)?

If you have a Falcon then get hold of SuperSam (v1.08 out very shortly) as
this will play SND files quite happily.

(Just think with a comp.sys.atari.falcon it would be much easier to suggest
programs that will work on the questioners machine...)
--
```
+-------------+-------------------------------------------------+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+-------------------------------------------------+
| D2D version of SuperSam due is now in final beta testing! |
+-----------------------------------------------------------+
```

1636. Upoint Light

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 13:02:12 UTC
From: kkorpon@cc.umanitoba.ca
Message-ID: <38lk0k$1ck@canopus.cc.umanitoba.ca>
Source record: 178329

Does anyone know anything about a program called UPoint Light? Rumour has it that this is a program similar to Mosaic? If it exists, where can one get it?

1637. Re: NVDI 3.01 now available!

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 13:03:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199410261503.a10733@pb2.maus.de>
Source record: 178337

On Tuesday October 25th at about five past six
jyoung57@delphi.com (*jyoung57*) happened to write:

Hi folks!

J>Well, I was told by SS that 3.0 would be available in October, but you
J>know how that goes...Anyway, 2.5 will keep me happy in the meantime..

I received my *NVDI 3.01* today.

Its really cool. *Very easy* to install. Just enter your serial#, click to get the font-path, and there you go.

Drivers for all major printers. Even 600dpi laser- and 720dpi inkdrivers. Everything is neatly controlled through a couple of CPX-modules. A tool for easy custom-creation of your own printer driver is included as well.

Talking speed? Wheew, *very* fast indeed. Forget Sp**d* 5.0. But you'll need quite a lot of memory if you install many fonts.

I bought a Bitstream 500-font-CD and I can access all of them without problem directly from the CD. NVDI scans the subdirectories in the fontpaths (yes, you can have multiple paths!) as well!

Now I have all the fonts I need, and more. Much more :-)))

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

1638. Printer Capture from Calamus 1.09

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 13:20:05 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Oct26.132005.6064@unix.brighton.ac.uk>
Source record: 178333

I would like to capture the print output from Calamus to a file. There are a number of programs that do such a thing, but all the one's I have tried don't seem to work with Calamus's print routines.

Any ideas etc... The reason why I want to do this is because I want to print using a LaserJet on the university system. So if I could print to a file I could put this file onto the univeristy system and just dumpit to the printer.

--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-

1639. Re: Shareware Piracy...

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 13:24:39 UTC
From: s9205525@otto
Message-ID: <38llao$lu9@aggedor.rmit.EDU.AU>
Source record: 178304

```
: I hope in your article Frank, that you also mention about the
: writers of shareware that dont honor their end of the shareware
: deal!!!! i.e. AARON HOPKINS of Fzdt fame (or is that infamy).

*****************************************************************************
* *
* John Moon *
* *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* *
* *
*****************************************************************************
```

1640. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 13:31:53 UTC
From: s9205525@otto
Message-ID: <38llo9$lu9@aggedor.rmit.EDU.AU>
Source record: 178308
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

: As for ST Format has anybody else had troble with cover disks?

: I have every issue from ST/AMIGA Format till now, and not one cover
: disk has had anything wrong. The only cover disk I have had a problem
: with, is the latest issue of ST REVIEW, one of the 2 coverdisks
: obviously had something heavy fall on it in the mail between
: the U.K. and Australia, and it is totally wrecked. Pretty good odds I
: reckon. I just think that if you get a crook disk with a mag, then
: one would be pretty unlucky.

****
* *
* John Moon *
* *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* *
* *
****

1641. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 13:46:36 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <38lmjs$pfc@infa.central.susx.ac.uk>
Source record: 178282

: make it for the unwashed masses.... you know the 500,000 plus of us who
: couldn't compile and configure MiNT/MiNTnet if our lives depended on it.
: Make it plug_and_play with all the built-in support for SLIP with ftp,
: telnet, ping, irc, etc. etc. etc. Make it to work on the machines owned
: by the vast silent majority of us.... yes, those of us with the lowly
: ST and STe's without $1000 graphics cards, who do all our work in ST Med
: and only occasionally ST High (I don't want to hear a single word from
: you monochrome bigots :-). More importantly, make it reasonably priced,
: make it bug-free under every conceivable configuration, make it easily
: available and make it yesterday!

I agree whole heartedly with all the above except.....this kind of
software should only be used in MONO, just looking at the X Windows
interface gives an idea of the amount of detail required on screen at
any one time - lets face it, All performance software runs in MONO.

: Most importantly... just MAKE IT! "build it and we WILL come"

Steven

1642. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 14:21:12 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <38loko$39s@charm.magnus.acs.ohio-state.edu>
Source record: 178255

>I agree whole heartedly with all the above except.....this kind of
>software should only be used in MONO, just looking at the X Windows
>interface gives an idea of the amount of detail required on screen at
>any one time - lets face it, All performance software runs in MONO.

Parts of the web would be *extremely* boring in mono, if the product is
properly written it will function in all resolutions in however many colors the
user wants. That way if you want to only use it in Mono you can, and if someone
else wants to use it in low-rez they can, or if someone has a video card they
can use that. Simple, elegant, functional, and nothing to argue about as it
will make everyone happy!

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"You know very well that it is thanks to (war) that you are here enjoying your
wonderful daily life so full of pleasure, reward, love, joy, and excitement.
Actually, I'll wager that it's rather more full of anxiety, problems, economic
difficulties, quarrels and disappointments, but you're so attached to them I
shan't be able to shake you loose. Love and joy are incredibly habit-forming;
often a single exposure is enough to cause permanent addiction. But I have no
doubt you steer clear as much as you can of anything so masterful."
- 'You're an Ignorant Idiot', by Chad C. Mulligan

1643. Re: No audio from ExtenDOS Pro

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 14:44:18 UTC
From: ben@sv.span.com
Message-ID: <261094144418.gem8y@sv.span.com>
Source record: 178313

In article <387apd$93f@crl7.crl.com>,
Sam McGee <sammcgee@crl.com> wrote:

>I just received ED pro and the audio doesn't work. Nothing from the
>speaker, nothing from the audio output jack. All my sound CPX config ok.
>The disk spins and I can change tracks but no sound. Otherwise it reads
>disc data fine. Help. (tried D=20,21 - no go)

Erm, which audio output jack do you mean? The CD audio comes from a
separate connector on the back of the bare CD drive, it's completely
separate from the computer audio.

--
|)
|)en
* GEM-News * A horse may be forced to drink but a pencil must be lead.

1644. Re: Neodesk 4 patch.

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 14:50:11 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <38lqb3$a5m@terminator.rs.itd.umich.edu>
Source record: 178314

>Okay, the Neodesk 4 to 4.02 patch has been sent to Mickey Boyd (
>atari-archive boss), and has been posted onto c.binaries.a.st.

>If there's any problems, they ain't mine!

It's now located in Utilities/Desktop on a.a.u.e.

baldrick

1645. Re: Upoint Light

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 14:57:23 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <38lqoj$acp@terminator.rs.itd.umich.edu>
Source record: 178315

>Does anyone know anything about a program called UPoint Light? Rumour has it
>that this is a program similar to Mosaic? If it exists, where can one
>get it?

Upoint Light is a GEM UUCP package. It can be found at
atari.archive.umich.edu under Network/Uucp. Describing it as similar to
Mosaic is a stretch. Upoint does not do http or really anything else
relating to the WWW. So in that case it's not similar to Mosaic.
However it is an all GEM based, extremely user friendly implementation of
UUCP. So if you can access your provider via UUCP this is a very nice
way to do it. By the way it is now up to medium.

So it's easy to use like Mosaic, but it is NOT an interface to
the Web.

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

1646. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 15:01:31 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410261408.AA02223@ilmen.lanl.gov>
Source record: 178316

In article 160404STIRRE31@MAINE.MAINE.EDU, <STIRRE31@MAINE.MAINE.EDU> () writes:
>Hutch,
>I agree that Atari probably, most likely _will not_ go
>through the trouble of running off a batch of TOS 4.92
>ROMs. Heck, they have Lynx games completed but do not
>wish to take the time to produce them. However, the
>decision of Atari to lisence TOS to others and to turn
>other computer projects over to 3rd parties (SpeedoGDOS
>and Falcon games) is a good sign. Perhaps, there is
>just a slight possibility of Atari allowing Compo, for
>example, to continue developing TOS? What are your
>opinions on this?
>-scott tirrell

Sure, there is always 'a slight possibility,' but it remains just that. It is very difficult for us 'mere users' to understand the complexities (financial and otherwise) that would make Atari hesitate to undergo such an agreement with a third party. It seems to us like it should be a logical thing to do. But Atari has historically been -very- tight with their proprietary information and very short sighted, IMHO, in the licensing and/or distribution of the same. They have always concentrated on the 'quick buck' and for them to turn over TOS development to someone else doesn't really fit their modus operandi, unless they could actually SELL it outright for a large amount of cash; something I think is highly unlikely at this time. Then there is always the problem about support of such a product that they -should- be concerned about, although that's not very typical of them either. :)

They have continued to lose money in the computer arena for a number of years due to mismanagement, poor business decisions (anyone remember the Federated fiasco?), extremely poor marketing, developer non-support, etc, etc, ad nauseum. The only way they have managed to stay afloat this long is by cutting services and support to the bone, again a short-sighted decision. Now they have come up with a product (Jaguar) that is showing them a slight profit. With such extremely small staffing and limited resources, where do YOU think they will invest their time and money? One thing is fairly certain... it's not likely to be in personal computers.

Oddly enough, perhaps the best thing that could happen would be for Atari to 'officially' drop all support and future personal computer development. In that scenario, I would think they would want to sell off all their proprietary information, or at least license it out, which would open the door for third parties to take the ball and run with it. Whether or not those third parties would consider that financially feasible is unknown.

This is just IMHO, of course, and only time will tell what really happens.

Cheers,

-Hutch- @ Fair Dinkum Tech

1647. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 15:03:38 UTC
From: gaghon@nevada.edu
Message-ID: <38lr4a$aka@news.nevada.edu>
Source record: 178317

Tommi Hietavuo TKKK (THIETAVUO@FINABO.ABO.FI) wrote:
: In <38g2ld$4j7@whitbeck.ncl.ac.uk> Craig writes:

: > Now - what we really want is for Atari to release TOS 4.92 along with the
: > next PD MiNT binary release (I believe this is due RSN).

: Absolutely true, if anything ! If Atari doesn't want to continue developing
: AES, it really should give AES 4.1 beta to Public Domain. This beta version is
: so damn good that it really _is_ a crime to keep it unreleased !!

: Btw; all Atari multitasking systems seem to have one problem in common: when a
: fileselector pops up, all other processes freeze up =-(. While doing some data
: transfer this simply isn't acceptable, because: pause -> timeout -> problems...
: The same thing occurs when you use menus, or the disk drive reads or writes.
: Can anyone tell me, why these things can't be improved - when e.g. Mac OS
: handles them better?

I think that the fileselector runs in Supervisor mode is why this
happens. I don't know why? I would assume since AES is the highest OS
service, it would call XBIOS, BIOS, and GEMDOS, and they would run in
supervisor only.

Vince

1648. Re: alt.mags.st-action.die.die.die

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 15:19:58 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994Oct26.151958.8144@vax.sbu.ac.uk>
Source record: 178326

In article <38epcs$q44@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz
(Steve Wells) writes:
>] I notice that the new-look ST Review incorporates eight pages' worth of
>] ST Action inherited from ST User. Now, it seems to me that if ST Action
>] had been any good it wouldn't have been closed down and incorporated into
>] ST User in the first place. So why must it now be passed to ST Review like
>] a parcel with extruding wires and a distinct ticking sound?
>
> Because the original magazine was far too expensive for the low quality
> item that you got, and all 3 magazines are done by the same people
> (Europress). As long as you don't have to pay extra, then it's not too
> much of a problem! :)
>
> It's a bit sad for ST-Review which at the moment is the best ST magazine
> around, (and has been for a long time), to have this insert bogging
> it down....
>

I assume that the publishers insist on keeping the name 'ST Action' for the
games section of a current magazine, so that the trademark is kept active.
Although it's unlikely that Europress would ever want to restart Action as a
separate magazine, it prevents anyone else from doing so.

--
Ross McNaughton
mcnaugra@vax.sbu.ac.uk

1649. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 15:37:31 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410261445.AA02234@ilmen.lanl.gov>
Source record: 178318

In article SAA21229@postbox.acs.ohio-state.edu, baumgardner.19@osu.edu (Judy Baumgardner) writes:
>In article <9410251605.AA01839@ilmen.lanl.gov>, hutch@ilmen.lanl.gov
>(Hutch) wrote:
>
>> Please don't. Uploading files _would_ upset some people.
>
>You're so cute with your netcop hat on, Hutch <grin>.

Ah, gawrsh! <blush> But a 'netcop?' No, just someone who finds that most of the rules of net use actually do serve a worthwhile purpose.

>Any problems with my hypothetical situations could be discussed in the
>hypothetical falcon area.

Oh no! Now we have a 'comp.sys.atari.falcon.hypothetical' proposal! :)

>> Many newsgroups exist on the net with VERY little traffic (< 1 per day) so
>> that's not really a problem or a bearing on a group's continued existence.
>
>So why vote against it? Why not say "well, I think they're stupid, but if
>that's what they want to do, just let those wacky Falcon owners go away
>and leave us to our own business".

I would vote against it for the reasons I've already stated, that being, it's easier for me to read fewer newsgroups and I think (just IMHO) that it -would- lead to more cross-posting. BTW, I'm one of those 'wacky Falcon owners' too.

>It's noteworthy that you have so much to say on a topic you're so
>ambivalent toward! <grin>

You are mistaking 'cooperation' for 'ambivalence.' I would -prefer- to have fewer newsgroups, but it's not worth my time to argue about. The one possible exception is the .programmer proposal as I consider those topics to be of sufficiently narrow interest to make a separate group worthwhile. I don't personally believe the argument for a .falcon group is that strong, but I will cooperate with what the majority decides in a vote. That's NOT ambivalence!

>Heaven forbid we find a topic you're all gung-ho for!

Try me on software piracy issues. ;-)

>I still don't understand what the big deal is.

Me either. But all this is still just a moot point until someone takes the initiative and goes through the process for a formal .falcon RFD and CFV. Lot's of talk, but very few who are willing to expend any real effort. And that's curious as there seems to be a lot of support for the idea.

-Hutch- @ Fair Dinkum Tech

1650. BACKDROP.PRG & AUTO folder

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 15:47:28 UTC
From: mcsse2gcs@dct.ac.uk
Message-ID: <1994Oct26.154728.1@dct.ac.uk>
Source record: 178319

I have been trying to use a program called BACKDROP.PRG by Thomas Kroebel which displays a picture on the desktop. The program runs OK and displays the picture from GEM, however, when I put the program and the picture in the AUTO folder nothing happens. The user manual is in German so this does not help matters!

Has anyone used this program in the AUTO folder with any success?

1651. Mega Ste and software FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 15:53:04 UTC
From: dssjms@aol.com
Message-ID: <38lu10$aon@newsbf01.news.aol.com>
Source record: 178324

I'm getting rid of all my Atari computer stuff and this is what I have
left along with an Updated (discounted) price list

Atari Mega STe with 4mb RAM and a 11ms 210mb hard drive, keyboard and
mouse.....625.00 or best offer

black and red beetle mouse.....10.00
A/B printer switch w/cable.....5.00 or free with 50.00 purchase

Multitos.....35.00
NVDI.....35.00
X boot 3.....15.00
Codekeys.....5.00
TBX CAD.....5.00
Superbase Personal.....5.00
Calligrapher 3 w/xtra fonts.....60.00
defender of the crown.....1.00
AD&D heroes of the lance.....1.00
the pawn.....1.00
Phantasie 1,2 &3.....1.00 each

all manuals included

please E-mail me at DSSJMS@aol.com

1652. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 16:04:50 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410261512.AA02247@ilmen.lanl.gov>
Source record: 178323

In article ra5@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>In article <9410251641.AA01870@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>>
>>it's still illegal to post copyrighted software without the author's express
>>permission to do so.
>
>But the Author will not respond, I think with a warning here it can be done..

Justified, perhaps, but still not legal. No site should knowingly accept the
posting of copyrighted material under any circumstance without authorization.
Granted, it's not fair, but neither is life. ;-)

-Hutch- @ Fair Dinkum Tech

1653. Re: WP/DTP Package with Postscript output?

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 16:26:50 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <783225028.1@mettav.exnet>
Source record: 178322

It was none other than Walter Hellman that wrote on 19 Oct 94 that ,
WH> I don't know if Pagestream 2.2b is compatible with the Falcon,
WH> but if it is, this is a very easy way to do what you want to do.

It certainly is ..and almost like a new program in 256 colour mode on an accelerated Falcon !

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

1654. Desperately Seeking a FALCON030

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 16:36:36 UTC
From: BRUCES@VM.TEMPLE.EDU
Message-ID: <1705BB154S86.BRUCES@VM.TEMPLE.EDU>
Source record: 178325

Got a Falcon you wanna sell? I wanna buy it! I am looking for a Falcon030 in excellent condition with at least 45 megs RAM a HD and the at least the origina l software it came with (MultiTOS, SOund stuff, Atari Works etc...) If you hav e a monito great,. if not that ok too... Please do not reply to this mesage, in stead, sedn ALL EMAIL TO SARTE1@JEFLIN.TJU.EDU!!!!! Thank you so much!!

1655. NN on an ST (Was Re: HELP! I need MiNT UUCP!)

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 17:00:12 UTC
From: woodford@esca.com
Message-ID: <1994Oct26.170012.23704@esca.com>
Source record: 178269

john@albemuth.equinox.gen.nz (John Collis) writes:

>I for instance aren't so interested in UUCP/Mail/News solutions for MiNT
>as I don't run it, but there must be other software around for just
>normal TOS environments like the port of NN from a few years ago. For
>instance the readme for the port of NN mentions two other systems, that I
>have never heard of before; HH rmail and MNEWS. Where is this stuff
>available from??

Speaking of NN, I've compiled the latest beta release (6.5.0), with
the Overview database, on my ST to use over a SLIP link using NNTP.
(Runs under MiNT and MiNTNet; sorry John..)
It starts up, talks to the news server and downloads the list of active
newsgroups. Trouble is, my 4Mb ST (with ~2.5Mb free, after everything's
installed!!!) just can't cope with NN's memory requirements when
connected to a full (and I mean _every_ group in existence) usenet news
feed. :-(Remember, we're just talking about downloading the active
news group list here. I don't expect to download the contents of _every_
group! The overview database resides on the news server so I don't need
a local database either.

Has anyone else ported the latest NN and found a way to cut down on its
memory requirements? For example, dumping stuff to temporary disk files?
Speed isn't too much of an issue, as even on the news server, NN runs
pretty slow due to the system load.

I'll look into this myself over the next couple of weeks, but if I'm
re-inventing the wheel, someone let me know! If I'm not, and I get it
going, would there be any interest if I uploaded it to umich? Heck,
those of you with 14Mb Falcons could probably go with the binary I have
currently; lucky buggers! ;^)

Cheers, Steve

1656. Re: AIFF format players?

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 17:03:52 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EJ1QFBUYUp@dksoft.ping.dk>
Source record: 178320

In <38daod$1ta@loose.apana.org.au> Craig Harnath wrote :

>Is there anyway I can download sound bytes of this format and play them
>back on my MegaST?
>

I need one for the Falcon as well.
Also an .AVI player. I believe this is something to do with animations.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\---/-
\---/

1657. Plotting program

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 17:19:13 UTC
From: thopman@uoguelph.ca
Message-ID: <38m32h$hgr@nermal.cs.uoguelph.ca>
Source record: 178340

Is there such a thing as a good PD/SW plotting program for the ST? I want something that uses GEM (so I can multitask reliably under Geneva), is fast, supports both equations and data files, and support for TeX and/or Postscript and/or GEM metafiles. Nice goodies would be curve fitting/splines/regression, the ability to point to an area on the graph with the mouse and have the program tell me what coordinates on the graph the pointer is. I tried GNUplot (from a.a.u.e) but it doesn't really run reliably on my system...

THeo

1658. RE: [Q] Medusa incompatibilities?

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 17:21:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199410261921.a10748@pb2.maus.de>
Source record: 178254

On Thursday October 20th at about twenty-five past eight
dietz@lirmm.fr (*Andreas DIETZ*) happened to write:

Hi!

AD>- Phoenix 2.0

Was on the list of the ST-Computer October issue. It *runs without problems*.

AD>- alternative operating systems like MiNT, Linux or MagiC

Dunno about MiNT and Linux. Mag!C 2.0 does not run on the Medusa. But 2B have
a Medusa and I strongly believe Mag!C 3 will run flawlessly.

AD>- desktop replacements like Gemini

No problems whatsoever.

The team of STC did a little POV-Ray-Benchmark with the same scene rendered on
every machine (all times in min:sec):

Medusa T40 6:28
TT 28:28
Mac II fx 17:59
PowerBook 180 24:16
PowerMac 7100 1:01 !!!
Amiga 4000 23:13 <g>
486/66 6:42

Judge for yourself.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

1659. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 17:21:16 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EJ1QFBVEUp@dksoft.ping.dk>
Source record: 178321

In <38f1jr$rof@golem.wcc.govt.nz> Roger Sheppard. wrote :

>FZDSTERM KEY...!!!
>
>Should not the Key to FZDT be put into the Public domain,
>there is no support for the program at all, and if you register
>it you will just loose your money and not get a Key...
>
>Is this not Shareware Piracy, from the other direction..??
>

It sure is, (although i got my Key). Aaron is rather stupid in my opinion.
He also promised a update so a few bug would be fix'd and s it should run
better on the Falcon. since he posted that promis, he just dissapeared.

Even though i know it's illegal, i'll say this program deserves to be on
the pd market.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\---/-
\---/

1660. Re: X-Windows or X-Terminal for ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 17:26:44 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <38m3gkINN189a@sat.ipp-garching.mpg.de>
Source record: 178334

Tim Llewellyn (tjl@siva.bris.ac.uk) wrote:
> In article <CxtqKG.L5t@sci.kun.nl>, max@cs.kun.nl (Max Geerling) writes:

> |>Is it possible to turn an ST into a (dumb) X-terminal?
> |>If yes, what hardware and software is needed?

> You really need 1024*890 pixel graphics as a minimum to make this
> worthwhile, at least thats what we found when we toyed with using
> Macs as Xterms. Otherwise you can't get much more than an Xterm on the
> screen :-)

I can't answer the original question, but I would not agree with the
1024x890 pixel minimum. I run a Linux box under X with 800x600 pixels
at home, and, as long as you can run a window manager like fvwm (which
allows you a virtual desktop bigger than your real one) I don't feel
that this is a problem. Of course
a) 1024x890 is more impressive :-) and
b) Macs make bad Xterms (at least MacX is an ugly piece of software,
IMHO).

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

1661. WP/DTP Package with Postscript output?

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 17:28:52 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <783225028.2@mettav.exnet>
Source record: 178327

It was none other than Paul Donovan that wrote on 19 Oct 94 that ,
PD> documenting my final year project. I therefore need a decent
PD> package for my Falcon which will allow me to produce a Postscript
PD> file which can be sent to one of the printers here at Uni.
PD> 4) Anything I haven't thought of...
PD> In the report I will need different font styles and sizes, simple
PD> .GEM drawings etc. (and contents generation would be nice)

Pagestream V2.2 is certainly able to do all this (and more) and is a much
better proposition on the Falcon than it was on the ST ,the screen
redraws are at an acceptable speed now. EXCEPT ..and this is the
tricky bit I beleive its postscript output can be a bit awkward at times . I
cannot give examples as I have never tried outputting to a PS file but I think
you have to stick to the 'correct' font types to get it to work succesfully.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

1662. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 17:31:10 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <783225028.3@mettav.exnet>
Source record: 178328

It was none other than Hutch that wrote on 20 Oct 94 that ,

H> Yes, of course I'm being facetious, but it does point out the need
H> for careful consideration as to what the 'optimal' number of
H> newsgroups really is. The amount of existing traffic flow really
H> SHOULD play an important part in this decision.

personally I don't see any problem with the above . Does it matter if you have
1 area with 100 messages or 20 with 5 it all adds up to the same ??
OK it might amount to some crossposts and it might grow to 20 with 7 or
something but IMO that would still be more handleable in general..
I would just take the lot anyway ....plus a few you missed out ...

e.g *.atari.lynx :-)

The idea of loads of smaller specific newsgroups works very succesfully in
NeST, Atarinet,Turbonet etc so I think it would here aswell. The problem with
having one large newsgroup is you have to sift through a hell of a lot of stuff
that I am not that interested/concerned/or can offer help on directly whereas
IF there were more smaller newsgroups there would be some that I could
gaurantee to be interested in every posting and would invariably read it in
detail and then there would be some that I could scan
more lightly and of course others in between which I can concentrate on IF I
have more time... this problem can get quite bad if I don't poll in for a
couple of days I can find 300 messages waiting for me in here
and that takes HOURS to read :-(

H> I find the argument for a .falcon newsgroup to be somewhat less
H> persuasive.

well going back to the other nets eg NeST (and i'm sure anyone who uses that
will back me up here)..the Falcon specific newsgroup is FAR busier than the ST
one !!

H> should prevail when considering adding multiple newsgroups given the
H> limited number of daily posts we experience in the current
H> newsgroups.

This newsgroup has been the biggest (usenet) one that my feed supplies for
quite some time .... bigger even that the ALT.SEX and UNIX ones :-)
But only because we have a more limited number of sub.newsgroups I would
suggest than because we have more users ...

////
Graham Irvine
girv@grin.mettav.exnet.com

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

1663. Re: Shareware Piracy...

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 19:15:41 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <38m9st$bb6@golem.wcc.govt.nz>
Source record: 178330

```
: I hope in your article Frank, that you also mention about the
: writers of shareware that dont honor their end of the shareware
: deal!!!! i.e. AARON HOPKINS of Fzdt fame (or is that infamy).

*****************************************************************************
* *
* John Moon *
* *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* *
* *
*****************************************************************************

How about reducing that unnecessarily large sig'? It's twice the size
it needs to be!

BTW - why the : at the start of each line? It looks like quoting! :)
```

1664. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 19:17:34 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <38ma0e$bb6@golem.wcc.govt.nz>
Source record: 178331
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] : As for ST Format has anybody else had troble with cover disks?

The "GFA-Draft Plus 3" disk that came on a ST-Format extra-disk a while back was so badly stuffed, I could barely read the directory off of it. Luckily I was able to rip off the label, and make a copy of someone else's cover-disk onto a blank, and stick the label on it. Pretty pointless really, and I can't comprehend CAD programs :)

1665. Re: BACKDROP.PRG & AUTO folder

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 19:19:38 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <38ma4a$bb6@golem.wcc.govt.nz>
Source record: 178332

] I have been trying to use a program called BACKDROP.PRG by Thomas Kroebel
] which displays a picture on the desktop. The program runs OK and displays
] the picture from GEM, however, when I put the program and the picture in
] the AUTO folder nothing happens. The user manual is in German so this does
] not help matters!

Programs in the AUTO folder, unless specifically told otherwise, will
look for their data files in the root directory. (A:\ or C:\ usually),
so just copy the picture into the root directory (with the ACC's and
DESKTOP.INF/NEWDESK.INF files), and it should work.

1666. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 19:24:06 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <38macm$emh@nyheter.chalmers.se>
Source record: 178341

In article <38k9dj$1gj@mother.usf.edu>,
Timothy Miller <millert@grad.csee.usf.edu> wrote:
>laurent sallafranque (sallafra@col.bsf.alcatel.fr) wrote:
>
>: >>But I would like to do a small vote... who here uses their Falcon WITHOUT
>: >>a 32MHz board? (This isn't a 'are you happy with it running this way'
>: >>but a test to see if you _are_ running with this system).
>
>: I use a 16MHz board.
>
>Why? The Falcon is already 16mhz.

Sadly, most of the accelerated Falcons also use a 16MHz mother-board.

By the way, until the '040 cards show up, I'm on the 16MHz list as well. :-(

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

1667. 20 Mb SCSI disk wanted !

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 19:52:41 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <38mc29$120@ugle.unit.no>
Source record: 178335

Hi.

A friend of mine is looking for a 20 MB SCSI disk for his 8-bit atari.
NOTE: He wants a _20_ MB disk, because that's the only size disk he can use
with the ICD (multiboard) interface for the Atari XE.

Alternatively he is looking for an ADAPTEC 4000A interface.

He will ofcourse pay for the shipment to Norway as well as the
disk/interface.

So - anyone with any of these items gathering dust, don't hesitate,
reply to this message and I will forward it to him.
Or you could contact him directly with snail-mail (he is not wired) to the
following address:

Vidar Olavesen
Oestaveien 2
N-1712 Graalum.

Erling

ATP/Unix 1.40 This is my tagline.

1668. Re: Civilization

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 19:59:11 UTC
From: RICHARDSON@sscl.uwo.ca
Message-ID: <RICHARDSON.36.2EAEB50E@sscl.uwo.ca>
Source record: 178253

In article <199410252240.SAA22814@postbox.acs.ohio-state.edu> baumgardner.19@osu.edu (Judy Baumgardner) writes:
>From: baumgardner.19@osu.edu (Judy Baumgardner)
>Subject: Civilization
>Date: 25 Oct 1994 18:41:04 -0400

>Anyone had problems with Civilization TOS 2.05? I have a friend who has a
>1040STE with TOS 2.05 in it, and he has bizarre things happen with
>Civilization. (Won't let you enter cities that are yours sometimes, locks
>up sometimes in no apparent pattern, etc.)

Judy, I run CIV on a Mega 4 STE (2.05) with NO problems whatsoever! The only thing I care about is having the 'instant advice' option off, since I beleive it causes problems (besides, it gives BAD advice!!!). I am in the midst of a game at the moment, still no probs :^)

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 661-2067		UWO...unless by coincidence!!
+-------------------------------------+ +--------------------------------+

1669. Re: Falcon Monitors (?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 20:09:03 UTC
From: graham@insignia.co.uk
Message-ID: <CyAqn5.D10@isltd.insignia.com>
Source record: 178347

In article yz@westminster.ac.uk, avsec@westminster.ac.uk (Philip Shore) writes:
>In article <Cy86HG.L0A@world.std.com> azog@world.std.com (azog) writes:
>>sxp17@po.CWRU.Edu (Sanjay Parker) writes:
>>
>>
>>>3) I guess a MultiSync would be the best bet. Multisync VGA or SVGA?
>>> Or can I get a standard VGA or SVGA.
>>
>
>Damn! I thought a MultiSync was a MultiSync. I take it that a SVGA MSync can
>handle more frequencies.
>

Some MultiSync monitors will sync to any resolution in range others have a set of fixed resolutions and you just get the best match.

1670. Newsgroup Reorganisation

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 20:12:55 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10261994.201255@empyr.dircon.co.uk>
Source record: 178264

Hi,

I have noticed a lot of discussion lately about reorganising the Atari newsgroups.

There have been lots of proposals, lots of opinions voiced, and not a lot seems to be getting *done*.

How about getting an idea of who wants what, before we go into RFDs and voting ? By that I mean inviting suggestions of how the group should be subdivided - a one liner saying what newsgroup(s) you personally would like to see. Not paragraphs of discussions and arguments, like we are getting at the moment. Then we can see what people want, as a starting point. Then if there is enough interest in any particular group, someone could put together a RFD for that group, and take it from there.

I know there are probably guidelines on doing this sort of thing, but I doubt if they cover multiple newsgroup creation. Anyway, this is just an idea, and whatever happens, surely there must be a better, more organised way to get this sorted out than the current chaos that's going on at present.

For what it's worth, I would like to see the atari.st remain, atari.st.tech divided into 'Atari.st.hardware' and 'Atari.st.programming' and a new group, 'Atari.falcon' added.

What would *you* like ?

___ Blue Wave/QWK v2.12

VQWK 6.20I

1671. BACKDROP.PRG & AUTO folde

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 20:15:51 UTC
From: larserik@oslonett.no
Message-ID: <38mddn$s9t@hasle.oslonett.no>
Source record: 178336

In message #4, mcsse2gcs@dct.ac.uk writes:

> I have been trying to use a program called BACKDROP.PRG by Thomas Kroebel
> which displays a picture on the desktop. The program runs OK and displays
> the picture from GEM, however, when I put the program and the picture in
> the AUTO folder nothing happens. The user manual is in German so this does

Programs that are started in the AUTO folder looks for their data-files
in root (i.e. put the picture file at C:\ and BACKDROP in C:\AUTO\)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

1672. falcon continually bombs

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 20:44:15 UTC
From: roymaya@primenet.com
Message-ID: <roymaya.1.006C97FD@primenet.com>
Source record: 178035

Hi, i'm hoping someone can help me. whenever I try to run the HDX program to format my scsi disk it places bombs on the screen. I also have another program called DNA Grooves , when I try to install it I also get bombs on the screen. Any help would be appreciated.

Thanks,

Roy

1673. Re: Compiling MiNT v1.10

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 20:49:24 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <38mfck$rb7@ra.ibr.cs.tu-bs.de>
Source record: 178346

M J Maisey (M.J.Maisey@durham.ac.uk) wrote:
: Pondering (mabdul@viking.dvc.edu) wrote:
: : I'm trying to compile the MINT110S.ZOO file into MiNT c1.10 and am running
: : into the following problems.

: I had exactly the same problems. I then got the mintlibs and added the
: -mint switch into CFLAGS in the makefile and it now doesn't give those
: errors. Unfortunately, I now get the following errors:

: fatal error: relocation out of range for (static symbol) in intr.o
: fatal error: relocation out of range for incret in syscall.o

: I also get a few warnings that variables may be used uninitialised
: earlier in the file - I don't know if this is normal.

: I can't quite see how these errors are coming up, as intr.o and syscall.o
: are compiled from intr.s and syscall.s respectively. So it's only got to
: assemble and link them - simple enough, surely?

: ATB,

: Martin
: -----------
: M.J.Maisey@durham.ac.uk
: http://www.dur.ac.uk/~d408x2/

This sounds strange to me, but without more information about
your setup it's almost imposible to help.

You are compiling MiNT 1.10 without patches i guess?
Try to patch up to h9.

You are using GCC (i guess)?
Which version?
Anything other than 2.3.3 and 2.5.8 and maybe 2.4.5 are reported
to be not reliable.

You are using the MiNTlibs?
Which version?
Anything below pl31 is not reliable, i'm working with pl 39, pl 43
is ok.

If you change anything (compiler/libs/MiNT-patch) remove all the
.o files.

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

1674. Virtual Memory 1.1 (VMEM 1.1)

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 21:06:00 UTC
From: Robert_Federle@k.maus.de
Message-ID: <199410262306.a2874@k.maus.de>
Source record: 178339

-A37040@AC3

NP>If anybody knows something about how to work with VMEM 1.1 , call !

It was an old project of mine. I never had the time to rewrite the old code but I decided to release the sources to the public, so maybe someone could use it in his own program. It is _not_ a Virtual Memory Handler as used within 68030 and 68040 based systems, so you don't get additional memory for your ST, unless your programs use the library.

What it does is quite simple: you can use the space on your harddisk with a small library to keep large amounts of data stored on disk instead of memory. Only a little cache is used to get an access window for the whole data. Prior to accessing the virtual memory file, you call a function which handles all the data swapping, so you can access the data of the file without the need to know, whether the data is already stored in the cache or not.

Regards,
Robert

Internet address: Robert_Federle@k.maus.de

Please! Don't send any binaries to the above address.
And not more than 16 KByte per message. Thanx!

1675. Looking for a Calendar prg...

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 21:49:07 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <38misj$14kd@msuinfo.cl.msu.edu>
Source record: 178350

Hello,

I'm looking for a good calendar program that will give me nearly (if not actually) unlimited daily entries. I want to use it to keep track of events rather than as a scheduler, so I need it for things like Birthdays and special events but not to schedule every hour of my day.

I've tried Calendar 6.3 by Bill Aycock and I really like it (esp. the ability to display events x days in advance at boot up). Unfortunately, it's too limited in the total number of entries available.

Entries must be by day of year (Jan 1st) and by position (3rd Saturday of each month, or 2nd Monday of February).

Anyone know of any calendar programs that will fit the bill?

BTW, English is preferred but not required.

Thanks,

Tom
hopper_t@msupa.pa.msu.edu

1676. Re: Atari SLM804

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 22:14:23 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <38mkbv$8l2@mailer.fsu.edu>
Source record: 178342

Sanjay Parker (sxp17@po.CWRU.Edu) wrote:
>
> In a previous article, rmccall@mcs.dundee.ac.uk (Rod McCall) says:
>
> >Is it possible to connect this to an F030?
> >
> Yes- but you need a HEATSEEKER interface, which replaces the SLMC804. This
> costs around $120 (from Toad, anyway).
>
> From my understanding, this is also an improvement, as the unit does not
> require the Laser Printer to be on at startup, and you can turn it off or
> on as you wish without screwing things up. I assume it has its own power
> supply.

I saw a letter in a recent ST Informer magazine that claimed the company
that does/did Heatseeker took his money and never delivered the product.
He theorized that perhaps it does not exist (the product, that is). I don't
know if this is true or not, but one might wish to check before depending on
the ability to buy this product. If Toad has them in stock, that would be a
good sign :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1677. Re: Developing Mosaic for the ST - addition

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 22:15:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <38mkd9$dko@golem.wcc.govt.nz>
Source record: 178251

In article <38l0pf$857@cascade.pnw.net>, mparrott@pnw.net (Michael Parrott) writes:
>I, too, would like to see Mosaic available for the Atari computers. While my
>own system should be able to handle just about any requirement you set
>other than a Falcon platform, I would say from observing messages over the
>past few months that anything that doesn't fully support everything from

Atari have stated many many times to upgrade to TOS 1.4, I think that people
are supid if they don't, TOSes below 1.4 have far to many bugs to work around..

I don't thing you will see Mosaic on any thing less than a Falcon/TT, the
other Atari machines do have the screen resolutions, also I thought that
Mosaic had to be run from a Slip/Tip connections, and your system
would have to implement a Unix type system, I could be wrong on this,
but may be some one can post the minimum requirements of a Mosaic connection..

So Please do yourself a big favour, get TOS 1.4 fitted tou your Atari....!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1678. Atari Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 22:21:15 UTC
From: Doug Finch <76337.1067@CompuServe.COM>
Message-ID: <38mkor$2r7$2@mhade.production.compuserve.com>
Source record: 178348

ATARI SOFTWARE FOR SALE
I bought several boxes of Atari software (and a few non-Atari items) at an auction in which a retailer's inventory was liquidated. As I result I have surplus items which I would like to sell immediately. All of these are unused, unopened, factory-fresh, in original boxes. All 8-bit items will work on 400/800, XL and XE machines, all of the games are cartridges; productivity items on 5.25" diskettes. All ST software is on 3.5" diskettes.
The games and programs are, for the most part, vintage but nonetheless entertaining, playable and/or educational. I'd just like to see that they get into the hands of folks who can put them to use.
As for shipping, I will send to USA locations via non-priority U.S. mail or UPS delivery. Buyers outside the US should enclose an additional $2 (US) per item for shipment via surface mail). Best to contact me by E-mail if you're unsure about anything. Here's what I have:

SOFTWARE PRICE (Incl. US shipping)
8-bit Games:
Defender (CXL 4025) = $4
Asteroids (CXL 4013) $4
Joust (RX 8044) $4
Qix (CXL 4027) $4
Star Raiders (still the greatest!) (CXL 4011) $4
Sky Writer (educational) (RX 8059) $4
Music Composer (educational) (CXL 4007) $4

8-bit Productivity:
AtariWriter Plus (powerful 8-bit word processor w/spellchecker incl., on disk) (AX 2034) = $7.50
Home Filing Mng. (file card sys.) (CX415) $4
Master Diskette (DOS 2.0 w/manual and explanation of 810 disk drive, commands) (CX8104) $7.50

ST Games:
Missile Command (arcade classic) (DS 5018) = $4
Battle Zone (tank shootout) (DS 5020) $4

ST Productivity:
Haba/How to Write Professional
Business Letters (boilerplate specials) = $5

NON-ATARI ITEMS FOR SALE (All are unused)

SOFTWARE PRICE (Incl. US shipping)
For Apple II,IIe,IIc:

Silent Service (Microprose) = $8
Winner of various adventure & simulation awards

For Commodore 64:

WordPro 3 Plus/64 (Professional Software Inc) = $5
Word processor with spellchecking module

HARDWARE
For IBM compatibles:

JT Fax 9600 daughter board (JTFAX96D) = $10

Drop me a note via E-mail to make sure I've still got what you're looking for and for my mailing address. When I confirm I've got your item(s), and your check or money order clears, I'll ship immediately. If anything doesn't work, I'll replace it or refund your money, provided you pay for reshipment. Bonus program included (my choice, you specify 8-bit or ST) while supplies last. Enjoy your Atari!

Doug Finch On-Target Text
E-Mail: ontarget@admiral.uucp (Usenet), D.FINCH7@genie.geis.com or 76337.1067@compuserve.com
--
Doug Finch
On-Target Text
Old Greenwich, Connecticut USA
76337.1067@compuserve.com or D.FINCH7@genie.geis.com

1679. Re: DVORAK's latest column

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 23:18:02 UTC
From: mlake@dgs.dgsys.com
Message-ID: <38mo3a$csn@DGS.dgsys.com>
Source record: 178343

In article <38l93h$mfo@kelly.teleport.com>,
Steve Johnson <steve-j@teleport.com> wrote:
>
>Not necessarily! The Atari's OS is really ATARI's GEM. Novell (who
>bought out DRI a few years back) has been 'revamping' GEM for other
>purposes, but I don't know all the details.

If I'm not mistaken Novell sold GEM to some small company. I forget
the company's name.

--
Marshall Lake
mlake@dgs.dgsys.com

1680. ST software 4sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-26 23:27:56 UTC
From: ducky@enterprise.america.com
Message-ID: <38mols$1j9@enterprise.america.com>
Source record: 178349

~ Ducky's 1994 Fall Clearance Sale ~

Yes folks, my loss can now be your gain. Since I no longer have my ST set up (I'm flying with a Falcon030 now) I have decided to liquidate all of my software which are no longer compatible. Take a glance at the following list, virtually any piece will provide hours of Atari entertainment!

Software

= Indiana Jones & the Last Crusade Graphic Adventure ($ 10.00)

= Dungeon Master- the classic RPG game ($ 15.00)

= Magic Fly ($ 15.00)

= Super Space Invaders ($ 10.00)

= Cruise for a Corpse ($ 20.00)

= The Chaos Engine- great Bitmap Bros. game, now known as Soldiers of Fortune on the consoles ($ 20.00)

= Railroad Tycoon ($ 15.00)

= Treasure Island ($ 5.00)

= Vroom!- terrific racing game ($ 15.00)

= Powermonger- game by Bullfrog, similar to Populous ($15.00)

= Highway Patrol II ($ 7.00)

= A.P.B. ($ 7.00)

= Clue- Master Detective ($ 7.00)

= Test Drive ($ 10.00)

= GODS- another great Bitmap Bros. game ($ 15.00)

= Tennis Cup ($ 15.00)

= Certificate Library 1 for use with Certificate Maker($ 5.00)

---- The following do not have original boxes but include original disks and manuals only...

= Advanced Art Studio ($ 5.00)

= Art and Film Director ($ 7.00)

= Mission Impossible II ($ 5.00)

= Death Sword ($ 5.00)

= Championship Wrestling ($ 5.00)

= Battleship ($ 5.00)

= Dive Bomber ($ 5.00)

= Starglider ($ 5.00)

= Sub Battle ($ 5.00)

= World Games ($ 5.00)

Order under $50.00 worth and you pay shipping/C.O.D. charges.
E-mail me if you'd like to make a package deal!

< Ducky@america.com >

--
~~~~~~
| "The Cash Cow chews cud bigger than you!"...S.Taylor |
|____|
| Ducky (america.com) |
~~~~~~

1681. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 00:02:34 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <783372636.0@mettav.exnet>
Source record: 178344

Steve bibbled on 18 Oct 94 to All...

> made for PC's and : others made for MACS. When I asked which printer
> to buy for an Atari : the salesman responded, "I don't think they make
> atari computers anymore."
> Strewth - Dixons haven't moved into the USA have they???

Actually, they did own the Silo chain of electrical retail megastores... but
they sold them cos they were losing too much money! :)

Col.

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

1682. GFA Basic Compiler/Interpreter

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 00:04:22 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <783372636.1@mettav.exnet>
Source record: 178345

-Unknown- bibbled on 18 Oct 94 to All...

bo>> Problems. It's a compiler for GFA Basic 2.0 and i've got GFA 3.5.
bo>> What i'm after, is either the compiler for GFA 3.5 (preferred) or
bo>> GFA Basic 2.0. Are these available for FTP from anywhere or do I
bo>> have to mail order it from somewhere ... if so, where?!
>
> Your problem is that GFA 2.x uses *.BAS -files and GFA 3.x *.GFA
> Those file are different in format and not compatible, so you would
> need to have an compiler for GFA 3.x or GFA 2.x

They are compatible to an extent. All you do is save the code as a .LST file
and use the merge command in 3.5 to load it. You lose any INLINE code (can't
remember if version 2.x allowed INLINES but there you go) and some of the
commands don't work in the same way - but these are explained in the compiler
manual.

> I would recomment to get the GFA 3.5 (NOT 3.6 -that version is for
> TT and Falcon), because it compiles lots of options you don't have
> with 2.x e.g. the GEM-commands.
> But, that's just IMHO...

Not really, version 3.6TT works on _all_ machines and it's (well, the compiler
really..) actually recommended if you want to write completely compatible code.

That's not to say that older versions won't work on the more advanced
machines... my s/w does.

> GFA 2.x is not PD, so there shouldn't be an ftp site where you can
> get it, but it doesn't cost much (In holland it's 25 guilders, about
> 10 pounds).

In the UK many PDLs sell earlier versions of the interpreter at more or less PD
prices, so it's a good place for the budding programmer to start...

Col

Gabber system: col@bibble.mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

1683. ST Misc. Help!?

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 01:47:07 UTC
From: sexgang@netcom.com
Message-ID: <sexgangCyB6AJ.29p@netcom.com>
Source record: 178256

Hey everyone, I have an ATARI MEGA-4 ST /w a true, slow Megafile 30 HD. What other types of HD's can I put in there? Is it MFM/RLL/SCSI/IDE? I have no idea, I have never opened it....

2nd - I have been jumping around all the Atari FTP sits and they all suck. Are there any good sites with NEW files?

Thankx and long live ST

1684. Falcon 4MB for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 02:06:00 UTC
From: pblagay@crash.cts.com
Message-ID: <CyB760.IGI@crash.cts.com>
Source record: 178260

```
For SALE:
---------

4MB Ram board for sale (Original Atari board) $150.

negotiable.

Paul Blagay
pblagay@crash.cts.com
```

1685. Re: ST software 4sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 02:51:35 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94299.225135STIRRE31@MAINE.MAINE.EDU>
Source record: 178262

Ducky,
Run Dungeon Master with Backwards and you'll be all set! I
don't know about any of the others but you may want to
check the Falcon compatibility list to see if any other
programs you've listed can be coerced into working.
BTW, like your sig. Squint was indeed a good album. Not
as good as I Predict 1990, IMO, or Chagall Guevera musically.
Favorite song on Squint- The Finish Line. Have you seen the
videos? (Answer in e-mail if you wish as to not to annoy
everyone :-)
-scott tirrell
-stirre31@maine.maine.edu

1686. Re: Help with Moria

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 03:07:50 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.zh3ILrTFTcs@albemuth.equinox.gen.nz>
Source record: 178263

hopper_t@msupa.pa.msu.edu (Tom Hopper) writes:

>I downloaded GNU Moria v5.22 the other day and have played for couple of
>hours with it. This afternoon when I went to run it, however, it won't
>run! The screen clears, the cursor flashes irregularly a couple times, and
>the program exits back to the desktop. I have changed nothing in my setup
>since the last time I played (this morning) except the system time, which I
>had to advance a couple of minutes. This is the second time GNU Moria has
>done this to me!

>Does anyone know why it does this, and if there is any way to fix it?

I've never used GNU Moria, but I regularly use a port of Moria 5.4 which
is around (I think I got it from atari.archive), and I've never had any
problems with that.

Cheers,
John

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

1687. program to play sampl

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 03:30:27 UTC
From: bseburn@vaxxine.com
Message-ID: <CyBB2r.2z9@vaxxine.com>
Source record: 178268

```
w > The best one for the ST is "Soundlab". Available on the
w > atari.archive.umich.edu FTP site in ./atari/Sound/ the latest v
w > is 1.11. It plays _any_ kind of sample. (It'll even load in b
w > files & try and play them if you want. Good for ripping sample
w > programs etc.)
```

What about .WAV files? Can this one do play these, or is something around that can??

Thank you!

Brian

... A big enough hammer fixes anything
___ Mountain Reader II - #Demo 001

1688. Re: Help with diskdrive needed (?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 03:48:37 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <38n7ul$6ne@mailer.fsu.edu>
Source record: 178293

Willem Koster (W.Koster@rc.rug.nl) wrote:
> I (well my mother) have an Atari 1040 STf. The problem is that the
> applications bomb-out. I suspect that the diskdrive isn't working
> properly. Since it is an old machine (this is a typical Dutch frase,
> litteraly translated to English, so it propably stinks :-), but still
> in use, I would like to try if I could hook on an old (second handed)
> external non-Atari diskdrive.
>
> Is this possible, and can I reach it as drive B: or how do I do it ?

Yes, it is possible. Ftp to atari.archive.umich.edu and get the files
ibmflop.lzh and genflop.lzh (look in the index for the exact location).
These both give intructions for hooking up generic floppy mechs to the
ST. As for drive a/b, you can install a simple switch on the Yamaha
sound chip to control which drive is A (internal or external). Here are
some instructions for this mod (I cut the two pins off using a Dremel tool,
then soldered the wires on the stubs, and it worked fine), kindly submitted
to me by S.P.Taylor@bradford.ac.uk.

Incidentally, it is probably just as easy to mount a non-atari drive inside
the machine. You will probably have to cut the case a bit, but it can be
done neatly.

--begin included hunk--

From: S.P.Taylor@bradford.ac.uk
Date: Sat, 3 Sep 94 17:28:13 BST

[........]

: Failing this, how hard is it to make the computer think an external drive
: is drive A? Could I do it with a fancy cable, or do I have to hack on the
: guts of the machine?

Yes you have to hack the guts of the machine. Which is dead easy! It was the
first hardware modification I did which succeeded!
All you need to do is to extract pins 19 and 20 of the Yamaha sound chip from
the circuit board, and solder wires onto the pins and the holes.
Be very careful not to snap th pins, or apply heat for too long
Then you need to either
a: if you want the drives permanently swapped, connect the wires so
that the wire from pin 19 goes to hole 20 and vice-versa.
b: if you want a switch to have the drives as swapped, or normal, get
a DPDT switch from your local electronics shop, and connect as
follows:

HOLE 19 - O O - HOLE 20
PIN 20 - O][O - PIN 19
HOLE 20 - O O - HOLE 19

This simply wires the pins up so they are as before, or swapped, depending on the position of the switch.

[........]

--end included hunk--

--

****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1689. Re: Apparent problem with linking MiNT libs using older version o

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 04:04:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg._ollajuLbjg@semprini.waterloo-rdp.on.ca>
Source record: 178252

```
In <38cgva$g82@viking.dvc.edu>, Why Do U Ask? writes:
>I'm having some problems with GCC 2.5.8: the C++ libraries, specifically
>iostream and cout, don't seem to be getting linked properly.
>
>I can use the C compiler fine but the C++ code:
>
>#include <iostream.h>
>int main( void )
>{
> cout << "Hello there.\n";
> return 0;
>}
>
>compiles fine but the linker reports that _cout and operator<<(...) not found.
>
>Any suggestions?

gcc -O -Wall -o hello hello.cc -lg++
^^^^^

--
------------------=======================================------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
```

1690. Re: Developing Mosaic for the ST - addition

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 04:35:40 UTC
From: jyoung57@delphi.com
Message-ID: <R4z36l0.jyoung57@delphi.com>
Source record: 178257

Annius <A.V.Groenink@zfc.nl> writes:

>Oh, sorry. Forgot to say that it will be a commercial product.
>Probably for the standard ZFC price of NLG 100 (US$60 approx.).

Definately acceptable..Where can I advance purchase a copy? I would
prefer a socketed system and compatiblity with MagiC..Stability would
be essential..$60 is a GREAT price for an Internet tool.

jyoung57@delphi.com

1691. Gem Bindings

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 04:51:29 UTC
From: jyoung57@delphi.com
Message-ID: <Za11iB5.jyoung57@delphi.com>
Source record: 178259

Can anyone recommend an FTP site with a good Gem Bindings file.
I expect my Atari Compendium any day, but just don't want to rreinvent
the wheel with respect to GEM programming. By the way, I will be
using Assembler (Gotta get around to C one day (Next Semester :-))).

jyoung57@delphi.com

1692. Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 04:55:12 UTC
From: jyoung57@delphi.com
Message-ID: <Ra20aRw.jyoung57@delphi.com>
Source record: 178261

I was in my local Atari store and got to talking with the owner about the Falcon. He said that Atari have liscensed the hardware to a third party and that there was ideas about putting a PowerPC Falcon onto the market. Is this a substantiated rumor or just smoke circles?

jyoung57@delphi.com

1693. **FOR SALE** The Atari 8-bit stuff YOU want!

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 05:05:06 UTC
From: psmolin@netcom.com
Message-ID: <psmolinCyBFGJ.Bvz@netcom.com>
Source record: 178272
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,misc.forsale

YES! Finally, someone is selling everything you've been dying to buy!
Act now, and I'll throw absolutely nothing in for free!

The best offer I got by 11/1 gets it all...

800XL TOUCH! The computer that didn't start it all!

1027 printer SEE! It print at up to 15 cps!

1030 modem FEEL! How slow 300 baud REALLY is!

Rana Systems 1000 REMEMBER! What it's like to use a 5 1/4' disk drive
disk drive

Teknika MJ-22 HEAR! The keyclicks from the monitor!
monitor (jokes aside, this is pretty good, I have the chroma/luma
cable for it, too)

USE! All of the included cables!

PLUG IN! All of the power supplies!

FIND! Your own damn software to run on it!

MAKE! Me an offer!

BUYER! Pays shipping (or I'll deliver it anywhere within 1 hour of
Boulder, CO)

..Philip

1694. Atari in Florida

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 05:25:16 UTC
From: astre@halfog.asrc.albany.edu
Message-ID: <9410270523.AA05305@halfog.asrc.albany.edu>
Source record: 178270

Hello!

I'm going to be traveling down to the Port Charlotte/Fort Myers,
Florida area in November and I plan on bringing my Atari ST along.
I'm wondering if any of you out there know of any stores which carry
Atari hardware/software or local BBS's that support the Atari in that
area? Please respond via e-mail. Thanks!

Jeff

(BTW, if anyone in the same area would like to buy a used 2.5meg
ST, 50 meg ICD HD, Spectre GCR, and monitor at the end of November,
send me e-mail for more info.)

Jeff Vincent - astre@halfog.asrc.albany.edu
Pick one or more: Model Rockets (competition-NERCB) / PCs (even Atari!) /
IndyCar Racing-PRO / Who needs a life when you have multiple non-lives?

1695. Re: ARJ....

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 07:05:08 UTC
From: diehl@bonk.io.org
Message-ID: <38njf4$aiq@ionews.io.org>
Source record: 178258

--

```
_____________________________ _________________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

1696. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 07:18:01 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <38nk79$5lf@cri.ens-lyon.fr>
Source record: 178265

In article 71q@dux.dundee.ac.uk, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Exactly what is available for the F030 at present? Or what is in
>development?

I'm writing TETRHEX, a kind of hexagonal tetris. It is a Falcon specific game.
It will be commercial (available at the begining of December, I think).

Vincent Lefevre (vlefevre@ens.ens-lyon.fr)

1697. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 08:46:25 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CyBppD.G3B@cix.compulink.co.uk>
Source record: 178271

>Absolutely true, if anything ! If Atari doesn't want to continue developing
>AES, it really should give AES 4.1 beta to Public Domain. This beta version is
>so damn good that it really _is_ a crime to keep it unreleased !!

Atari do not have the copyright for the AES, so there's no way it will
become PD unless Digital Research want to.

>Btw; all Atari multitasking systems seem to have one problem in common: when a
>fileselector pops up, all other processes freeze up =-(. While doing some data
>transfer this simply isn't acceptable, because: pause -> timeout -> problems...
>The same thing occurs when you use menus, or the disk drive reads or writes.
>Can anyone tell me, why these things can't be improved - when e.g. Mac OS
>handles them better?

MTOS, Geneva and MagiC do not suffer from this problem - it is up to the
application to use the correct AES calls to ensure background operation.

Ofir ogal@cix.compulink.co.uk

1698. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 09:26:28 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <38nro4$9k@percy.cs.bham.ac.uk>
Source record: 178266

<STIRRE31@MAINE.MAINE.EDU> writes:
>Craig,
>Why tease us this way :-)? TOS 4.92 sounds very nice indeed.
>Would it be possible for Atari to release TOS development to
>another developer like SpeedoGDOS? I have a feeling that
>Atari would be a little reluctant to do so. However, if this
>would be a possiblity, perhaps Atari owners should bug Atari
>a little bit and suggest it? Perhaps a letter writing
>(e-mailing) campaign of sorts? What do you guys think?
>-scott tirrell

I'm sure it is nice, but will it be any match for the TOS-clone, MagiC v3? MagicC 3 has the advantages of being out this year, being *very* fast, having MiNT-compatible features like loadable filesystems and a 3D AES. TOS 4.92 has the advantage of being official, the disadvantages of being a beta release, and unfortunately will probably never be released by Atari (IMHO).

So, why bother licensing TOS 4.92 out when people have made a better clone already?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1699. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 10:11:20 UTC
From: djs@jet.uk
Message-ID: <1994Oct27.101120.18866@jet.uk>
Source record: 178274

In <9410251605.AA01839@ilmen.lanl.gov> hutch@ilmen.lanl.gov (Hutch) writes:

>Possibly, but I doubt it. I believe many people will have the tendency to
>cross-post across the newsgroups, especially when they have questions or
>comments of a more generic nature. In a 'perfect' world, all posts would
>be kept in their specific topic-related areas. But alas...
Worse than cross-posting (putting the same article in > 1 group) is the
habit that many people have of putting the same text in two SEPARATE articles
and posting these to both .st and .st.tech.

This is a real pain, and would get worse.

Say no to group proliferation!
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1700. Re: DVORAK's latest column

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 10:41:53 UTC
From: michrm@central.susx.ac.uk
Message-ID: <38o05h$e5b@infa.central.susx.ac.uk>
Source record: 178276

Steve Johnson (steve-j@teleport.com) wrote:
: In article <38kv36$3mg@newsbf01.news.aol.com>, AaronLP <aaronlp@aol.com> wrote:

: >Did anybody notice in PC Magazine, Oct 25, in Dvorak's column, he
: >mentioned about where Digital Research's GEM operating system was? And
: >how well written it was? He was talking about our Atari OS, wasn't he?

: Not necessarily! The Atari's OS is really ATARI's GEM. Novell (who
: bought out DRI a few years back) has been 'revamping' GEM for other
: purposes, but I don't know all the details.

That would be amusing....to see GEM (or GEM offspring) makeing a comeback
in the PC world!

1701. UUCP - Using UPoint Light

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 10:48:56 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <38o0io$aga@whitbeck.ncl.ac.uk>
Source record: 178278

I downloaded the UPoint UUCP offline news/mail reader a while ago -
and I'm buggered if I can get it to work. Has anyone else used it ?

The login script I use is

W:Username:
S:n08z7
W:Password:
S:<my password goes here - but I'm not daft enough to post it :) >

Upoint dials in ok, then enters the Username ok, then sticks in a loop,
repeatedly sending my password? Any sugestions? Please ?

'coz Upoint look's like a well decent, nicely gem'ed bit of kit - but
I gotta get it to work first.

And if the author's reading this - I would register it if I could get
it working........

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

1702. Re: Falcon's bright future

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 10:53:51 UTC
From: un8n@rzstud1.rz.uni-karlsruhe.de
Message-ID: <38o0rv$5a9@nz12.rz.uni-karlsruhe.de>
Source record: 178279

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: But I would like to do a small vote... who here uses their Falcon WITHOUT
: a 32MHz board? (This isn't a 'are you happy with it running this way'
: but a test to see if you _are_ running with this system).

I'm using my Falcon without a 32MHz board! It's not because they are
too expensive - I don't need them! I write demos and games and they
should run on all Falcons, not only tuned up ones. That's why I only
need the standard-configuration. With standard-configuration I mean 4
meg, 16 MHz and HD. 1meg-Falcons are nothing good for.

--
Christian Pick +++ eMail un8n@rz.uni-karlsruhe.de

1703. Re: Newsgroup Reorganisation

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 10:54:07 UTC
From: mcsse2sw@dct.ac.uk
Message-ID: <1994Oct27.105407.1@dct.ac.uk>
Source record: 178277

In article <10261994.201255@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk (Kevan Winch) writes:

> What would *you* like ?

comp.atari.games
comp.atari.st
comp.atari.030
comp.atari.pd/shareware
comp.atari.programmer

--
Simon Wilkinson
Abertay University (Dundee), UK

1704. How to change HD partition Atari -> DOS?

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 11:02:44 UTC
From: kootstra@rivm.nl
Message-ID: <kootstra-271094114625@mackoot.rivm.nl>
Source record: 178171

Hello

I am using the Vortex AtOnce 386 DOS emulator. The current partition of the HD of my MegaSTE is two Atari partitions of each 12 Mb and two partitions used for DOS (each 12 Mb). I like to change this to one Atari partition of 12 Mb and three partitions usable for DOS (each 12 Mb). Does anyone know how to fix this?
I'm using the Vortex Installation programma with the following parameters

Atari DOS
C 0 2
D 1 3
E 2 0
F 3 1

Changing of the DOS-values 2,3,0,1 to 3,0,1,2 did not have any effect. Suggestions are welcome. Please respond, if possible with email to kootstra@rivm.nl.

Regards
Dirk van Setten

1705. Re: Endless Spam!

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 11:05:47 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <38o1ib$31b@percy.cs.bham.ac.uk>
Source record: 178280

In article <e7698ee8@balmybeach.tor250.org>,
Dan Dreibelbis <dan.dreibelbis@balmybeach.tor250.org> wrote:
>E > BE YOUR OWN BOSS AND EARN A LIFETIME RESIDUAL INCOME OF OVE
>E > $200,000 PER YEAR!!
>
>E > PS: PLEASE, IF YOU DO NOT LIKE THIS POST, GO ON TO THE NEXT!
>E > For every one that does not like it, five do! Too much
>E > bandwidth is waisted by NET-JERKS discussing the merits of
>E > everyone's posts! SEND ALL CORRESPONDENCE BY MAIL, AND PLEASE
>E > NO E-MAIL, OR FLAME! THANK YOU!
>
> Uh, buddy, this is an Atari-related area which has NOTHING to do
>with advertising like this. YOU'RE the one wasting bandwidth. Kindly
>take your "SPAM" somewhere else WHICH IS APPROPRIATE, thank you.
>
>SPAMSPAMSPAMSPAMSPAMSPAMSPAMSPAMITYSPAMSPAMSPAMSPAMSPAMSPAMSPAMSPAM
>
>... OH NO! We're gonna get SUED!
>___ Mountain Reader II - #00000007
>

In this Sunday's Times (UK), it was talking about SPAMming, and one
of the people suggested that emailing the UNIX kernel to the offending
Spammer was quite a nift exercise....

Anyone? =:->

David

PS. It also mentioned that more of this is likely to happen in the future.
A strategy is needed then....
--
/\ -----------+-------------+-------------------+
/\ \ ASTRAsoft \ David Oakley \ dxo@cs.bham.ac.uk \
/--\ \ -----------+-------------+-------------------+

1706. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 11:16:26 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38o26a$drh@bs33n.staffs.ac.uk>
Source record: 178283

Judy Baumgardner (baumgardner.19@osu.edu) wrote:
: So, yes Requiem, I'd be for a comp.sys.atari.falcon!

: Judy

The names Richard :-)
Thanks for your input, time to get this RFD sorted out I think. You made
just about every point I could possibly thing of (and a few more too).

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!
or: requiem@armory.com

1707. Re: comp.sys.atari.falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 11:24:20 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38o2l4$drh@bs33n.staffs.ac.uk>
Source record: 178284

Judy Baumgardner (baumgardner.19@osu.edu) wrote:
: In article <9410251605.AA01839@ilmen.lanl.gov>, hutch@ilmen.lanl.gov
: (Hutch) wrote:

: > The RFD period is coming to a close and people will have a chance to vote
: > on the .programmer newsgroup idea. AFAIK, an official proposal and RFD for
: > a .falcon group has not yet been presented, has it? Or was I asleep again. :)

: No, an official proposal hasn't been presented yet. Mostly because there
: are a vocal few complaining about it. Again, it's interesting that some
: who are so careful to appear neutral seem to have very definate opinions
: on the matter! I still don't understand what the big deal is.

: >
: > -Hutch- @ Fair Dinkum Tech

: Judy

I thought I would 'test the water' so to speak _before_ jumping in and
posting an RFD. I thought you would appreciate this. But I will get
around to doing it 'officially' very soon now.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!
or: requiem@armory.com

1708. Re: SYNERGY HELP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 11:31:18 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38o326$drh@bs33n.staffs.ac.uk>
Source record: 178285

J. Geheniau (geheniau@inter.NL.net) wrote:
: what is a synergya.msa file after unzipping it.
: So how to run .msa on a atari??

: please email geheniau@solair1.inter.NL.net
: X

MSA are Magic Shadow Archive files. You will need the MSA program to
unpack them onto their own disks.

Synergya is probably disk A of the superb Synergy demo for the ST/E, at a
guess of course ;-)

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!
or: requiem@armory.com

1709. Re: Falcon Game Compatibility List -- WHERE???

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 11:35:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38o394$drh@bs33n.staffs.ac.uk>
Source record: 178287

Heiko Hartmann (higgi@yeti.faveve.uni-stuttgart.de) wrote:
: Steve Johnson (steve-j@teleport.com) wrote:

: : Is this list still being updated? Can someone post the most recent
: : (last???) one, please?! Thanks!

: You can find the latest version of the list on ftp.uni-kl.de in
: /pub/atari/falcon/text.

: Ciao, Heiko.

If anyone is interested I have written a shell for this listing (and the applications one). You enter the name of a game (or as much of the title as you can remember) and it will scan the listing and inform you of all the details (ie what res, run under backward? etc...) and let you either dump the results to a printer or scan again. Like I said you can do a partial search on the title, ie a scan for 'LITTLE' would bring up 'LITTLE COMPUTER PEOPLE' or a scan for 'MAD' would bring up 'MARBLE MADNESS'.

As soon as I have finished the RGB version (it is only VGA at the moment, sorry I'm no GEM programmer!) I'll post it. The only thing is, if the format of the listing changes - eek! :)

Oh you only need the shell once, then you just replace the listing file as and when it's updated.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!
or: requiem@armory.com

1710. Re: TOSWIN its crap!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 11:38:08 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <38o3f0$hbu@irzr17.inf.tu-dresden.de>
Source record: 178286
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <Cy6FnB.ox@sci.kun.nl>, Sander Stoks <sanders@sci.kun.nl> wrote:

> In <38g4c5$531@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:
>
> >Another way to improve things is to get the latest up-to-the-minute
> >MiNT kernal (1.11h2beta) which seemed to busy things up a fair bit
> >when I installed it the other day.
>
> Couldn't the patched sources be uploaded? And wasn't 1.11 the version
> that would be binary-released?

Yes, the final 1.11 version will be binary distributable. For the
1.11-BETA versions, Eric Smith had asked not to upload any source or
binary releases.

[followups redirected to comp.sys.atari.st]

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

1711. Re: Desperately Seeking a FALCON030

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 11:38:25 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38o3fh$drh@bs33n.staffs.ac.uk>
Source record: 178288

BRUCES@VM.TEMPLE.EDU wrote:
: Got a Falcon you wanna sell? I wanna buy it! I am looking for a Falcon030 in
: excellent condition with at least 45 megs RAM a HD and the at least the origina

45 meg RAM ??? Wow, anyone want to sell me one of those too? ;-)

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!
or: requiem@armory.com

1712. [FALCON] Missing Link and STOS

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 11:41:35 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38o3lf$drh@bs33n.staffs.ac.uk>
Source record: 178291

I received my registered copy of the STOS extension 'Missing Link' today.
The original (unregistered) version worked like a dream on my Falcon, but
this version is hell. Only some of the example programs work, I had to
sit down and recode most of them (mainly removing music). Oh will
someone PLEASE write a nice Falcon extension for STOS?!

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!
or: requiem@armory.com

1713. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 11:43:13 UTC
From: whitema@rtsg.mot.com
Message-ID: <38o3oh$9rn@delphinium.cig.mot.com>
Source record: 178290

In article <ftn_2.203.611.4_2eac1265_Christian.Dahl@ct.se>,
Christian Dahl <christian.dahl@p4.f600.n203.z2.ct.se> wrote:
> > FZDSTERM KEY...!!!
> >
> > Should not the Key to FZDT be put into the Public domain,
> > there is no support for the program at all, and if you register
> > it you will just loose your money and not get a Key...
>
>Of course it shouldn't be PD! If the support is dead the program is dead, but
>the key don't get public just like that!!!!
>
>CD
>

Ahh, but what of us who have paid our shareware fee and received nothing?
Should we prosecute Aaron? After all, he falsly advertised that he
would send us a key if we sent him $25.....

Mike
whitema@cig.mot.com

1714. Re: Falcon Monitors (?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 11:51:54 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <38o48q$4fn@percy.cs.bham.ac.uk>
Source record: 178273

In article <Cy88C0.yz@westminster.ac.uk>,
Philip Shore <avsec@westminster.ac.uk> wrote:
>In article <Cy86HG.L0A@world.std.com> azog@world.std.com (azog) writes:
>>sxp17@po.CWRU.Edu (Sanjay Parker) writes:
>>
>>
>>>3) I guess a MultiSync would be the best bet. Multisync VGA or SVGA?
>>> Or can I get a standard VGA or SVGA.
>>
>
>Damn! I thought a MultiSync was a MultiSync. I take it that a SVGA MSync can
>handle more frequencies.
>
>I'm thinking about getting a cheapish multisync for my falcy -
>is the ol' microvitec any good (for it's price 8-) !!)
>
>Cheers,
>Phil.
>

I've got a Microvitec with my Falcon, and while it's not >quite< as swish
as some msyncs, it can do bout 1100x900 non-interlaced - excellent for
Calamus! A bit fuzzy when emulating ST High though. But who'd want to? ;-)

Seeya

David

--
/\ -----------+--------------+-------------------+
/\ \ ASTRAsoft \ David Oakley \ dxo@cs.bham.ac.uk \
/--\ \ -----------+--------------+-------------------+

1715. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 11:54:24 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <38o4dgINNdot@sat.ipp-garching.mpg.de>
Source record: 178281

GEORGE GAGHON (gaghon@nevada.edu) wrote:
> Tommi Hietavuo TKKK (THIETAVUO@FINABO.ABO.FI) wrote:
> : Btw; all Atari multitasking systems seem to have one problem in common: when a
> : fileselector pops up, all other processes freeze up =-(. While doing some data
> : transfer this simply isn't acceptable, because: pause -> timeout -> problems...
> : The same thing occurs when you use menus, or the disk drive reads or writes.
> : Can anyone tell me, why these things can't be improved - when e.g. Mac OS
> : handles them better?

> I think that the fileselector runs in Supervisor mode is why this
> happens. I don't know why? I would assume since AES is the highest OS
> service, it would call XBIOS, BIOS, and GEMDOS, and they would run in
> supervisor only.

Ok, let's add a bit more of speculation. The fileselector runs
in a dialog box, and event handling is generally disabled in dialog boxes
(or in alert boxes). The same happens with alert boxes on the Mac, and
therefore on the Mac most dialogs actually run in windows, where event
handling is (necessarily) enabled. There are several GEM libs out there
which move dialog functions to windows to achieve the same goal.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

1716. Re: Atari SLM804

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 12:09:15 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CyBz3G.48w@nntpa.cb.att.com>
Source record: 178275

In article <38mkbv$8l2@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>Sanjay Parker (sxp17@po.CWRU.Edu) wrote:
>>
>> In a previous article, rmccall@mcs.dundee.ac.uk (Rod McCall) says:
>>
>> >Is it possible to connect this to an F030?
>> >
>> Yes- but you need a HEATSEEKER interface, which replaces the SLMC804. This
>> costs around $120 (from Toad, anyway).
>
>I saw a letter in a recent ST Informer magazine that claimed the company
>that does/did Heatseeker took his money and never delivered the product.
>He theorized that perhaps it does not exist (the product, that is). I don't
>know if this is true or not, but one might wish to check before depending on
>the ability to buy this product. If Toad has them in stock, that would be a
>good sign :-).

There was also a letter in Current Notes (Oct/Nov 94 - first one in
Letters to Editor column) from Ted Eldon - Charleston WV. If this is
not the same person who wrote the letter Mickey Boyd saw, then I
would advice everyone to do a lot of checking before ordering. Wayne

1717. Re: Newsgroup Reorganisation

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 13:17:45 UTC
From: pi92pob@pt.hk-r.se
Message-ID: <1994Oct27.131745.26497@nomina.lu.se>
Source record: 178295

In article 201255@empyr.dircon.co.uk, kevan@empyr.dircon.co.uk (Kevan Winch) writes:
> For what it's worth, I would like to see the atari.st remain, atari.st.tech
> divided into 'Atari.st.hardware' and 'Atari.st.programming' and a new group,
> 'Atari.falcon' added.
>
> What would *you* like ?

I would like to see, the above mentioned groups with the addition of.

atari.music (for amateurs/professionals using atari for musical purposes)

/PO
~~~~~~
pi92pob@pt.hk-r.se Villa Flora | Musicians have more fun?!?
+46 (0)457 26165 372 36 Ronneby |
~~~~~~
~~~~~~~~~~~~ WWW homepage http://www.pt.hk-r.se/~pi92pob ~~~~~~~~~~~~
~~~~~~~~~~~~

1718. AtariWorks Crashes my Mega 4

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 13:50:36 UTC
From: scotty@cybernetics.net
Message-ID: <38ob7c$8n@jabba.cybernetics.net>
Source record: 178289

Hello Anyone,

I have a Mega 4 ST (no e) with TOS 1.4, and I installed the AtariWorks that came with my Falcon 030 on its ICD hard disk, for my wife to use.

It works fine until you print something. After the printout is finished, the next thing one tries to do (like exit back to the desktop) causes the machine to lock up, requiring the reset button to recover.

This is more than an annoyance if one forgets to save the document! We've tried disabling the accessories and auto progs, including Warp 9, but that didn't help. Has anyone seen this problem before, and managed to fix it?

We also tried reinstalling SpeedoGDOS and AtariWorks... No help.

Thanks for any pointers!

--
==========
Scott R. Chilcote
scotty@cybernetics.net

1719. Attention all STOS programmers

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 13:54:07 UTC
From: ma2ljg@bath.ac.uk
Message-ID: <CyC3yB.1Mp@bath.ac.uk>
Source record: 178298

A mailing list is now in operation for all you STOS programmers
out there , whether you are just beginning your journey along
the STOS pathway or are writing your own extensions we have
people who can help....

Upcoming STOS extensions

Cyber extension play .seq files on your ST
eagle extension adds a further 82 commands to STOS
ICBIS , replace STOS' sprite engine with a decent one!
control V3 make full use of the hardware scrollable screens in your
STE.
gpb extension , make greater use of your STE's features.

email ma2ljg@bath.ac.uk

1720. Re: [FAL] Zool Game

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 14:03:09 UTC
From: nj1@ukc.ac.uk
Message-ID: <10049@falcon.ukc.ac.uk>
Source record: 178299

In article <1994Oct24.002920.18973@abo.fi> THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
>Also, a hard disk installable, Falcon-compatible F1GP would be a dream come
>true. As MicroProse apparently hasn't got any interest for us anymore, is
>there anybody who could write some modification program (patch or something) to
>make this great program more Falcon and HDD friendly..?

Now that is something I would like to see!! :) Having to use F1GP from floppy and remembering to switch the caches off and on again all the time is a real pain!!! I suppose we could dream..... :)

Someone did do a patch to make Microprose Golf more compatible... I would have tried it, but I couldn't make a back up of the master disks to try it on :(

Neil Jones-Rodway.

1721. Re: Obsessive pinballing!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 14:05:50 UTC
From: nj1@ukc.ac.uk
Message-ID: <10050@falcon.ukc.ac.uk>
Source record: 178300

In article <38g9hr$3bm@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>Christer Gustavsson (d2cg@dtek.chalmers.se) wrote:
>: There will be a Falcon specific version in November ;-). Buy buy buy!
>: 256 colours, more sound, made in Sweden...
>
>Believe it when I see it I'm afraid.

It is on it's way, though early '95 is what I've heard... Here's what Merlin PD
had to say.....

Thanks for the message, It's nice to get something up here. The Falcon version
should be out next year but we are not sure about upgrades yet. As for the price we do not
know! We are speaking to the programmers tomorrow and should find osoon so hang on.
Sorry if this message is a bit strange, this terminal is breaking down, ithink!

Phineas Pope

So, yes, Obsession Falcon will be out, albeit early next year....

Neil Jones-Rodway.

1722. Re: Falcon Monitors (?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 14:15:48 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Oct27.141548.14319@dmu.ac.uk>
Source record: 178152

In article <Cy88C0.yz@westminster.ac.uk>, avsec@westminster.ac.uk (Philip Shore) writes:
> In article <Cy86HG.L0A@world.std.com> azog@world.std.com (azog) writes:
> >sxp17@po.CWRU.Edu (Sanjay Parker) writes:
> >
> >
> >>3) I guess a MultiSync would be the best bet. Multisync VGA or SVGA?
> >> Or can I get a standard VGA or SVGA.
> >
>
> Damn! I thought a MultiSync was a MultiSync. I take it that a SVGA MSync can
> handle more frequencies.
>
> I'm thinking about getting a cheapish multisync for my falcy -
> is the ol' microvitec any good (for it's price 8-) !!)
>
> Cheers,
> Phil.
>

I'm thinking of getting the MicroVitec aswell, so I'm intersted if anyone
has the tech specs for this monitor. It MUST be able to handle a vertical
frequency as low as 50hz and as high as 78hz.

Anyone got any info? Cheers....

Alan Parker (se2ap@.dmu.ac.uk)

Falcon030 4/170

1723. Adspeed St/e Latest Softw

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 14:28:00 UTC
From: dan.dreibelbis@balmybeach.tor250.org
Message-ID: <3ea7b39e@balmybeach.tor250.org>
Source record: 178292

> I recently purchased a used ADSpeed STe board, and the
> software is v2.02 I believe, copyright 1991. Is this the
> latest version? Is there support for a 68882 FPU chip, or only
> a 68881 still? Does ICD have an e-mail address on the
> internet?

ICDINC@genie.geis.com

... IF STONE(ROTATION) > 1 THEN MOSS(PROPAGATION) = 0
___ Mountain Reader II - #00000007

1724. Re: alt.mags.st-action.die.die.die

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 14:41:53 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CyC65t.HzF@cix.compulink.co.uk>
Source record: 178154

>> It's a bit sad for ST-Review which at the moment is the best ST magazine
>> around, (and has been for a long time), to have this insert bogging
>> it down....
>>
>
>I assume that the publishers insist on keeping the name 'ST Action' for the
>games section of a current magazine, so that the trademark is kept active.
>Although it's unlikely that Europress would ever want to restart Action as a
>separate magazine, it prevents anyone else from doing so.

Well, it is a known name and therefore will (maybe) pull in some extra readers. We're also including a Jaguar section inside the mag (Jagged Edge) and hope that this will be very popular.

If you're the type of person who isn't into games then that's cool too - just don't read those pages. You are in no way missing out, since the page count of STR has been upped by 8 pages - the exact size of Action and Jagged Edge.

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

1725. Re: Koala Pad on the ST...

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 15:00:00 UTC
From: Gerrit_Meyer@ol2.maus.de
Message-ID: <199410271700.a3066@ol2.maus.de>
Source record: 178178

Hi Jason

JH> Does anybody know if there are any programs that would allow
JH>me to use a Koala Pad or Atari Touch Tablet instead of the ST mouse?

This won't be of any use due to insufficient hardware capabilities. The Atari
ST has no a/d converters :-(
(On STE's it may work...)

CUL8R, Gerrit

Do _never_ send me any files/mails >16Kb per day!!!

1726. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 15:07:20 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94300.110720STIRRE31@MAINE.MAINE.EDU>
Source record: 178158

A while back I heard that Wizztronics was developing a Falcon
based on the PowerPC (this was in Current Notes Magazine, I
believe). It seems to me that Wizztronics is too small a
company to actually make a Power PC Falcon.... design it
maybe, but market it? Anyone know if there is any truth to
his rumor.
Also, there is the old rumor that Atari _has_ a Power PC Falcon
and demoed it somewhere. Anyone know about that?
-scott tirrell

1727. Re: What is Atariworks?

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 15:36:44 UTC
From: millert@scheifler.csee.usf.edu
Message-ID: <38ohec$eu3@mother.usf.edu>
Source record: 178156

Actually, I've found quite a number of bugs in Atari Works. I could list some of them some time.

1728. Re: HELP needed- comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 15:38:43 UTC
From: millert@scheifler.csee.usf.edu
Message-ID: <38ohi3$eu3@mother.usf.edu>
Source record: 178157

If you want a good, FAST terminal program that does very good 16-color ANSI emulation on a stock ST, get ANSITerm 1.90. The registered version also adds hardware scrolling, so it's even faster.

1729. High-Speed 1414 VQE modem problems.... Help?

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 16:17:32 UTC
From: peseb@freeport.uwasa.fi
Message-ID: <38ojqs$qjl@zippo.uwasa.fi>
Source record: 178294

Hiya,
I just recently bough a High-Speed (Acctual Brand Name) 1414 VQE modem. It works fine except for one thing it won't send a BUSY response code when the line is busy, or It won't detect it at all... I have checked to see that all options are apperantly in order..ie. At&x4 for full detection of Carrier&Dialtone and Busy Tone....
I also checked the Incoming Signal Strenght.... It is -51 dBm...According to the manual the Recieve Sensitivity of the modem is -43dBm ... Is there anyway to boost the Incoming Signal Strenght ? Is This the problem at all?

I bought the modem in Germany and I live in Finland....
Could this be the source of the problem?

Help needed!
Peter.
Thanx In advance.
--
Here's the Known and Unknown and inbetween are the Doors....Open the Doors! -Jim Morrison.
##

1730. Re: ENDLESS INCOME!

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 16:47:49 UTC
From: Rod@ivecoft.demon.co.uk
Message-ID: <783276469snz@ivecoft.demon.co.uk>
Source record: 178296
Cross-posted to: comp.sys.atari.st,comp.sys.apple2

In article <388h3n$nfl@bs33n.staffs.ac.uk>
cm3hirjd@bs47c.staffs.ac.uk "Requiem" writes:

> : EVT@alpha.dfw.net wrote:-
> : > PS: PLEASE, IF YOU DO NOT LIKE THIS POST, GO ON TO THE NEXT! For
> : > every one that does not like it, five do! Too much bandwidth is
> : > waisted by NET-JERKS discussing the merits of everyone's posts!
>
> I hope your mail server burns in hell from all the flames.
>
if you are going to WASTE everyones time by posting crap then at least get
your spelling correct.

Smaug the Dragon lives on

1731. Re: Developing Mosaic for the ST - addition

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 17:03:29 UTC
From: avg@cwi.nl
Message-ID: <avg.783277409@news.cwi.nl>
Source record: 178297

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>I don't thing you will see Mosaic on any thing less than a Falcon/TT, the
>other Atari machines do have the screen resolutions, also I thought that
>Mosaic had to be run from a Slip/Tip connections, and your system
>would have to implement a Unix type system, I could be wrong on this,
>but may be some one can post the minimum requirements of a Mosaic connection..

Theoretically I see no objection to running something like Mosaic on a
1 meg 8mhz TOS 1.0 box with b/w monitor. That should work. But
don't expect to be able to load more than 5 images...

As to the SLIP connection, this can all be built into the application.
It will be a largish, I expect some 600K executable, so maybe
1 megabyte is not enough. (You will need built-in SLIP, built-in
text editor, built-in shell window for telnet sessions, built-in
FTP, nn etc.)

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1732. Re: Falcon Monitors (?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 17:06:18 UTC
From: avsec@westminster.ac.uk
Message-ID: <CyCCuJ.BM9@westminster.ac.uk>
Source record: 178165

```
>I've got a Microvitec with my Falcon, and while it's not >quite< as swish
>as some msyncs, it can do bout 1100x900 non-interlaced - excellent for
>Calamus! A bit fuzzy when emulating ST High though. But who'd want to? ;-)

OK, so how far can a SVGA monitor be pushed ?
What I want is a monitor that can do 640x??? in True colour mode.
I suppose this is too much for something that is not a multisync.

Am I right ?

Cheers,
Phil.
--
/*------------------------------------------------------------------------*/
Phil Shore - email: avsec@wmin.ac.uk

Atari Falcon030 4mb/120HD/FPU
```

1733. NEODESK 4 : NOT RECEIVED

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 17:31:04 UTC
From: gruber@austin.ibm.com
Message-ID: <CyCDzs.5u0x@austin.ibm.com>
Source record: 178167

Rick,
I had backordered Neodesk 4 and haven't received it yet.
Any help you could give is surely appreciated.

Thanks,
Scott Gruber
SGTR@Delphi

Disclaimer : The views of this poster are not necessarily that of IBM

1734. Re: Attention all STOS programmers

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 17:45:38 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38op02$f2c@bs33n.staffs.ac.uk>
Source record: 178168

L J Greenhalgh (ma2ljg@bath.ac.uk) wrote:
: A mailing list is now in operation for all you STOS programmers
: out there , whether you are just beginning your journey along
: the STOS pathway or are writing your own extensions we have
: people who can help....

: Upcoming STOS extensions

: Cyber extension play .seq files on your ST
: eagle extension adds a further 82 commands to STOS
: ICBIS , replace STOS' sprite engine with a decent one!
: control V3 make full use of the hardware scrollable screens in your
: STE.
: gpb extension , make greater use of your STE's features.

Someone might like to consider coding the sprite editor so it works on
the Falcon because at the moment it doesn't!

Rich Davey
--
email here is hit and miss!
or: requiem@armory.com

1735. MegaSTE for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 17:58:02 UTC
From: howe@mik.uky.edu
Message-ID: <howe.783280682@mik.uky.edu>
Source record: 178169

Forsale: Atari MegaSTE 4/50 with a SuperCharger unit for IBM emulation. Unit comes a color monitor and Lotusworks for Dos. Asking $600.00 plus shipping.

Regards, Miles Howe
Howe@mik.uky.edu

1736. Re: LaTeX Available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 18:02:16 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <CyCFFs.D45@cix.compulink.co.uk>
Source record: 178170

```
>|> >Or you could FTP CS-TeX from atari.archive.umich.edu...
>|>
>|> Speaking of which, has anyone tried building a dump of the new LaTeX2e
>|> macro package on CS-TeX? I've been meaning to try myself (as soon as
>|> classes let up... and my thesis gets done... sigh...). Or is this
>|> sucker just to big to build on a 4meg machine?
>|>
>I have it done, and it works fine. Just run unpack.ins through ini-tex,
>then edit the config file, if you like (I have the us english and
>german patterns included, tex-large is necessary for that), and run
>initex a second time, just as the installation guide suggests. The
>whole thing took me about 1 hour to do on a TT.
>
>p.s.: you should use the newest version of cs-tex, which has a configurable
> tex-large and initex-large.

Where (and what) is the newest version of CS-Tex? Does it have a shell
that starts new processes under a multi-tasking OS?

Regards,

John.
```

1737. Re: Best Program For Modem for Atari ST 1040

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 18:34:29 UTC
From: blueagle <blueagle@inlink.com>
Message-ID: <Pine.BSI.3.90.941027132746.1111D-100000@vulcan.inlink.com>
Source record: 178151

On Tue, 25 Oct 1994 blade01@pplnet.com wrote:

>
> Possibilities:
>
> Uniterm (Public Domain)
> ANSIterm (shareware)
> Freeze-Dried Terminal (unsupported shareware)
> TAZ (supported and truly EXCELLENT shareware)
>
> I'm using TAZ primarily, and ANSIterm somewhat.

Hello. I was just reading several posts and ran across yours. I am also looking for a good terminal prg for my mega ste. I have never heard of TAZ before now. Will you tell me what features it support and where I can get it from?

I have tried Freeze Dried, and I like it a lot, but it don't support vt100. Thanks for your reply.

1738. Re: program to play sampl

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 18:39:35 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <38os57$r41@golem.wcc.govt.nz>
Source record: 178155

```
] w > The best one for the ST is "Soundlab". Available on the
] w > atari.archive.umich.edu FTP site in ./atari/Sound/ the latest v
] w > is 1.11. It plays _any_ kind of sample. (It'll even load in b
] w > files & try and play them if you want. Good for ripping sample
] w > programs etc.)
]
] What about .WAV files? Can this one do play these, or is something
] around that can??
```

It plays ANYTHING. WAV, AVR, SPL, SAM, SEG, etc. etc.

1739. Help with diskdrive needed (?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 18:59:54 UTC
From: blade01@pplnet.com
Message-ID: <05478PDBTGJDCCAWAAP@pplnet.com>
Source record: 178172

IW>Hi there,

IW>I (well my mother) have an Atari 1040 STf. The problem is that the
IW>applications bomb-out. I suspect that the diskdrive isn't working
IW>properly. Since it is an old machine (this is a typical Dutch frase,
IW>litteraly translated to English, so it propably stinks :-), but still
IW>in use, I would like to try if I could hook on an old (second handed)
IW>external non-Atari diskdrive.

IW>Is this possible, and can I reach it as drive B: or how do I do it ?

IW>Any help is welcome.

IW>Willem Koster
IW>(Please Cc: W.Koster@rc.rug.nl)

Willem, you can use an external floppy as Drive B:, but the problem is
more likey to be in the poser supply. you (or a friend) can remove the
power supply, and resolder all the connections on the bottom of it, as a
first step to eliminating the problem. If that doesn't do it, try
looking at the bottom of the ST's motherboard - any "gray" solder joints
(ones that are not shiny silver) should get the same treatment.

This is time-consuming, but usually solves the bombing problems you
mentioned.

□
Rich Tietjens aka Captain Blade * from The Captain's Lounge
Home of GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld
1-713-550-2620 * 24 hours/7 days * 14.4k bps * v.32bis/v.42bis
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
9:1992/6969.0@survnet.ftn * 51:2/10.0@atarinet.ftn
300:300/2.0@heatnet.ftn
□

--
Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

1740. ST Misc. Help!?

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 19:05:39 UTC
From: blade01@pplnet.com
Message-ID: <05133LGKXLAUMMPSMTG@pplnet.com>
Source record: 178153

IS>Hey everyone, I have an ATARI MEGA-4 ST /w a true, slow Megafile 30 HD.
IS>What other types of HD's can I put in there? Is it MFM/RLL/SCSI/IDE? I
IS>have no idea, I have never opened it....

I believe the Megafile 30 uses an RLL drive (could be wrong, wouldn't be
the first time - today). It SHOULD support 40, 60, and possibly 85 mb
MFM drives as well as 30, 45, and 72 mb RLL drives. Get a return
guarantee from the seller, just in case.

--
Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

1741. Re: RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 19:07:57 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <38otqd$3gi@mercury.dur.ac.uk>
Source record: 178166

I say yes. The comments about the traffic being so low as not to warrant a new group are all very well for those who have free/fast connections and threaded newsreaders (like me at the moment: I'm at university) but at home I get internet newsgroups gated through to my fidonet system (where the newsreaders' threading isn't really good enough) on a 2400baud modem. I would certainly subscribe to comp.sys.atari.programmer, but the traffic in other forums is too high for me at home.

Many specific forums with relatively low traffic certainly works well on NeST, producing more focussed discussion. I can't see why it wouldn't have the same effect here.

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

1742. Re: Mosaic?

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 19:17:07 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <38oubj$3gi@mercury.dur.ac.uk>
Source record: 178161

Erlend Nagel (wmpeen@urc.tue.nl) wrote: : cm3hirjd@bs47c.staffs.ac.uk
(Requiem) writes:

: >I remember someone saying they had written a HTML viewer for the Atari,
: >nothing quite like the full Mosaic but useable anyway. I am sure it was
: >in the advocacy section this post appeared. Have a root around.

I think this was an article I posted. Unfortunately, I haven't _written_
one, rather _am_writing_ I can't say when it will be finished as I'm
fairly busy ATM. I'll keep you posted.

It would only be a viewer - I don't have the technical knowledge of either
MiNTnet or the hypertext transfer protocol required to do a full viewer.

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

1743. Re: Printer Capture from Calamus 1.09

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 19:35:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199410272135.a10798@pb2.maus.de>
Source record: 178177

On Wednesday October 26th at about twenty past two
st39@unix.brighton.ac.uk (*Stephen Ticehurst*) happened to write:

Hi!

ST>I would like to capture the print output from Calamus to a file.
ST>There are a number of programs that do such a thing, but all the one's
ST>I have tried don't seem to work with Calamus's print routines.

You cannot capture the printer-output with a common spooler or so. Calamus
uses its own routines to print.

But Calamus usually comes with a *ToDisk* -driver. AFAIR the driver prduces an
image with all the necessary ESC-codes. So you should be able to copy this
file directly to the printer.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

1744. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 20:19:21 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyCLsA.3FK@cix.compulink.co.uk>
Source record: 178159

> Atari do not have the copyright for the AES, so there's no way it will
> become PD unless Digital Research want to.

And as DR is owned by Novell - I'm surprised Atari can even sell GEM any more. Well I would be except somebody here assured me over a year ago that Atari had bought the rights to GEM and could develop it as they liked. Anybody know for sure? If Novell do own the rights - then where does that leave NVDI, MagiC etc?

Roland.

@CiX

1745. Re: X-Windows or X-Terminal for ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 20:19:25 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyCLsE.3GI@cix.compulink.co.uk>
Source record: 178160

> < You really need 1024*890 pixel graphics as a minimum to make this
> < worthwhile, at least thats what we found when we toyed with using
> < Macs as Xterms. Otherwise you can't get much more than an Xterm
> on the < screen :-)
> < |>
> < --
>
> ..And how do you make that possible? I have an STe with an NEC

Graphics card or Big Screen emulator.

> Multisync II monitor, and TOS 2.06.
> And, *is* it possible to use an ST as an X-terminal or running X11?

There's no hope of an ST running full blown X-11. It might be possible to
use it as a basic X terminal - but nobody has done it yet.

:-(

Roland.

@CiX

1746. Re: Mosaic?

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 21:55:33 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <38p7kl$njo@nyheter.chalmers.se>
Source record: 178162

In article <783111276snz@chowgar.demon.co.uk>,
Simon Moore <smoore@chowgar.demon.co.uk> wrote:
>In article <38h0l1$gvt@nyheter.chalmers.se>
> d2cg@dtek.chalmers.se "Christer Gustavsson" writes:
>> I've managed to compile lynx 2.3.1 beta and it works on my Falcon!
>> I will test it a little more and then I will upload it with ftp...
>>
>> Christer.
>>
>That will be a happy day for all Falcon and ST owners. Please let us know if
>you upload somewhere.
>

I've put a small package together that will be uploaded tomorrow...

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

1747. How about a Web page editor?

Newsgroup: comp.sys.atari.st
Date: 1994-10-27 22:09:41 UTC
From: swhatley@blkbox.com
Message-ID: <38p8f5$6lp@news.blkbox.com>
Source record: 178163

Is there a program for the ST to help create Web pages or would this have to be written along with the Mosaic program.

Thanks,
Steven Whatley

1748. atari computer for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 00:02:56 UTC
From: jaye@alpha.pr1.k12.co.us
Message-ID: <CyCw4w.HHG@k12.colostate.edu>
Source record: 178164

That computer your selling sound cool to just have fun with, but is sounds pretty old, and frankly it doesn't have much compatibility with other computers. I hereby make the offer of $20.00. If this is your highest offer, mail me the stuff(I live in Ft. Collins), and notify me by e-mail @ this address.

--
##
"...It's the end of the world as we know it, and I feel fine..."

Jay Eberhard
jaye@alpha.pr1.k12.co.us

##

1749. Re: HELP! I need MiNT UUCP!

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 01:13:42 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.Rx_bu39Py8_@albemuth.equinox.gen.nz>
Source record: 178175

tj@aiscube.AIS-dortmund.de (Theo Janssen) writes:

>John Collis (john@albemuth.equinox.gen.nz) wrote:
>: theo@mailmak.ping.de (Theo Janssen) writes:

>: Well, already you have told me more things about various ports etc than
>: I have seen in the last 18 months in this newsgroup. What are the ports
>: of SMAIL, WNEWS and INND?? There really needs to be a definitive listing
>: of where this software is available from.

>If you are not running MiNT, all these packages should not be very
>interesting for you, as they are probably not able to run in a standard
>TOS-Enviroment. MiNT behaves a lot like UNIX. For that reason it is often
>quite simple to port *IX-Software like smail (Mail delivery agent), wnews
>(stripped down version of bnews) or innd (another *IX based Newsprocessing
>package).

Okay, I think you are right about the ease of portability, but most
software I've seen from *IX for mail and news handling via UUCP, doesn't
really need to be running in a multi-tasking environment as the concept
of queueing data by files is the whole point of a UUCP-Mail/News system.
(I agree that for IP connectivity that multi-tasking with daemons
waiting on certain ports is part of the design). There are ways of
porting *IX stuff to TOS with a little forethought.

>: I for instance aren't so interested in UUCP/Mail/News solutions for MiNT
>: as I don't run it, but there must be other software around for just
>: normal TOS environments like the port of NN from a few years ago. For
>: instance the readme for the port of NN mentions two other systems, that I
>: have never heard of before; HH rmail and MNEWS. Where is this stuff
>: available from??

>Never heard of a port of NN to TOS !? What is "HH rmail" and "MNEWS ?"

Well, NN _is_ ported to run under TOS, it's available from
ftp.uni-paderborn.de in the /pub/atari/tools/dfue path, and also from
atari.archive.umich.edu in one of the paths under their Networking/...
hierachy. :-)) As for HH rmail and Mnews, I don't know except that they
are mentioned as part of the example setup's for NN in the readme of the
above port. As the port is of German origin, I assume that they are some
sort of software from some German source either a port or original.

>Well, here is a small part out of D. Ackermann's.... TCP/IP FAQ:

>>UUCP Software (This list belongs here, but needs to be fleshed out)
>>
>> The following packages can all be found at ftp.clausthal.de under

>>pub\atari\telecom\uucp\ .
>>
>> Hermes 1.10
>> Mercury
>> Upoint-Light

>> The only one of these packages that I have any experience at all with
>>is Upoint Light. It is nicely done and all works inside of a profesional
>>GEM interface. I do not have access to using UUCP at my university, so
>>please if you use UUCP help flesh this section out.

Thanks, I know about these packages and have tried them all. I'm just
interested in all other possible UUCP options! :-))

Cheers,
John

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

1750. Re: Best Program For Modem for Atari ST 1040

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 01:31:23 UTC
From: lando5@iii1.iii.net
Message-ID: <38pk9u$nsb@iii1.iii.net>
Source record: 178173

Neven Petrlik (npetrlik@public.srce.hr) wrote:
: Does anybody knows which is the best program
: for communication with modem for ST 1040 ?

: Rufus isn't so good ...

I've used several over the years, from Flash! to ST-Talk Pro to Freeze Dried Terminal and Storm. I'm currently using STalker 3, and it's my term of choice THIS year.

1751. Re: America ON-Line

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 01:49:02 UTC
From: markvanwyk@aol.com
Message-ID: <38plae$csb@newsbf01.news.aol.com>
Source record: 178174

In article <9410241441.AA01205@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:

Everything Hutch says about GEnie being the best thing since sliced bread for Atari users is true. I understand there's a ton Atari information and stuff to download. I didn't have much luck locating and downloading and un-arcing and un-zipping stuff, but that's probably my fault, not GEnie's. As for AOL, there is a very specific reason I want it, and I was sorry (but not surprised) that there is no Atari support available for AOL. AOL is tied into numerous metropolitan newspapers around the U.S., and here in Silicon Valley, California, the San Jose Mercury News has Mercury Center, which has some real interactive stuff that allows you to write back and forth to reporters and editors (and they do respond), and you can do searches of the paper's news library, and look up wire service articles related to topics printed in the paper but that didn't make it into the paper, etc. This is not only a nice thing, it's almost essential for the work I do that I be plugged into Mercury Center. I would have loved to been able to get it with my Atari, but I could not, except by emulating a Mac. Too bad that Atari computers faded. We coulda' been a contender. I should never have knocked GEnie, (although I found their magazine articles and news stuff to be pretty outdated, useless, and irrelevant). I may even start up a subscription with them again, once I learn how to download and unzip and unarc stuff on a local Atari bulletin board called Bay Area Atari User's Group (BAAUG). Since I do have an Atari computer (Mega STe w/ 4mb ram,50 MB HD, two disk drives and both color and B/W monitor), I'd like to have as much access as possible to games and stuff that's still out there. But I couldn't figure out how to get full use out of GEnie, and it was going to waste by inactivity. --Mark van Wyk

1752. Re: HELP needed- comms programs

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 03:19:34 UTC
From: hc002d@uhura.cc.rochester.edu
Message-ID: <1994Oct28.031934.26203@galileo.cc.rochester.edu>
Source record: 178176

In <38ohi3$eu3@mother.usf.edu> millert@scheifler.csee.usf.edu (Timothy Miller) writes:

>If you want a good, FAST terminal program that does very good 16-color
>ANSI emulation on a stock ST, get ANSITerm 1.90. The registered version
>also adds hardware scrolling, so it's even faster.

Where do you get ANSITerm 1.90?

1753. Re: Atari Mega 2 ST & Mono Monitors for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 06:14:32 UTC
From: DAVE <scarpad@delphi.com>
Message-ID: <B0w0bcA.scarpad@delphi.com>
Source record: 178179

Doug White <magnum@realm.tdkcs.waterloo.on.ca> writes:

>Atari Mega 2 ST in excellent condition...may need a new fan down the road.

Would you take $100 for it including shipping ? And would you guarrantee it not to be DOA on arrival ????? If so how about C.O.D ing it too me ? Let me know....

1754. Oh no! Where's my hard drive?

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 06:39:36 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <38q6b8$l2t@nntp.Stanford.EDU>
Source record: 178180

Two partitions got massively corrupted....and I wiped/zeroed them with
ICD Pro Utilities. Now they don't exist? I can _sometimes_ open them up
but they are empty and usually they don't respond to any program or even desktop
functions! What happened? How do I bring them back?

I have tried all the main ICD Utilities but none of them recognize the drives
(D & F). I even "remapped" the partitions but they still don't "exist". A
distinct possibility is that Datalite is part of the problem - on bootup,
Datalite refuses to run because it can't recognize two of the paritions. But
I don't think thats it.

Any help? respond ASAP! Thanx - darmok.

1755. Looking for a Calendar prg...

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 06:39:50 UTC
From: Chuck.Grimsby@mypoint.flight.org
Message-ID: <087_9410281835@flight.org>
Source record: 178230

TH> In a message of 26 Oct 94 17:49:07, Tom Hopper wrote:

TH> I'm looking for a good calendar program that will give me nearly (if not
TH> actually) unlimited daily entries. I want to use it to keep track of
TH> events rather than as a scheduler, so I need it for things like Birthdays
TH> and special events but not to schedule every hour of my day.

TH> Anyone know of any calendar programs that will fit the bill?

Have you tried TODAYS. It's up to version 2.00 now, and 2.01 is due out "RSN".
It'll give you a display of today's dates, events that are upcomming, and
events that have already happened. Having no sense of time myself, I use it to
remind me of upcomming family and friend's birthdays, when bills are due, etc.

I've turned on almost _all_ the date info so you can have a look at it
(Normally, I don't get out this much!) but it'll give you a display something
like this (It's fully editable so you can get what you like):

Gregorian Date: 10/28/1994 Time: 06:03:50 CDT
Julian Date: 2,449,654 Time Remaining: 17:56:10
Julian Year: 6707 Greenwich Mean Time: 11:03:50
StarDate: Four Nine Six Five Four Point One

Roman Year: MCMXCIV Roman Tax Year: 2
Lunar Year: 19 Solar Year: 15

Day of the week: Friday Remaining: 1
Day of the year: 301 Remaining: 64
Day of the Month: 28 Remaining: 3
Day of the 4th Quarter: 28 Remaining: 64
Week of the Month: 4 Remaining: 1
Week of the year: 43 Remaining: 10

Business day of the Week: 5 Remaining: None
Business day of the Month 20 Remaining: 1
Business day of the Quarter: 20 Remaining: 45
Business day of the Year: 215 Remaining: 45
Day of Fall : 36 Remaining: 55

Seasonal Data:

Season Days until Next Days since last:

Spring: 143 222
Summer: 236 129
Fall : 330 36
Winter: 55 311

Weekly events:
==========

Friday! T.G.I.F.! If You Can Just Make It Through Today....
It's A Business Day. <Sigh>

Yearly/Calander Events:
=======================

1,891 Days Until The Year 2000
2,257 Days Until The 21st Century
218th Year, 116th Day of the American Revolution
34,268th Day Of The 20th Century

Zodiac:
=======

Astrological Sign: Scorpio

Birthdays:
==========

Derrick's 11th Birthday!

Upcomming Events:
=================

2 Days Until Daylight Savings Time Ends! (10/30/94)
3 Days Until Halloween (10/31/94)
10 Days Until Jenny's 37th Birthday (11/07/94)
11 Days Until Election Day
58 Days Until Christmas Day
169 Days Until Taxes Are Due! (04/15/1995)

--
| Internet: Chuck.Grimsby@mypoint.flight.org
| FlightLine Public Access Mail Gateway [MSP]

1756. Re: Problems with printer in SPECTRE 3.0

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 06:59:33 UTC
From: kootstra@rivm.nl
Message-ID: <kootstra-281094075655@mackoot.rivm.nl>
Source record: 178181

In article <2840SBHWSAQANOJQTX@ars.ath.forthnet.gr>,
biofotos@ars.ath.forthnet.gr wrote:

>
> Hi to all
> I have this problem. I run SPECTRE 3.0 in my FALCON and it seems that
> there is a problem handling the Centronics port. The problem lies too to
> the TT as far as I know. I have a DESKJET 520 and it can't be reset.
> Is there a fix for that (I have heard something in the past) ?
> Thanks in advance
> Spiros
>
You can try another printerdriver like HPDJ3.1 which connects to the serial
port. I don't know if it works. HPDJ3.1 is available from several (mac)
FTP-sites.

Peter Kootstra (kootstra@rivm.nl)
National Institute of Public Health and Environmental Protection (RIVM)
Laboratory of Organic-analytical Chemistry
Bilthoven, The Netherlands

No guru, no method, no teacher (Van the man)

1757. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 07:05:29 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CyDFp6.D6G@hpbbrd.bbn.hp.com>
Source record: 178210

Tommi Hietavuo TKKK (THIETAVUO@FINABO.ABO.FI) wrote:
>Btw; all Atari multitasking systems seem to have one problem in common: when a
>fileselector pops up, all other processes freeze up =-(. While doing some data
>transfer this simply isn't acceptable, because: pause -> timeout -> problems...
> The same thing occurs when you use menus, or the disk drive reads or writes.
> Can anyone tell me, why these things can't be improved - when e.g. Mac OS
> handles them better?

When a fileselector or another modal dialog pops up, the screen is locked
for the application displaying the dialog. Any other process which wants
to write to the screen will be blocked. Processes which do *not* write
to the screen and just doing background transfers will continue to be
scheduled. So you can have background transfers in such a case, it all
depends on how clever your software is.

When a disk drive transfer is on its way, the drivers in the ROM (and
the hard disk drivers) sit in a busy-waiting loop and use all
processor time. They *could* use interrupt-driven transfers with
a reentrant OS kernel. Unfortunately, the kernel is not reentrant,
so we're stuck with this. I'm told, however, that the next MagiC
version will have background DMA transfers, so they must have introduced
some kind of reentrancy in their kernel. Sounds like hot software
to me.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

1758. Re: TT (was WWW)

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 08:48:59 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <38qdtr$1ij@percy.cs.bham.ac.uk>
Source record: 178182

steve@earth.ox.ac.uk (Stephen Usher) writes:
>In article <ftn_2.203.203.7$fidonet.org_2eaa4372_Bo.Leuf@ct.se>,
>Bo Leuf <bo.leuf@daggskim.ct.se> wrote:
>>And in any case, Atari just couldn't deliver TT's. I had orders several times
>>of upwards of 30 - 40 machines per customer to various large companies that
>>thought this was what they needed, all when TT's were in "full production".
>>Atari always replied when I tried to get deliveries that, "Gee, well that's
>>nice! We can maybe supply you with about 4 or 5 machines if you're willing to
>>wait 3 or 4 months." In the end one could perhaps get 1 or 2 machines after 5
>>or 6 months. Obviously the customer had long before cancelled the order and
>>gone for PC or Mac.
>
>If you ever opened the case of a TT and tried to fix one you'll know why the
>TT was available in such small quantities. The machine just wasn't designed
>to built on a production line! I mean, who would design a machine where
>parts had to be part assembled before the final soldering of the VME bus was
>done by hand, then some of the metal shielding had to be bent into place. I
>mean, there's no idea of production modularity. Whatever else you may say
>about the PC design, at least it's easily put together on a production line.

Well, there's no metal shielding in the later TTs, so they must have
learnt something albeit too late.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1759. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 08:59:50 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <38qei6$1mu@percy.cs.bham.ac.uk>
Source record: 178183

contacts@mits.mdata.fi (Pekka Saarinen) writes:
>In article <Cy83Ho.54K@inter.NL.net>,
>A.V. Groenink <groenink@inter.NL.net> wrote:
>>We are currently investigating the marketability of a Mosaic product
>>for the Atari ST/TT/Falcon line. Therefore we would like to hear from
>>you whether you would be intersted in such a product, whether you know
>>any other users who would be, etc.
>
>I am very interested in Mosaic and would certainly buy it for
>my Falcon if it would be available.
>
>>Furthermore, on what configuration would you be wanting to run
>>Mosaic - would this be MiNT plus MiNTnet, or should we rather provide
>>built-in support for dialup SLIP with additional services such as ftp?
>
>Built-in routines would be best, along with NVDI 3 and Magix!-support.
>I don't know yet about technical aspects of Mosaic, but it would always
>be best that all these ways of doing things were fully user-configurable
>right down to graphic look and fonts.

The ability to render all the ISO characters in HTML would *require*
SpeedoGDOS (or NVDI3), as many ISO characters simply are not in the
8-bit Atari set (but do exist in the 16-bit Speedo sets).

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1760. Re: Oh no! Where's my hard drive?

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 09:43:35 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <Zi43T6H.johnhechtman@delphi.com>
Source record: 178184

Philips Dilworth Patton <darmok@leland.Stanford.EDU> writes:

>Two partitions got massively corrupted....and I wiped/zeroed them with
>ICD Pro Utilities. Now they don't exist? I can _sometimes_ open them up
>but they are empty and usually they don't respond to any program or even desktop
>functions! What happened? How do I bring them back?

I think your best bet is to backup all the other partitions and re-format
your hard drive. I had a similar experience with a "repaired" cpu once.

>I have tried all the main ICD Utilities but none of them recognize the drives
>(D & F). I even "remapped" the partitions but they still don't "exist". A
>distinct possibility is that Datalite is part of the problem - on bootup,
>Datalite refuses to run because it can't recognize two of the paritions. But
>I don't think thats it.
>
>Any help? respond ASAP! Thanx - darmok.

First get your hard drive working again, Then you can muck around with a
compression program. Compressed data is alwys harder to restore. Good luck!

1761. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 09:48:47 UTC
From: putney@suburbia.apana.org.au
Message-ID: <putney.783337727@suburbia.apana.org.au>
Source record: 178185

sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:

>>We are currently investigating the marketability of a Mosaic product
>>for the Atari ST/TT/Falcon line. Therefore we would like to hear from
>>you whether you would be intersted in such a product, whether you know
>>any other users who would be, etc.

>Hiya Annius,

>I'm very interested in a Mosaic-type browser for the Web. I know a
>number of people with a similar interest. I'm almost on the verge of
>buying a cheap PC just to run Mosaic - and I don't wanna do it.

>>Furthermore, on what configuration would you be wanting to run
>>Mosaic - would this be MiNT plus MiNTnet, or should we rather provide
>>built-in support for dialup SLIP with additional services such as ftp?

>I'd much prefer the built-in option - at a pinch go for multi-tasking,
>but make it run under MagiC (which would still require you to write a
>TCP/IP socket type thing). In fact, that might be the way to go - if
>you wrote a well documented socket then anyone could write their own
>multi-tasking modules on top of it (IE telnet, ftp, gopher, etc.).

>regards, Graeme

Hi there, I second Graeme on what he said, although I dont program so it
would be good if the modules were made available to users who register.
Again just make sure it runs well under magiC. I'll be one of your first
customers.

Thanks, Arthur.

--
---
suburbia.apana.org.au
Suburbia Public Access Unix - 24 Hr Internet Connection - +61 3 596 8366
==========

1762. Re: WP/DTP Package with Postscript output?

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 10:01:45 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.783338505@paddington>
Source record: 178186

Lexicor@world.std.com (ysiu@lexicor.com) writes:

>And the postscript module doesn't even work properly!! when outputting
>graphics

Do you mean the old (and abandoned) Dataformer module, or the current
Bridge moodule?

DMC were said to be working very hard on the postscript code for the
bridge module, it seems odd that they should release it with such
obvious flaws...

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

1763. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 10:18:12 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <38qj54$ksg@ra.ibr.cs.tu-bs.de>
Source record: 178187

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: <STIRRE31@MAINE.MAINE.EDU> writes:
: >Craig,
: >Why tease us this way :-)? TOS 4.92 sounds very nice indeed.
: >Would it be possible for Atari to release TOS development to
: >another developer like SpeedoGDOS? I have a feeling that
: >Atari would be a little reluctant to do so. However, if this
: >would be a possiblity, perhaps Atari owners should bug Atari
: >a little bit and suggest it? Perhaps a letter writing
: >(e-mailing) campaign of sorts? What do you guys think?
: >-scott tirrell

: I'm sure it is nice, but will it be any match for the TOS-clone, MagiC
: v3? MagicC 3 has the advantages of being out this year, being *very*
: fast, having MiNT-compatible features like loadable filesystems and a
^^^^^^^^^^^^^^^^^^^
: 3D AES. TOS 4.92 has the advantage of being official, the
: disadvantages of being a beta release, and unfortunately will probably
: never be released by Atari (IMHO).

These loadable filesystems are *not* comptible to MiNTs xfs.
The developer said their format is more powerful/flexible/better.

There are no docs available on loadable filesystems for MagiC.

It really is a shame that some (IMHO good) programmers waste time
to reinvent the wheel (badly).

They blew KAOS 1.4 (KAOS 1.2 was grate) and now they are developing
a whole incompatible OS. Is the atari market really that big that it
can support 2 OS (not counting Linux which ist TT/Falcon only)?

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

1764. STe: How to go from 2MB to 2.5MB?

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 10:51:31 UTC
From: dan@hpwina39.uksr.hp.com
Message-ID: <38ql3j$ga3@hpwin055.uksr.hp.com>
Source record: 178190

Newbie question here...

Well actually I've owned my STe for nearly 4 years. But I've only just upgraded from 4 x 256k to 2 x 1MB SIMMs. I believe it's possible to add two of the 256k SIMMs to make 2.5MB, but when I do that, the STe reports that it's got 4MB and then gets some things screwy.

There's a patch or something, isn't there?

What's it called? And can someone uuencode it and email it to me?

Thanks & regards,
Dan.

.---.
| Dan Bennett : Uni* mail: dan@hpwina39.uksr.hp.com |
| Telephone: (+44) 344 361870 (GMT) |
| Fax : (+44) 344 361737 |
| Hewlett-Packard UK Response Centre, |
Amen Corner, Cain Road, Bracknell, Berkshire RG12 1HN, UK
Ah me! My face as green as a quince,
And all because of the cruelties of love.
My lady so fair;
But every time I attempt to declare my devotion
She hits me on the kneecap with an iron-shod club.
Can it be that I have offended her?
- Hucbald the One-legged of Grobhausen
`---'

1765. Re: Mosaic?

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 11:44:39 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.7.000BBEDD@cam.ac.uk>
Source record: 178188

In article <38gq50$srk@mercury.dur.ac.uk> M J Maisey <M.J.Maisey@durham.ac.uk> writes:

[Lynx]
>: No, it was a full HTML page viewer. But as for a fully fledged web
>: browser, I don't think so.

>Lynx is actually a completely fully fledged web browser, including being
>one of the very few browsers around to support HTML+ forms reliably. But
>I don't know how up to date the version for the ST is.

Possibly the original atari port was before Mint-net was released and so could
not be used as a web browser as it had no way to actually connect.

1766. Re: What Toad?

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 11:46:58 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.8.000BC8C5@cam.ac.uk>
Source record: 178189

In article <avg.782046664@news.cwi.nl> avg@cwi.nl (Annius Groenink) writes:
>As far as I know, Compo is more like a UK version of Application Systems
>Heidelberg, isn't it?

Compo are actually a German company, who also have offices in the UK and in the US.

1767. PGP-Shell available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 11:57:42 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <2e1_9410281342@wmeonlin.sacbbx.com>
Source record: 178233

```
HM> From: Hendrik_Mylius@pb2.maus.de (Hendrik Mylius)
HM> Newsgroups: comp.sys.atari.st
HM> Date: Tue, 25 Oct 94 18:31:00 GMT
HM> Lines: 31
HM> X-Gate: MausGate/News 1.25/ac3
HM> Content-Transfer-Encoding: 8bit
HM>
HM> Hello everybody!
HM>
HM> I'd like to know if there is a good *PGP-Shell* available for our
HM> Atari.
HM> I'm aware of a
HM>
HM> *PGP Shell*
HM> *Version 0.5*
HM> *March 1994*
HM> *by Randy Hoekstra*
HM> *Copyright (c) 1994 Randy Hoekstra*
HM>
HM> but I find it to be quite buggy. Perhaps there is a more recent
HM> version available somewhere?
HM>

The latest version that I know of is 0.9,

Hope you have good luck finding it.

TTYL

John
```

1768. Re: NEODESK 4 : NOT RECEIVED

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 12:03:53 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-2810940803530001@flash.comm.mtholyoke.edu>
Source record: 178191

In article <CyCDzs.5u0x@austin.ibm.com>, gruber@austin.ibm.com (Scott Gruber) wrote:

> Rick,
> I had backordered Neodesk 4 and haven't received it yet.
> Any help you could give is surely appreciated.
>
> Thanks,
> Scott Gruber
> SGTR@Delphi

I've forwarded your message to our office, where someone will be able to look it up and let you know.

--
Rick Flashman, President Tel 413.247.5620
Gribnif Software Fax 413.247.5622
P.O. Box 779, Northampton, MA 01061-0779 rflashma@mtholyoke.edu
For information or technical support, contact "gribnif@genie.geis.com"

1769. ST Misc. Help!?

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 12:04:46 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <2e2_9410281342@wmeonlin.sacbbx.com>
Source record: 178234

s> Newsgroups: comp.sys.atari.st
s> From: sexgang@netcom.com (Necrinomicron)
s> Organization: NETCOM On-line Communication Services (408 261-4700
s> guest) X-Newsreader: TIN [version 1.2 PL1]
s> Date: Thu, 27 Oct 1994 01:47:07 GMT
s> Lines: 10
s>
s> Hey everyone, I have an ATARI MEGA-4 ST /w a true, slow Megafile 30
s> HD. What other types of HD's can I put in there? Is it
s> MFM/RLL/SCSI/IDE? I have no idea, I have never opened it....
s>
The Megafile 20 is MFM and has a ST-225
The Megafile 30 is RLL and has a ST-238R
SO I would look around for something like a
ST-277R (65 Megs)
ST-4135R (115 Megs)
ST-4144R (122 Megs)

Also look on the bottom of the unit, you can flip switch #2 on and install a
second drive on some of the Megafiles

TTYL

John

1770. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 13:24:49 UTC
From: nj1@ukc.ac.uk
Message-ID: <10057@falcon.ukc.ac.uk>
Source record: 178193

In article <38ind9$6no@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>MERLIN - address not to hand, sorry.

Try popemerlin@delphi.com

Neil.

1771. Re: Obsessive pinballing!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 13:56:34 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.783352594@paddington>
Source record: 178195

s9205525@otto (Glenda MOON) writes:

>: It is quite simple to U/l to an ftp site. Choose the site you want
>: from the list "THAT YOU HAVE OF ATARI FTP SITES", that are posted
>: here every fortnight (I think), once you have gotten into the site
>: and the directory e.g. Games, type hash (so you can see how
>: much is being transferred), hit return. type send <filename>
>: and hit return again, the file will now go to the ftp site of your choice.

Remember to type 'bin' to send binary files, and you usually have to put
it in an 'incoming' directory, otherwise the send will fail...

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

1772. Falcon Availability?

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 14:02:47 UTC
From: dking@gbc.gbrownc.on.ca
Message-ID: <38r0a7$il0@gbc.gbrownc.on.ca>
Source record: 178212

Is the Falcon still available commercially? Is so, how much is it. I'm in Canada so canadian prices would be appreciated. Do you have to order direct from Atari. Is there any new Falcon hardware development going on? Such as an '040 or PPC Falcon?

thx...

dk.
--
Darren King, George Brown College :: -> dking@gbrownc.on.ca

1773. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 14:06:46 UTC
From: David.White@ee.surrey.ac.uk
Message-ID: <1994Oct28.140646.25393@ee.surrey.ac.uk>
Source record: 178192

> >Furthermore, on what configuration would you be wanting to run
> >Mosaic - would this be MiNT plus MiNTnet, or should we rather provide
> >built-in support for dialup SLIP with additional services such as ftp?

> Built-in routines would be best, along with NVDI 3 and Magix!-support.
> I don't know yet about technical aspects of Mosaic, but it would always
> be best that all these ways of doing things were fully user-configurable
> right down to graphic look and fonts.

I agree that there would have to be built in routines, however, support
for MiNT and MiNTnet is important. Would it be possible to use drivers
in the program to allow compatibility with both?

-David White

Falcon 030 ee11dw@surrey.ac.uk

1774. Re: Civilization

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 14:25:41 UTC
From: davidg@cee.hw.ac.uk
Message-ID: <CyE02u.JtE@cee.hw.ac.uk>
Source record: 178198

Is there a map editor for the st version of civ?

Why doesn't the ST version have random worlds?

thanks in advance
big Davie.

1775. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 15:12:00 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <38r4c0$6m6@whitbeck.ncl.ac.uk>
Source record: 178194

In article <38lmjs$pfc@infa.central.susx.ac.uk>, kaps3@central.susx.ac.uk (Steven Constantine) writes:
>I agree whole heartedly with all the above except.....this kind of
>software should only be used in MONO, just looking at the X Windows
>interface gives an idea of the amount of detail required on screen at
>any one time - lets face it, All performance software runs in MONO.
>

Nope - all performance software is independant of the number of colours on screen. Ok, perhaps a minimum res can be required say, 640*400 :)

Seriously, you should support colour modes, as the majority of the people who would actually get round to using Mosaic will have a larger machine anyway (the unwashed masses who own ST's don't generally care about the WEB).

My view......

Craig (f030 4/32Mhz, 800*600*16colour SVGA).

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

1776. Re: Koala Pad on the ST...

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 16:07:46 UTC
From: blade01@pplnet.com
Message-ID: <5058DKTPTGPWWEXBRE@pplnet.com>
Source record: 178199

IG>JH> Does anybody know if there are any programs that would allow
IG>JH>me to use a Koala Pad or Atari Touch Tablet instead of the ST mouse?

IG>This won't be of any use due to insufficient hardware capabilities. The Atar
IG>ST has no a/d converters :-(
IG>(On STE's it may work...)

Actually, it would be fairly easy to do, but it would require an
external adapter box containing one or two A/D chips. Draw power from
the usual +5v line at the joystick port, connect the A/D output to the
appropriate directional lines at the same port, and plug the Koala Pad
into the A/D analog lines. Shouldn't be too awfully hard. I'll look
into this if someone has a spare Koala Pad I can play with.

--
Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

1777. Re: Developing Mosaic for the ST - addition

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 16:28:36 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CyE5ro.84r@cix.compulink.co.uk>
Source record: 178203

>As for personal preference, simply make it a solid, well-tested package that
>will run under existing multi-tasking systems (but does NOT require them)
>and relies as little as possible on external programs/OS component
>replacements (such as MINT). DON'T skimp on the documentation, and don't even
>think about mentioning delivery dates until the package is ready to ship!

The question of MiNT/MagiC support is an interesting one - I would
certainly like Annius to write an all-in-one package where the
application includes the code that handles the SLiP/PPP link. However,
if Annius is going to write that code anyway it'd be kinda cool if he'd
let the SLiP/PPP interface into the public domain/shareware arena.

Then Atari would have an equivalent to the IBM WinSock program, which,
in a multi-tasking environment gives the OS the TC/ICP layer required
for all direct-connection internet links. This, in turn, would enable
programmers (like me) who are unable to get as deeply into code to
write these kinds of sockets to go ahead and write the kind of GUI
based Internet tools that the Atari is crying out for.

This currently exist/is about to exist in the form of MiNTNet, yet this
isn't good enough for a lot of us - with the old MTOS AES which is,
not to put too fine a point on it, crap. What we need is a TCP/IP layer
that works under MagiC - whether this is possible depends very much on
whether or not any kind of pipelining is available under MagiC 3.

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

1778. Wanted: ST Application Programming

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 16:31:15 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <38r90j$n9f@msuinfo.cl.msu.edu>
Source record: 178200

Hello,

I'm looking for the old book from Bantam called Atari ST Application Programming, ISBN 34397-1. If anyone has a copy they'd like to sell, please contact me.

Please respond via email, as I'll be away for a few days and may miss some messages in the newsgroup.

Thanks,

Tom Hopper
MSU Lansing, MI, USA
hopper_t@msupa.pa.msu.edu

1779. New Files at HENSA (28 Oct)

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 16:45:41 UTC
From: vctec@westminster.ac.uk
Message-ID: <CyE6K5.IyC@westminster.ac.uk>
Source record: 178201

Well, here are the latest and greatest for this week.

Do enjoy downloading them, and trying them out.....

Remember:
ftp/telnet/pad/gopher: micros.hensa.ac.uk
WWW: http://micros.hensa.ac.uk

Danny

ATARI NEWS OF THE DAY Updated 28/10/94 @ 1630

Digests
----
tos/o/o107 Info-Atari8 digest e-mail newsletters
Updated weekly

tos/o/o116 Silicon Times Report (STR) International Online Magazine
Latest updates on.... 24/10/94

New software for the Atari TOS section

New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
o193 28/10/94 ---- WAVPLAYER Play WAV files, the PC people boast about (E)
o194 28/10/94 ---- GBELL 1.0c Play sounds with various GEM events (E)
o195 28/10/94 ---- TERA DESKTOP 1.40a Brilliant desktop replacement (E)

o188 27/10/94 ---- ZORG 1.39 Ze Organiser Disk/file monitor, reorg. (F/E)
o189 27/10/94 ---- RSVE Instructions to modify serial port for fast comms (E/G)
o190 27/10/94 ---- 38400 BPS Hardware modification for the Serial port (G/E)
o191 27/10/94 ---- Modular (Serial) Device Drivers (HSMODA04) Serial fix (G/E)
o192 27/10/94 ---- SYSINFO 2.00 Good modem and system tester from Toad (E)

o180 26/10/94 ---- FOLDER COUNTER 1.02 Counts number of folders on the HD (F)
o181 26/10/94 ---- Bootstrap News Takes newsfeed w/o need for the full package (E)
o182 26/10/94 ---- BERKLEY YACC A parser generator (E)
o183 26/10/94 ---- CAWF 2 C-version of AWF, a NROFF type text formatter (E)
o184 26/10/94 S--- STOS CONTROL EXTENSION 3.0 Shorter and readable listings (E)
o185 26/10/94 ---- CHORDS Play piano chords on a mini keyboard on screen (E)
o186 26/10/94 S--- DA CAPO 1.06 Full GEM name and address manager (G)
o187 26/10/94 ---- ENHANCEDGEM LIBRARY 2.10 Interface subroutines for GEM (G)

o178 25/10/94 S--- K1ED Editor/librarian for Kawai K1 series synths (E)
o179 25/10/94 ---- DEVICES 1.02 Diagnose fol/file/size/xfer of hrd dr (F/E)

o172 24/10/94 ---- JUKEBOX Play a sample on startup, configure the boot up (E)
o173 24/10/94 S--- ACCOMPANIST 2.5 A 16 voice sequencer (E)
o174 24/10/94 ---- EASE DEMOVERSION 2 & 3 Demos of this desktop replacement (G)
o175 24/10/94 S--- PANTHER File diverter. Keep all config files in folders (E)
o176 24/10/94 S--- SongZ 1.0.5 A multimedia database for your music (E/F)
o177 24/10/94 ---- FSEARCH 7.4 GEM File find and Grep program (E)

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1780. ST and Jaguar Games: help!

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 16:54:00 UTC
From: duchene@9-800.frec.bull.fr
Message-ID: <38rab8$bfu@vercors1.frec.bull.fr>
Source record: 178213

My son and I are stuck in level 51 of Dino Dudes on our Jaguar!
Does anyone know how to pass this level, or the code for level 52?

We have also given up with Transartica on ST after having bought
a second engine, travelled everywhere (including the hidden part near
the middle of the map) for virtual months and years...
Any ideas?

I have heard of No Limit 2. This should be a ST pinball game, PD or
shareware. Am I right? Is there a ftp site?

Thanks for your help!
--
+---+
| Jean-Jacques DUCHENE Email : J.J.Duchene@frec.bull.fr |
+---+

1781. New Atari-CD's?

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 16:54:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199410281854.a10826@pb2.maus.de>
Source record: 178220

Hi folks!

As I'd like to use my CD-ROM a little more, I'm kinda interested in all sorts of information concerning possible new CD's out here, there or anywhere ;-)

I've heard about the *a.a.u.e CD* (System Solutions sell 'em right?). Has someone played around with this CD and would be willing to make some comments about the product?

What about Walnut Creek? A new *GEMini* out from those guys?

Is there a chance of an *Atari-Linux* CD being released in the near future? With complete X and TeX and so forth, of course.

I've heard some talk about a complete MiNT-distribution being released on CD as well. With all the stuff needed for easy installation and even the whole MintNet and sockets stuff.

Any comments welcome! Please respond in PMail as well. You know, the gateway is somewhat picky sometimes.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

BTW: I'm waiting for a new German CD to arrive next week. The alpha-CD-1. Perhaps I can get the author to upload an indexfile somewhere on a German ftp-site (if anyone cares, that is :-)

1782. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 16:55:33 UTC
From: walusoft@cbbs.win-uk.net
Message-ID: <15@cbbs.win-uk.net>
Source record: 178196
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Cy30y8.I2G@cix.compulink.co.uk>, "Ofir Gal" (ogal@cix.compulink.co.uk) writes:
>sheppard_r@kosmos.wcc.govt.nz said:

>>Silica Shop in the UK opening up a group of Atari shops..
>
>You weren't reading carefuly. But this is effectively true.

Well I'd agree that some of the ST mags have carried reports of
Silica opening shops within some UK high street stores such as
Debenhams I'd question the bit about them being Atari Shops.

I recently had occasion to visit town and popped into the Silica
shop within a shop to be absolutley overwhelemed by the amount of
Atari stuff on display.

Ah ! whats this I spy tucked away in the corner ! practically
nothing. No Falcons No ST's to be seen any where at all.

Email walusoft@cbbs.win-uk.net The Chameleon BBS
mas@walusoft.centron.com Run on Atari's for Atari's
+44 [0]1454 881095
Martin Stacey V.FC and 24 hour

1783. New programs for the Atari.

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 16:58:10 UTC
From: jonaeson@algonet.se
Message-ID: <38raj2$pe0@aristotle.algonet.se>
Source record: 178202

Hi!

Since I have sent some good programs to ftp.tu-clausthal.de the last few days, I'd like to tell you all about them.
It's four programs, 2 of them are written by me, the other 2 are written by a friend of mine.

FASTBT04.ZIP (written by me)
NVRCF030.ZIP (also a program from me)
LASCAN29.ZIP (Written by URAN - Ulf Ronald Andersson)
PFXAFX_K.ZIP (also written by URAN)

Fastboot F030 v0.4beta is a small hack that place a new bootsector on the disk in drive a, which will at bootup bypass IDE-boot sequence and memorytest. This is useful for all of you who doesn't have an IDE HDD in your Falcon, since TOS needs about 10 seconds to discover there is no IDE HDD present, every boot-up. Thus allows this program all F030 owners without an IDE to boot just as fast as F030 owners with IDE.
Current version works on TOS 4.01/4.02/4.04.
(betaversion since I have no machines to test TOS 4.01/4.02 on)

NVRam Configurator v1.0 is another NVRam-config program, with some nice features.

LaceScan v2.9 is a beta-release of 3.0, and is a program to make use of the overscan-possibilities in the ST, with some VERY nice features...
It can emulate other resolutions, such as TT-high. It has built in filters for emulating more/less colours, reducing flicker in interlace and much, much more. This is a MUST if you have a ST with the hardware overscan modification. You can also turn off overscan in desktop/gem programs without changing res, the program keeps emulating overscan etc.
Very nice program.

XPFX/XAFX v2.1k is a debugged and heavily improved version of Questers PFX/AFX v2.1, it allows you to pack files, and save about 50% of diskspace and all unpacking is done be gem when you access a packed file.
Great for packing texts, prgs etc. It also remembers the original size, so you will se all packed files with their original size in desktop.
It even fools calamus into thinking it hasn't been altered (if you pack calamus ofcourse) and thus you have saved 50% of calamus diskspace.
Also a very good program!

All files has been transfered to ftp.tu-clausthal.de it will probably be available there in a few days.

Greetings! // Tommy Jonaeson

1784. Re: SLIP and Popmail for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 17:02:18 UTC
From: walusoft@cbbs.win-uk.net
Message-ID: <16@cbbs.win-uk.net>
Source record: 178197

In article <38bdf6$bg4@news.nd.edu>, don mclaughlin (dmclaugh@darwin.helios.nd.edu) writes:
>
>Ok, I need a lot of help. I'm a long time atari user, but rather new
>to slip (but not to internet).
>

>ANyway. Is there a slip program I can run? Popmail?

Try looking for the file STNET100.ZIP which should contain all
you need for a link to providers such as demon using your Atari.

File is 1280883 bytes long and available from the BBS below :-]

Soory new on the net so don't know an FTP site.

Email walusoft@cbbs.win-uk.net The Chameleon BBS
mas@walusoft.centron.com Run on Atari's for Atari's
+44 [0]1454 881095
Martin Stacey V.FC and 24 hour

1785. Re: ST Misc. Help!?

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 17:41:55 UTC
From: nicole@seas.smu.edu
Message-ID: <1994Oct28.174155.15947@seas.smu.edu>
Source record: 178207

I first thought it was a power supply problem, but it turned out to be something with the drive; possibly the motor.

Anyone know where to buy/how to replace the motors in those pups; not that it's worth saving to anyone but a skinflint like myself.

John Trimble
nicole@seas.smu.edu

1786. Dextrous Development - Assistance needed.

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 19:06:06 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941028Z190606.758dbrewood@nest.demon.co.uk>
Source record: 178204

The Black Scorpians (BS) are working well on Dextrous, and it's progressing nicely, however some assistance is needed to add a few more features into the system.

This is now the time for you to have real input into what goes into Dextrous, they want to add the following list of features into the system, but need your response to make them a reality.

They are looking for information concerning the file formats of the following scaleable font formats for inclusion within Dextrous;

- Speedo
- True Type
- Postscript

If anyone can assist with the formats then they will be incorporated into Dextrous (who needs NVDI 3.00 or Speedo) ;-}

They are also looking for the following sound file structures; WAV, SND, AVR, etc, as Dextrous so far only supports MOD files.

Finally they are trying to locate a copy of the latest GEM.DOC which is diostributed with MiNT so that they can incorporate support for all the latest functions.

I now know a lot more about the program, and can safely say it will be incredible, with a host of features that I just can't find the time to list.

It is much more than a replacement desktop, it's a full replacement for the AES/VDI/TOS system and is fully multi-tasking. It's so far got every feature I've asked about, including those in TOS, Neodesk 4, Ease, and has a lot of other stuff as well. 256 colour icons, completely configurable window system (windows, X, or NeXT) types, with operating systems to match.

If anyone has any queries concerning it, and it's features I'll quite happily send a list of questions up to the team.

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Screen Eye and Audio/Photo CD =
= Beta testing on the Falcon.......: Extendos PRO / Apex Media / Super SAM =
= F-Search / CB-Zone / CD Sound / GEM Bench. =
```

```
= FTN system beta testing: JetMail, Semper, LFA, AutoFile, and Tidyfile. =
================================================================================
```

1787. RE: program to play samples wanted

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 19:20:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199410282120.a10832@pb2.maus.de>
Source record: 178221

On Tuesday October 25th at about five past twelve
hallvart@ifi.uio.no (*Hallvard Tangerï¿½s*) happened to write:

Hello there!

HT>I would also like to get hold of a program that will let me assign
HT>samples to various "beeps", like if you move outside the file selector
HT>etc. Not just the "sysbeep" thingy, but for different areas of GEM.

I'd say you should give SAM a try. The *System Audio Manager* comes from Atari
and lets you assign any sound to various actions.

It supports WAV, AVR as well as RAW soundfiles. The latest version I've seen
was 1.1 but there might be a newer one out somewhere.

HT>So, which program(s) are available and where do I find them?

I cannot tell you where to get it,as I have no ftp-access whatsoever. It
should be available somewhere on a.a.u.e, anyone?

There is a commercial German program available. But *Crazy Sounds* is probably
not what you're looking for.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

1788. Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 19:22:52 UTC
From: dgilden@kora.pn.com
Message-ID: <H.ekBL.PuyXomYkF&k@kora.pn.com>
Source record: 178205

```
Hey all out their, when you make an offer on something
for sale PLEASE respond via PRIVATE email,
that way we don't have to how cheap you are.......
```

1789. Re: What *is* TT-ram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 19:27:03 UTC
From: knarf@nasim.cube.net
Message-ID: <38rja7$103@nasim.cube.net>
Source record: 178206

Andreas Schwab (schwab@ls5.informatik.uni-dortmund.de) wrote:

> Except for the SCSI and SCC DMA which can access the full 32 bit
> address space.

Hmm, is there any program running under MiNT (or TOS), which makes use
of SCC DMA?

Oh, and BTW: Is there any RAM in any ATARI which is compareable to
those "second-level" caches in the PCs?

I always thought this cache is only accessible by the CPU as the
FastRAM in my TT, but I seem to be wrong...

Bye,
Knarf
--
Frank Bartels | UUCP/ZModem: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

1790. Re: X-Windows or X-Terminal for ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 19:36:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199410282136.a10833@pb2.maus.de>
Source record: 178222

On Thursday October 27th at about twenty past nine
rgivan@cix.compulink.co.uk (*"Roland Givan"*) happened to write:

RG>There's no hope of an ST running full blown X-11. It might be possible
RG>to use it as a basic X terminal - but nobody has done it yet.

Whoa! Hold it right there, Roland!

There is a fully featured X-Server available for the Atari. It was tested in
the January issue of the German ST-Computer. It seemed to be working really
fine.

Contact:

X/Software
Michael Gehret
Martkstraï¿½e 8
D-8334 Groenenbach

Phone: +49-83 34-14 11

I'm not aware of an email-address, sorry.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

1791. Upgrade TOS 1.02 -> TOS 5. How?

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 19:44:21 UTC
From: swhatley@blkbox.com
Message-ID: <38rkal$hnl@news.blkbox.com>
Source record: 178214

... and how much will it cost?

I have a Mega 4 ST bought in '87 with TOS 1.02 and I would like to upgrade it to run TOS 5 or what ever the latest TOS verions is. The following quesitons come to mind.

1. Is it worth it?

2. Assuming it's worth it, what hardware/software do I need?

3. How much can I expect ot pay?

4. How about replacing 68000 CPU with a 68010 or a 68020?

I asked my Atari dealer (now out of business) about going to MTOS 2.? a few years ago. His response was, "Don't bother trying. It isn't worth the cost!" Is it worth the cost, now?

Thanks,
Steven Whatley

1792. Re: [Q] Medusa incompatibilities?

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 19:54:13 UTC
From: s2887@FB1.FHTW-Berlin.DE
Message-ID: <38rkt5$gh3@mars.fb1.fhtw-berlin.de>
Source record: 178216

The medusa itself has a incompatibilty (to all "true" ataris):
If the MFP makes an interrupt request and removes this request
while the CPU is at an interrupt priority level of 6 (or 7) and
didn't service the interrupt immediately because of this high ipl,
all "true" ataris "forget" the interrupt. But the medusa (I think its
a bug in the glue logic between MFP and CPU?) tries to do an int.ackn.
(and the MFP doesn't respond - correctly) after the ipl is lowered
and a "spurious interrupt"
occurs.

Very bad!

Greetings, Harun Scheutzow (s002893@rw420b14.rz.fhtw-berlin.de, at the
moment using the acconut of a friend via modem)

1793. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 20:29:29 UTC
From: whitema@rtsg.mot.com
Message-ID: <38rmv9$ejc@delphinium.cig.mot.com>
Source record: 178215

In article <9410261512.AA02247@ilmen.lanl.gov>,
Hutch <hutch@ilmen.lanl.gov> wrote:
>In article ra5@golem.wcc.govt.nz, Roger Sheppard writes:
>>In article <9410251641.AA01870@ilmen.lanl.gov>, Hutch writes:
>>>
>>>it's still illegal to post copyrighted software without the author's express
>>>permission to do so.
>>
>>But the Author will not respond, I think with a warning here it can be done..
>
>
>Justified, perhaps, but still not legal. No site should knowingly accept the
>posting of copyrighted material under any circumstance without authorization.
>Granted, it's not fair, but neither is life. ;-)
>
>-Hutch- @ Fair Dinkum Tech
>

You're right! All of us who have our copies of cashed checks should
bring a class action lawsuit against Aaron. He accepted our money
without providing agreed upon items. If he had never cashed the checks,
it'd be a different story. He's a crook!

Mike
whitema@cig.mot.com

1794. Re: Best Program For Modem for Atari ST 1040

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 20:40:52 UTC
From: traynost@craft.camp.clarkson.edu
Message-ID: <38rnkk$dof@library.erc.clarkson.edu>
Source record: 178217

Wolfgang Zweygart (wz@echo.chem.TU-Berlin.DE) wrote:
: walusoft@cbbs.win-uk.net (martin stacey) writes:

: >>Rufus isn't so good ...
: Why??

: >Teddy Term [TTerm]
: >Coma [german althought I think the latest version may have english
: >Starcall [German]
: >Uniterm [English and has VT52,100,102,200 plus Tektronix 4010 and
: CoNnect [simply the best! German with English docs and support]
: FZTerm

: I prefer CoNnect, it's fast full GEM, comes with super script language
: and the CoSHY (connect shell) is better than some comercial CLI's...

: Bye Wolfgang
for an 1040st, how about ST TERM? old but good, its what i normal use when
i use my st.... don't like connect or the others, i like plain jane
systems for my computing pleasures.

Scott T. Traynor @ | "Brain! Brain! What is Brain?"
traynost@craft.camp.clarkson.edu | -Star trek The Old Generation :)
Aka Tomcat on Several Muds :) (Meow) | "You Grunts wanna live forever?"
"ME Mispell? Naaaa!" | -Unknown Platoon Sargent

1795. Re: Upgrade TOS 1.02 -> TOS 5. How?

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 20:45:23 UTC
From: azog@world.std.com
Message-ID: <CyEHnn.L13@world.std.com>
Source record: 178218

swhatley@blkbox.com (Steven Whatley) writes:

>... and how much will it cost?

>I have a Mega 4 ST bought in '87 with TOS 1.02 and I would like to
>upgrade it to run TOS 5 or what ever the latest TOS verions is. The
>following quesitons come to mind.

>1. Is it worth it?

Sure its worth it, just as any major upgrade is. BTW: you can go to
TOS 2.06, as far as I know. Lots of new stuff, much too much to list
here. Just look at the revision numbers and you decide :-)

>2. Assuming it's worth it, what hardware/software do I need?

Depends on your machine. I had a two ROM set STe, and it was simply
a matter of plugging in the new TOS 2.06 ROMs (they come on two),
and setting a jumper (I think to access the larger ROM size).

If you have a 6 chipset version (most likely), youll need a TEK,
TOS extension kit, which allows you to plug the two set 2.06 on
a special daughterboard that itself plugs into the old ROM sockets.

Youll spend no more than $150. THe 2 chipset itself only costs $60,
and is well worth it. The TEK is $150, and may require detailed installation

>3. How much can I expect ot pay?

--
Billy D'Augustine azog@world.std.com

Let the joyous celebrations of Hell begin

1796. Re: FAX Software

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 21:09:16 UTC
From: Aad Michels <amichels@netland.nl>
Message-ID: <CyEIrl.M8o@netland.nl>
Source record: 178211

> I just bought a onbit144fax modem. Filetransfer and Terminalemulation works
> well under UNITERM. Now I am looking for FAX-Software
> (Send and Receive) for the Atari ST (4MB). PD or commercial.
> Do you have suggestions.
> Thank you very much
> Martin Schlichenmaier
> --
You should try CoMa. There's a demo on the networks that can only tx. 500 characters but you really should give it a try. The most recent version is 2.40

Greetings
Aad Michels
internet: amichels@netland.nl
fidonet : 2:286/503.30

1797. For Sale: Dream System-Cheap!

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 21:17:34 UTC
From: herbivor@teleport.com
Message-ID: <38rppe$n62@elaine.teleport.com>
Source record: 178223

```
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
FOR SALE -- UPDATE
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

Atari Mega STe
--------------
4 Meg RAM
16 mHz / cache
separate keyboard
2 Serial ports
LAN port
VME expansion slot
52 meg internal Hard Drive
TOS 2.06

Price - $550 or best offer (includes software below)

Software
--------
PageStream
WordUp
Codehead Utilities
Warp 9
Multidesk Deluxe
Compute your Roots

Lots of other stuff, including MIDI sequencers, shareware,
programming, etc. plus 2+ years of ST mags and disks from
England.

Matrix CoCo Graphics card (VME)
-------------------------------
256 colours
1 Mb VRAM
up to 1024 x 768 resolution
fully programmable/configurable
supports virtual resolutions up to 1260 x 900

works in Mega STe or TT

Price - $300

Canon Multisync monitor
-----------------------
14 inch
.28 dot pitch
800x600 max resolution
```

works great with graphics card above

comes with multisync switchbox to give you all 3 ST resolutions
in one monitor

Price - $300

Supra 2400 baud modem

Price - $40

Panasonic KX-P1123 printer
---
24 pin dot matrix
360 x 360 dpi

with printer stand

Price - $150 obo

ICD 85 Meg HD
---
in under monitor case, room for one more drive

Price - $250

Atari SM124 mono monitor

Price - $100

==========
Summary
==========

Mega STe - $550 Atari 1040 STe - SOLD
Matrix CoCo card - $300 85 meg HD - $250
Canon Multisync monitor - $300 SM124 monitor - $100
Migraph Hand scanner - SOLD \ /
Panasonic 24 pin - $125 \ /
Supra 2400 modem - $ 40 \ /
\ / \ /
\ / -----	------
Package I - All for $1100 Package II - All for $300

If interested, email to herbivor@teleport.com or phone
(503)698-2651 Pacific time

free setup help for beginners or novices.

Reasonable offers will be accepted

```
--
" " " herbivor@teleport.com
\00/ (public access user, not affiliated with Teleport)
\/
\/ "Love animals, don't eat them"
```

1798. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 22:41:00 UTC
From: mattias.sk_ld@p6.f419.n204.z2.ct.se
Message-ID: <ftn_2.204.419.6$fidonet.org_2eb17f3c_Mattias.Sk_ld@ct.se>
Source record: 178208

In a message of <25 Oct 94 10:53:47>, A.V. Groenink (2:200/427.3) writes:

AG> Dear Atari user,
AG>
AG> We are currently investigating the marketability of a Mosaic product
AG> for the Atari ST/TT/Falcon line. Therefore we would like to hear from
AG> you whether you would be intersted in such a product, whether you know
AG> any other users who would be, etc.

YES, at last ....

I would be iterested, in fact I have been waitnig for this to hapend...

1799. Re: Printer Capture from Calamus 1.09

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 22:49:00 UTC
From: mattias.sk_ld@p6.f419.n204.z2.ct.se
Message-ID: <ftn_2.204.419.6$fidonet.org_2eb1822a_Mattias.Sk_ld@ct.se>
Source record: 178209

In a message of <26 Oct 94 14:20:05>, Stephen Ticehurst (2:200/427.3) writes:

ST> I would like to capture the print output from Calamus to a file. There
ST> are a number of programs that do such a thing, but all the one's I have
ST> tried don't seem to work with Calamus's print routines.
ST>
ST> Any ideas etc... The reason why I want to do this is because I want to
ST> print using a LaserJet on the university system. So if I could print
ST> to a file I could put this file onto the univeristy system and just
ST> dumpit to the printer.

I had a litle acc file named PrintToDisc. I worked fine with calamus on a STE,
but now i have a Falcon and the acc doesn't work on it. Due to priv
instructions are different on the falcon.

The PrintToDisc acc saves the captured data in a compressed file format, so you
can get a full page on a 720k disc. There is a DOS exe file that decompress the
data file and sends it to one port on the PC.

\Mattias Sk�ld
mask@p6.stacken.ct.se

1800. MED

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 23:16:26 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <38s0oa$5lk@golem.wcc.govt.nz>
Source record: 178229

Quick & simple. Is there a program what will work on a 2meg STE that
will play those abnormal Amiga MED files? (Advanced MOD music files).

1801. Pushing a Mega Ste beyond 4 megs

Newsgroup: comp.sys.atari.st
Date: 1994-10-28 23:44:08 UTC
From: cl152@cleveland.Freenet.Edu
Message-ID: <38s2c8$46v@usenet.INS.CWRU.Edu>
Source record: 178227

Is it possible to go beyond the 4 Meg barrier on a Mega
Ste? Anything commercially available?

Thanks
Alyre Chiasson

1802. Re: ST Misc. Help!?

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 00:03:40 UTC
From: vctec@westminster.ac.uk
Message-ID: <CyEqu6.DI4@westminster.ac.uk>
Source record: 178228

Necrinomicron (sexgang@netcom.com) wrote:
: Hey everyone, I have an ATARI MEGA-4 ST /w a true, slow Megafile 30 HD.
: What other types of HD's can I put in there? Is it MFM/RLL/SCSI/IDE? I
: have no idea, I have never opened it....

I'm pretty sure that it is a MFM or RLL drive. However, you can fit a
SCSI in there, if you totally replace the MFM/RLL, and take out the
adaptek SCSI->MFM board.

: 2nd - I have been jumping around all the Atari FTP sits and they all
: suck. Are there any good sites with NEW files?

Eh? What do you mean? There are many good sites out there.
Atari.archive is one of the best (if not the best)....what about
mine...HENSA? Or what about ftp.cnam.fr...uni-kl...tu-berlin.
uni-paderborn

Have you tried these?

Seems not.

Danny

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1803. Re: No audio from ExtenDOS Pro

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 01:23:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <38s85k$gl3@cxc1.cl.msu.edu>
Source record: 178231

ben@sv.span.com (Ben Willcox) writes:

>In article <387apd$93f@crl7.crl.com>,

>>I just received ED pro and the audio doesn't work. Nothing from the
>>speaker, nothing from the audio output jack. All my sound CPX config ok.
>>The disk spins and I can change tracks but no sound. Otherwise it reads
>>disc data fine. Help. (tried D=20,21 - no go)

>Erm, which audio output jack do you mean? The CD audio comes from a
>separate connector on the back of the bare CD drive, it's completely
>separate from the computer audio.

If you are feeding the output of the CD drive into the audio in port, and
are expecting it to come out the audio out port, you'll need more than
wishful thinking. Look for a program called SPEAKER THRU (or some such...)
on atari.archive; it's turns on the microphone (audio in) port and feeds
it directly to the output (audio out) port.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

1804. Re: ST and Jaguar Games: help!

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 01:27:42 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <38s8ee$86n@golem.wcc.govt.nz>
Source record: 178226

] I have heard of No Limit 2. This should be a ST pinball game, PD or
] shareware. Am I right? Is there a ftp site?

I wouldn't bother with it. It's very buggy....

Get Starball instead, far superior!

In the ./atari/Games/ directory on atari.archive.umich.edu

1805. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 02:53:58 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <38sdg6$9h4@golem.wcc.govt.nz>
Source record: 178107

In article <6f3_9410272156@satlink.oau.org>, Adrian.Gruber%239@satlink.oau.org (Adrian Gruber) writes:
> >> From: sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)

>Aaron Hopkins has not released his rights over the program, AFAIK he has
>turned dist. over to a company in California.
>Distributing any key without his authorization would constitute piracy.

That is not what I read on GEnie, there was the group here that was going to support it, but they stated that he was no longer intrested..

So how about some REAL USENET facts not the drivel that you find on Fidionet....???

>|Fidonet: Adrian Gruber 1:363/239
>|Internet: Adrian.Gruber%239@satlink.oau.org

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1806. Re: ST Misc. Help!?

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 03:03:27 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <38se1v$9h4@golem.wcc.govt.nz>
Source record: 178224

In article <1994Oct28.174155.15947@seas.smu.edu>, nicole@seas.smu.edu (Nicole Martin) writes:
>I first thought it was a power supply problem, but it turned out to be
>something with the drive; possibly the motor.
>
>Anyone know where to buy/how to replace the motors in those pups; not
>that it's worth saving to anyone but a skinflint like myself.
>
>John Trimble
>nicole@seas.smu.edu

What motor, disk drive hard drive, no way at all if its the hard drive,
and you can't just buy disk drive motors..

The PSU in the Atari HD, fails due to the Electrolytic Caps drying out...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1807. Re: Upgrade TOS 1.02 -> TOS 5. How?

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 03:09:29 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <38sed9$9h4@golem.wcc.govt.nz>
Source record: 178225

In article <38rkal$hnl@news.blkbox.com>, swhatley@blkbox.com (Steven Whatley) writes:
>.... and how much will it cost?
>
>I have a Mega 4 ST bought in '87 with TOS 1.02 and I would like to
>upgrade it to run TOS 5 or what ever the latest TOS verions is. The
>following quesitons come to mind.

You can only fit TOS 2.6 to your machine, but I do sugest that you replace the
TOS 1.2 for one thing with TOS 1.4, 2 chip set..

The other thing you could do is to use Neodesk, has more features than
all the other Desktops...

If you go for TOS 2.6 get the switchable TOS version, CodeHead sell it..

Fit a internal Hard Drive and Auto Overscan...

>Thanks,
>Steven Whatley

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1808. FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 03:15:07 UTC
From: bseburn@vaxxine.com
Message-ID: <CyEzp8.57o@vaxxine.com>
Source record: 178115

```
w > Ahh, but what of us who have paid our shareware fee and receive
w > Should we prosecute Aaron? After all, he falsly advertised tha
w > would send us a key if we sent him $25.....
w >
```

I had seen many months ago (maybe longer) Aaron giving the "ok"
for registered users that had a key, to give THIER key to a user
that they knew had sent in the money, but didn't receive a key. This
was on FidoNET I think. It was some time ago... maybe longer then I
even think...

Brian

___ Mountain Reader II - #Demo 001

1809. Re: STe: How to go from 2MB to 2.5MB?

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 03:19:46 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <38sf0i$c0o@mailer.fsu.edu>
Source record: 178108

Dan Bennett (dan@hpwina39.uksr.hp.com) wrote:
> Newbie question here...
>
> Well actually I've owned my STe for nearly 4 years. But I've only just
> upgraded from 4 x 256k to 2 x 1MB SIMMs. I believe it's possible to
> add two of the 256k SIMMs to make 2.5MB, but when I do that, the STe
> reports that it's got 4MB and then gets some things screwy.
>
> There's a patch or something, isn't there?
>
> What's it called? And can someone uuencode it and email it to me?

The program you want is called SIMMFIX, and is available on
atari.archive.umich.edu in /Ste.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1810. Re: Upgrade TOS 1.02 -> TOS 5. How?

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 03:38:54 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <38sg4e$c0o@mailer.fsu.edu>
Source record: 178109

Steven Whatley (swhatley@blkbox.com) wrote:
> I have a Mega 4 ST bought in '87 with TOS 1.02 and I would like to
> upgrade it to run TOS 5 or what ever the latest TOS verions is. The
> following quesitons come to mind.
>
> 1. Is it worth it?

The newest TOS you could put into your machine is 2.06, which would require a small board and new TOS chips. The newest TOS you could put in with just chips is TOS 1.4. IMHO, neither is worth it, from a pure monetary efficiency point of view (this is a religious issue with some, so expect some different opinions). I would recommend that you put the $50-$100 toward Neodesk 3/4, or NVDI, or UIS3, or an AdSpeed (see below). Any of these will provide much more than the TOS upgrade. The newer desktop in 2.06 and above is definitely better than the older one, but nothing compared to Neodesk. YMMV.

If you do decide to go with TOS 2.06, make very sure that you get a TOS board upon which you can install your TOS 1.2 chips as well and switch between the two easily. TOS 2.06 doesn't work with a lot of older games, and some application software. I'd have gone absolutely nuts if I hadn't held onto my Mega2 (when I got my MegaSTE).

> 4. How about replacing 68000 CPU with a 68010 or a 68020?

Perhaps better would be to get an ICD AdSpeed 16mHz board. The speed increase is very nice indeed. It can switch between 8mHz and 16mHz, just like the MegaSTE, for compatability. I think they run around $150-170 or so new, though ICD had them on super-sale for awhile.

> I asked my Atari dealer (now out of business) about going to MTOS 2.? a
> few years ago. His response was, "Don't bother trying. It isn't worth
> the cost!" Is it worth the cost, now?

I have not heard a lot of good things about MTOS and regular ST machines. On TT/Falcon machines (quite a bit faster), I have seen folks say that it is everything from barely bearable to fantastic. A stock 8mHz ST just doesn't have the horsepower, it seems. However, I cannot speak from experience.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1811. Re: Pushing a Mega Ste beyond 4 megs

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 03:42:45 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <38sgbl$c0o@mailer.fsu.edu>
Source record: 178110

Alyre G. Chiasson (cl152@cleveland.Freenet.Edu) wrote:
>
> Is it possible to go beyond the 4 Meg barrier on a Mega
> Ste? Anything commercially available?

There was supposed to be an Xtra-Ram VME board that could allow another 4mb of memory, for a total of 8mb max on a MegaSTE. The MegaSTE has provisions for an extra 4mb right out of the box, amazingly enough, but Atari apparently never did much with this. Anyway, I'm not sure if it ever actually came out, nor do I know how useful this extra 4mb would be (it would proably be like TT ram, separate and sometimes unusable). Toad would probably be a good place to check (1-800-448-TOAD).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1812. FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 04:21:08 UTC
From: ericw@okcforum.osrhe.edu
Message-ID: <38sijk$2h7@romulus.ucs.uoknor.edu>
Source record: 178219

There seems to be a discusion on whether or not to post the key (illegal)
to Aaron Hopkins FZSTerm program. I dont think the key should be posted
cause it is against the law. However, mail fraud is also against the law.
Advertising a product (here the whole use of FZSTerm by a key) for a fee
and doing business by the mail causes me to think that this is what is is.
I paid thinking I would recieve a product by mail from Aaron Hopkins but
instead I recieve nothing but my cashed check from the bank. Whoever has
the rights to the program had better fix the problem. I guess everyone
with cashed checks could go to the postal inspectors office and file a
complaint. If they cannot get you a key, Id bet they will get our money
back......

--

Eric Winkle
ericw@okcforum.osrhe.edu
Unix Club of OKC

1813. Re: [FAL] Zool Game

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 04:21:22 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <783483868.0@mettav.exnet>
Source record: 177910

It was none other than Tommi Hietavuo that wrote on 24 Oct 94 that ,
TH> Btw; does anybody know what happened to TORNADO flight sim for
TH> Falcon/ST..? (Digital Integration) - and those other games planned
TH> ?
Good question ..anyone ?

TH> There is an editor program (Public Domain) for Amiga 8-(available
TH> for MICROPROSE FORMULA ONE G.P. IF, if and if... anybody happens to
TH> know the author, it would be VEEEEEEEERY nice to have it converted

I have talked to him in the Fidonet GP area ...I'll dig out his internet
address if he has one although all problems hinge on the disk protection
scheme as the disk's are formatted to 39 tracks/9sectors and as you know
are not readable from the desk and this is not the case on the
Amiga or PC versions :-(

TH> for Atari, too! Also, a hard disk installable, Falcon-compatible F1GP
TH> would be a dream come true. As MicroProse apparently hasn't got any

Well I know your right ,F1GP isn't totally falcon compatible but it does work
very nicely using Backwards ,set caches off ,best compatibility,16/16
on the CPU/BLITTER and it works perfectly . In fact once the game is loaded
you can switch the caches on again and it is VERY FAST. The only time you have
to switch down is for disk changes and to format or save a game you have to
have the CPU set to 8 else it locks up . (all this is done through
ALT-CNTRL hot keys BTW while the game is paused)

TH> interest for us anymore, is there anybody who could write some
TH> modification program (patch or something) to
TH> make this great program more Falcon and HDD friendly..?

Does anyone know how it is to restore a disk image file onto a hardisk so it
ignores the file format information ? That should do it as apart from the disk
access it is perfectly Falcon compat. HD friendly might be trickier some in
here was working on the much harder to patch GOLF and it looked involved :-(

TH> As there are over 50.000 of us, owning a legal F1GP, I can't be the
TH> only one wondering these things - or can I..?

My phone bill to microprose over this situation was immence :-(

TH> Thanks for any help and info !

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

1814. Re: NVDI 3.0 available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 05:06:50 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <783483868.1@mettav.exnet>
Source record: 177911

It was none other than Hendrik Mylius that wrote on 23 Oct 94 that ,
MM>> price for me for the upgrade from 2.5 to 3 yet because they did not
MM>> have any in stock.

Price for upgrading NVDI2.5 -> 3 is 25 UKP from Systems solutions they also require you send both the disk and the manual together with a SAE (Small jiffy)...and the will need the registration card too if you haven't already sent it.

HM> In this case SS cannot have any 3.0 in stock as well. But they should
HM> get some proce details, though.

Should be out in UK this week.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

1815. Atari software must go...

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 05:22:54 UTC
From: Doug Finch <76337.1067@CompuServe.COM>
Message-ID: <38sm7e$gu2$2@mhadg.production.compuserve.com>
Source record: 178111

ATARI SOFTWARE FOR SALE
Thanks to your swift response, I'm SOLD OUT out of Asteroids cartridges for Atari 8-bit computers. However I still have a good supply of surplus items purchased at auction. All are unused, unopened, factory-fresh, in original boxes. All 8-bit items will work on 400/800, XL and XE machines, all of the games are cartridges; productivity items on 5.25" diskettes. All ST software is on 3.5" diskettes. SHIPPING TO THE U.S. IS INCLUDED IN THE PRICE.
The games and programs are, for the most part, vintage but very entertaining, playable and/or educational. As for shipping, U.S. buyers can expect non-priority U.S. mail or UPS delivery. Buyers outside the U.S. should enclose an additional $2 (US) per item for shipment via surface mail). Contact me by E-mail for more information. Here's what I have:

SOFTWARE PRICE (Incl. US shipping)
ST Games:
Missile Command (arcade classic) (DS 5018) = $4
Battle Zone (tank shootout) (DS 5020) $4

ST Productivity:
Haba/How to Write Professional
Business Letters (boilerplate specials) = $5

Also -- For the 8-bit Atari -- Game cartridges: Defender, Star Raiders, Joust, Sky Writer, Qix, Music Composer, $4 each; Productivity diskettes: AtariWriter Plus (incl. spellchecker), DOS 2.0 (w/tutorial) $7.50 each; Home Filing Manager, $4. Ask about Silent Service for Apple II,IIe,IIc; WordPro 3 Plus for Commodore 64 and goodies for IBM compatibles. Drop me a note via E-mail to make sure I've still got what you're looking for and for my mailing address. When I confirm I've got your item(s), and your check or money order clears, I'll ship immediately. If anything doesn't work, I'll replace it or refund your money, provided you pay for reshipment. Bonus program included (my choice, you specify 8-bit or ST) while supplies last. Will consider reasonable swaps. Enjoy your Atari! DF
Doug Finch On-Target Text
Address E-Mail to: ontarget%admiral.uucp@yale.edu (Usenet), D.FINCH7@genie.geis.com (GEnie) or 76337.1067@compuserve.com (CIS)
--
Doug Finch On-Target Text
Address E-Mail to: ontarget%admiral.uucp@yale.edu (Usenet), D.FINCH7@genie.geis.com (GEnie) or 76337.1067@compuserve.com (CIS)

1816. Re: Upgrade TOS 1.02 -> TOS 5. How?

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 05:39:13 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <38sn61$d03@golem.wcc.govt.nz>
Source record: 178114

] >I have a Mega 4 ST bought in '87 with TOS 1.02 and I would like to
] >upgrade it to run TOS 5 or what ever the latest TOS verions is. The
] >following quesitons come to mind.
]
] You can only fit TOS 2.6 to your machine, but I do sugest that you replace
] TOS 1.2 for one thing with TOS 1.4, 2 chip set..

TOS 5 will probably be released RSN (e.g. never, or in about 2 years),
and at the moment is only in software form as a v4.96(?). It also won't
work on anything but the Falcon, and would be even less compatible with
anything you are likely to run than TOS 2.xx is.

1817. Re: No audio from ExtenDOS Pro

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 05:43:40 UTC
From: sammcgee@crl.com
Message-ID: <38snec$iv3@crl7.crl.com>
Source record: 178113

Ben Willcox (ben@sv.span.com) wrote:
: In article <387apd$93f@crl7.crl.com>,
: Sam McGee <sammcgee@crl.com> wrote:

: >I just received ED pro and the audio doesn't work. Nothing from the
: >speaker, nothing from the audio output jack. All my sound CPX config ok.
: >The disk spins and I can change tracks but no sound. Otherwise it reads
: >disc data fine. Help. (tried D=20,21 - no go)

: Erm, which audio output jack do you mean? The CD audio comes from a
: separate connector on the back of the bare CD drive, it's completely
: separate from the computer audio.

I thought that ED Pro read the audio data from the CD drive into the Falcon.
So it seems that the ED Pro cdaudio.prg requires the CD drive to have an
audio output. Do all drives have a headphone jack?

Sam

1818. Re: ST software 4sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 09:13:59 UTC
From: steve-j@teleport.com
Message-ID: <38t3on$ob5@elaine.teleport.com>
Source record: 178116

In article <94299.225135STIRRE31@MAINE.MAINE.EDU>,
<STIRRE31@MAINE.MAINE.EDU> wrote:

>Ducky,
>Run Dungeon Master with Backwards and you'll be all set! I
>don't know about any of the others but you may want to
>check the Falcon compatibility list to see if any other
>programs you've listed can be coerced into working.
>BTW, like your sig. Squint was indeed a good album. Not
>as good as I Predict 1990, IMO, or Chagall Guevera musically.
>Favorite song on Squint- The Finish Line. Have you seen the
>videos? (Answer in e-mail if you wish as to not to annoy
>everyone :-)

You don't even need to use BACKWARD to run DUNGEON MASTER on the
Falcon -- it autoboots fine (at least with the NVRAM set to boot
in ST Low compatibility mode!).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@teleport.com	their feet on anything with 'Welcome'
or steve-j@genie.geis.com	written on it." -- Andy Partridge

1819. Re: Falcon Monitors (?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 09:23:57 UTC
From: srp20@cam.ac.uk
Message-ID: <srp20-291094102357@mac122.nmus.pwf.cam.ac.uk>
Source record: 178106

Silly though it sounds I got my Taxan (SVGA) to do 1280*1280 interlaced
at 50Hz, 2 colours. Sounds horrid but for emacs it's quite nice -- for
about 3 seconds...

srp

1820. Problems with PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 09:25:08 UTC
From: steve-j@teleport.com
Message-ID: <38t4dk$oea@elaine.teleport.com>
Source record: 178117

Does anyone else have problems with PLAYMPEG v0.68 not playing any MPEG files correctly? I can't get ANY MPEG files to play with it without locking up or messing up the display a lot -- even ones that worked fine with v0.60! I have 4MB RAM and TOS 4.04 and can't even get it to work on a 'clean' system (no AUTO programs or desk accessories). Does it only run in PAL mode or somesuch?

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@teleport.com	their feet on anything with 'Welcome'
or steve-j@genie.geis.com	written on it." -- Andy Partridge

1821. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 09:37:40 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941029Z093740.132dbrewood@nest.demon.co.uk>
Source record: 178232

In article <Cy83Ho.54K@inter.NL.net>
groenink@inter.NL.net "A.V. Groenink" writes:

> We are currently investigating the marketability of a Mosaic product
> for the Atari ST/TT/Falcon line. Therefore we would like to hear from

Got for it, you've got my vote.

> Furthermore, on what configuration would you be wanting to run
> Mosaic - would this be MiNT plus MiNTnet, or should we rather provide
> built-in support for dialup SLIP with additional services such as ftp?

Built-in support for SLIP and ftp please.

> As of now, it seems that no other companies are currently working
> on a similar product. If this is not true, please also notify us.

If the software comes off and works well I'd pay up to about £30 for it.
--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Screen Eye and Audio/Photo CD =
= Beta testing on the Falcon.......: Extendos PRO / Apex Media / Super SAM =
= F-Search / CB-Zone / CD Sound / GEM Bench. =
= FTN system beta testing: JetMail, Semper, LFA, AutoFile, and Tidyfile. =
================================================================================
```

1822. SC1224 Color Monitor wanted

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 10:44:06 UTC
From: graphic@delphi.com
Message-ID: <xY43DSO.graphic@delphi.com>
Source record: 178118

Anyone who has an SC1224 (prefer JVC model monitor for sale, please send e-mail with details and price to: graphic@delphi.com

1823. Videokey wanted

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 10:45:27 UTC
From: graphic@delphi.com
Message-ID: <5aw3baP.graphic@delphi.com>
Source record: 178119

Anyone who has a videokey (complete) for sale, please send details and price to: graphic@delphi.com

1824. Re: Obsessive pinballing!!!

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 12:03:00 UTC
From: christian.andersson@p5.f600.n203.z2.ct.se
Message-ID: <ftn_2.203.611.5_2eb23a45_Christian.Andersson@ct.se>
Source record: 177993

> So, yes, Obsession Falcon will be out, albeit early next year....

The guy who is making the Falcon port of the game estimates approximitly 2
Months after the STe release!

Chris.

1825. Help on Archie..

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 12:12:53 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <38te85$k8g@golem.wcc.govt.nz>
Source record: 178235

HELP ON ARCHIE....

Can any one help on using Archie, I have tried using the built
in Help stuff, but there are no examples..

No one else here uses it..

The last time I managed to get some thing going, it only searched
the site I was connected to...

I am trying to find stuff about Macrovision, I have been told that this stuff
is on the net..

So the search word is Macrovision...

Thanks if you can.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1826. Re: Pushing a Mega Ste beyond 4 megs

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 12:41:29 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.11.000CB167@cam.ac.uk>
Source record: 178246

In article <38sgbl$c0o@mailer.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>> Is it possible to go beyond the 4 Meg barrier on a Mega
>> Ste? Anything commercially available?

>There was supposed to be an Xtra-Ram VME board that could allow another 4mb of
>memory, for a total of 8mb max on a MegaSTE. The MegaSTE has provisions for
>an extra 4mb right out of the box, amazingly enough, but Atari apparently
>never did much with this. Anyway, I'm not sure if it ever actually came
>out, nor do I know how useful this extra 4mb would be (it would proably be
>like TT ram, separate and sometimes unusable). Toad would probably be a good
>place to check (1-800-448-TOAD).

Yes, TOS 2.06 provides a Maddalt() call where an auto program can inform the system of extra memory, so you can install extra memory by using your own memory support hardware although the mmu still only supports 4Mb. This is treated as 'TT ram' (correct name is Alternative RAM) so as you say a few programs can't use it. Actually most of them can if you tweak a couple of bits in the header. Those that can't are ones that use DMA sound hardware etc as this requires the memory to be controlled by the mmu.

Mark.
>--
>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

1827. Re: New Atari-CD's?

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 12:49:06 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.12.000CD1DF@cam.ac.uk>
Source record: 178247

In article <199410281854.a10826@pb2.maus.de> Hendrik_Mylius@pb2.maus.de (Hendrik Mylius) writes:

>I've heard about the *a.a.u.e CD* (System Solutions sell 'em right?). Has
>someone played around with this CD and would be willing to make some comments
>about the product?

I haven't, but aaue is fairly comprehensive and the cd is probably worth getting if you don't have good fast ftp access. It also includes a few other things, including an archive of gem-list postings (I hope I haven't said anything too embarassing :)

Compo have released a new CD recently, I don't know what that's like.

>Is there a chance of an *Atari-Linux* CD being released in the near future?
>With complete X and TeX and so forth, of course.

Not in the near future, because there won't be an atari linux in the near future. Beta versions are around and are apparently usable, although I think a final version is still some way off; certainly you'll have a wait for X.

>I've heard some talk about a complete MiNT-distribution being released on CD
>as well. With all the stuff needed for easy installation and even the whole
>MintNet and sockets stuff.

It would be nice, but I don't think it would fill a whole cd yet. As everything is on aaue a program to install MiNT from the aaue cd would be nice.

1828. CPU upgrade (was Upgrade TOS 1.02 -> TOS 5. How?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 12:53:12 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.13.000CE36B@cam.ac.uk>
Source record: 178248

In article <38sg4e$c0o@mailer.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>> 4. How about replacing 68000 CPU with a 68010 or a 68020?

>Perhaps better would be to get an ICD AdSpeed 16mHz board. The speed increase
>is very nice indeed. It can switch between 8mHz and 16mHz, just like the
>MegaSTE, for compatability. I think they run around $150-170 or so new,
>though ICD had them on super-sale for awhile.

Better would be to get a T28 from system solutions; these are more expensive
but a lot faster and probably worth the extra.

>I have not heard a lot of good things about MTOS and regular ST machines.
>On TT/Falcon machines (quite a bit faster), I have seen folks say that it
>is everything from barely bearable to fantastic. A stock 8mHz ST just
>doesn't have the horsepower, it seems. However, I cannot speak from
>experience.

It is almost usable on the falcon, unbearably slow - and, worse, unresponsive
- on the ST. Apparently the versions that have been in beta for well over a
year now are much faster.

1829. Desktops (was Upgrade TOS 1.02 -> TOS 5. How?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 12:55:46 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.14.000CEE5D@cam.ac.uk>
Source record: 178249

In article <38sed9$9h4@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>You can only fit TOS 2.6 to your machine, but I do sugest that you replace the
>TOS 1.2 for one thing with TOS 1.4, 2 chip set..

2.06 would be better, but you need at least 1.04; it is much faster and more reliable than older versions.

>The other thing you could do is to use Neodesk, has more features than
>all the other Desktops...

Sure about that? Ease looks very impressive and don't dismiss Gemini which is not quite as feature packed - not far behind - has a very nice user interface and is shareware.

1830. Re: Atari and Sega bury the hatchet

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 12:56:45 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.15.000CF291@cam.ac.uk>
Source record: 178250

In article <38cjb7$4sv@xgw.xgw.fi> krlawson@irc-gw.xgw.fi (Kristoffer Lawson) writes:

>: Atari (as in our Atari) make both computers and consoles - The other company,
>: Atari Games, make arcades.

>Gergh, that's weird, and nobody sued the other copmany? Even weirder :)

They were the same company originally, they split about ten years or so ago.

1831. Re: Dextrous Development - Assistance needed.

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 13:01:03 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.16.000D04DD@cam.ac.uk>
Source record: 178101

In article <941028Z190606.758dbrewood@nest.demon.co.uk> dbrewood@nest.demon.co.uk (Daron Brewood) writes:
>They are looking for information concerning the file formats of the
>following scaleable font formats for inclusion within Dextrous;

>- Speedo
>- True Type
>- Postscript

They won't get Speedo, which bitstream are very protective of. TW3 only supports it because it includes a complete scaler from bitstream. TT and PS formats are freely available.

>They are also looking for the following sound file structures; WAV,
>SND, AVR, etc, as Dextrous so far only supports MOD files.

The avr format is a simple header and then the raw sound data. The header format is in a file called avr.h thats hidden on one of the LatticeC discs somewhere.

1832. Re: No audio from ExtenDOS Pro

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 13:14:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199410291514.a10862@pb2.maus.de>
Source record: 178126

On Wednesday October 26th at about a quarter to four
ben@sv.span.com (*Ben Willcox*) happened to write:

Hello everybody!

BW>>I just received ED pro and the audio doesn't work. Nothing from the
BW>>speaker, nothing from the audio output jack. All my sound CPX config
BW>ok. >The disk spins and I can change tracks but no sound. Otherwise it
BW>reads >disc data fine. Help. (tried D=20,21 - no go)

Could someone please give me some details about EXTENDOS?

I assume it's a commercial CD-ROM-driver, isn't it? I'd like to know
about the price, installation, performance, what audio-tools come with it
and so on.

TNX!

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

1833. Re: Virtual Memory +Calamus S

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 13:27:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199410291527.a10863@pb2.maus.de>
Source record: 178127

On Monday October 17th at about half past three
cb170@city.ac.uk (*HALL B J*) happened to write:

HBJ>The 68000 doesn't have the hardware to provide 'real' system
HBJ>virtual memory -it is possible to add software virtual mem (this is what
HBJ>Outside does...)

OUTSIDE doesn't work with 68k machines!

You need a 68030 to use a _real_ virtual memory manager like OUTSIDE or VRAM.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

1834. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 13:51:00 UTC
From: christian.dahl@p4.f600.n203.z2.ct.se
Message-ID: <ftn_2.203.611.4_2eb253da_Christian.Dahl@ct.se>
Source record: 177992

```
>> Of course it shouldn't be PD! If the support is dead the program is
>> dead,
> but
>> the key don't get public just like that!!!!
>>
> Ahh, but what of us who have paid our shareware fee and received
> nothing? Should we prosecute Aaron? After all, he falsly advertised
> that he would send us a key if we sent him $25.....

Well, it's your own fault. If you are going to register a ShareWare-product,
then get in touch with the author first to be sure that nothing like that
happens (for a example, the author may have moved, or perhaps sold his
computer).

CD
```

1835. Re: New Atari-CD's?

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 14:25:04 UTC
From: mgoodman@goody.demon.co.uk
Message-ID: <783440704snz@goody.demon.co.uk>
Source record: 178236

In article <mnb20.12.000CD1DF@cam.ac.uk> mnb20@cam.ac.uk "Mark Baker" writes:

> In article <199410281854.a10826@pb2.maus.de> Hendrik_Mylius@pb2.maus.de (Hendrik Mylius) writes:
>
> >I've heard about the *a.a.u.e CD* (System Solutions sell 'em right?). Has
> >someone played around with this CD and would be willing to make some comments
> >about the product?
>
> I haven't, but aaue is fairly comprehensive and the cd is probably worth
> getting if you don't have good fast ftp access. It also includes a few other
> things, including an archive of gem-list postings (I hope I haven't said
> anything too embarassing :)
>
> Compo have released a new CD recently, I don't know what that's like.
>

The main problem I find with Shareware CD's is they become obsolete so quickly.

I haven't seen the system solutions one yet, but I do hope they have checked
out the contents - there are some programs in the archive that have created
problems for PD vendors, (in the UK at least) e.g.. STrabble and SW Software.

Disney recently clamped down on a clip art CD, (it cost the dealers and
distributers thousands), so these things don't go unnoticed.

--

Mike Goodman
mgoodman@goody.demon.co.uk

1836. Developing Mosaic For The

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 15:34:00 UTC
From: dan.dreibelbis@balmybeach.tor250.org
Message-ID: <3f4b4c86@balmybeach.tor250.org>
Source record: 178124

```
AG> We are currently investigating the marketability of a Mosaic
AG> product for the Atari ST/TT/Falcon line. Therefore we would
AG> like to hear from you whether you would be intersted in such a
AG> product, whether you know any other users who would be, etc.

I think anybody developing anything new to further the use of our Ataris
are very welcome - and I wholeheartedly show my interest in developing a new
product.

BTW, what IS Mosaic?

... C'mon, and wreck my car! - They Might Be Giants
___ Mountain Reader II - #00000007
```

1837. Re: Problems with printer in SPECTRE 3.0

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 16:27:40 UTC
From: ron@cruzio.com
Message-ID: <CyG0E7.Kyn@cruzio.com>
Source record: 178237

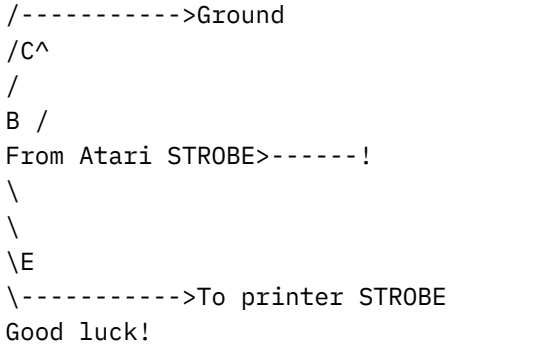
In article <kootstra-281094075655@mackoot.rivm.nl>, kootstra@rivm.nl (Peter Kootstra) writes:
> In article <2840SBHWSAQANOJQTX@ars.ath.forthnet.gr>,
> biofotos@ars.ath.forthnet.gr wrote:
>
> > >
> > > Hi to all
> > > I have this problem. I run SPECTRE 3.0 in my FALCON and it seems that
> > > there is a problem handling the Centronics port. The problem lies too to
> > > the TT as far as I know. I have a DESKJET 520 and it can't be reset.
> > > Is there a fix for that (I have heard something in the past) ?
> > > Thanks in advance
> > > Spiros
> > >
> You can try another printerdriver like HPDJ3.1 which connects to the serial
> port. I don't know if it works. HPDJ3.1 is available from several (mac)
> FTP-sites.
>
> Peter Kootstra (kootstra@rivm.nl)
> National Institute of Public Health and Environmental Protection (RIVM)
> Laboratory of Organic-analytical Chemistry
> Bilthoven, The Netherlands
>
> No guru, no method, no teacher (Van the man)

I saved the hardcopy of a post that was on the net a long time ago.
It must have been because the paper has turned yellow anyway I'am
quoteing someone who's name didn't get printed.

"HP Deskjet Plus / Atari ST power-up sequence problem - - solved
I have discovered that if the Atari ST parallel (printer) port
STROBE line (normally high) is pulled toward ground (low) by a
heavy load (such as a powered-off Deskjet), the ST STROBE
line will thereafter stay low until the load is removed (by
powering up the DJ), and until software intentionally sets the
STROBE line high again. (Weird note: the STROBE line has to be
pulled low for something on the order of 1/2 second or longer for
it to stick low -- I do not know why this is.)
Once the STROBE line gest stuck low, the DJ responds with a BUSY
set high. The Atari TOS will not send any data to the printer
while the BUSY line is high -- so no printing can take place.
THE FIX
Install a PNP transister in the STROBE line. This fix is much
simpler than it may seem. Also it simultaneously solves the
heavy loading problem the DJ puts on the the Atari STROBE line.

(Without the transister, the loading on the STROBE line
appears to push it near the 0.8 volt level limit. The Data
lines do not seem to have the same problem, their low levels
seem to be well within limits so no buffering is needed.)
You Need:
- One 2N2907 (or practically any PNP transistor) RS#276-2023
- Access to the printer cable wires for pin #1 (STROBE) and any
ground pin (pins 18-25 on the Atari end, or pins 19-30 on the
DJ end.) I managed to do this inside the cover of the centronics-
type connector or a A/B switch box makes it easy.
Step 1 Disconnect the STROBE wire from pin #1.
Step 2 Connect the Emitter (E) wire of the transistor to the
printer side of the wire/pin#1 split you did in step#1.
Step 3 Connect the base (B) of the transistor to the Atari side
of the wire/pin#1 split you did in step#1
Step 4 Connect the Collector (C) of the transistor to one of the
ground pins (18-25) Atari end or 19-30 DJ end.

Caution: Metal cased transistors often have the case
electrically connected to the Collector-- hence the case
will most likely be grounded -- avoid having the case
touch anything that schould not be grounded.
Step 5 Close up and/or wrap up. Make sure the transistor case
(if metal) and connections are not toching anything they shouldn't
be.



Good luck!

--
Ron and Sally Field With 2 Atari Falcons
And a 486 Game Machine
Email ron@cruzio.com

1838. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 16:33:06 UTC
From: markh@markus0.demon.co.uk
Message-ID: <941029Z163306.562markh@markus0.demon.co.uk>
Source record: 178238

In article <Cy83Ho.54K@inter.NL.net>
groenink@inter.NL.net "A.V. Groenink" writes:

>
>
> Dear Atari user,
>
> (help us help you)
>
> We are currently investigating the marketability of a Mosaic product
> for the Atari ST/TT/Falcon line. Therefore we would like to hear from
> you whether you would be intersted in such a product, whether you know
> any other users who would be, etc.

Yes , _definitely_, and the sooner the better :)

>
> Furthermore, on what configuration would you be wanting to run
> Mosaic - would this be MiNT plus MiNTnet, or should we rather provide
> built-in support for dialup SLIP with additional services such as ftp?

I would prefer that it runs on any standard ST/TT/FALCON. My set up is a
STe with 4 Meg memory and coluor monitor - I have MiNT/MultiTOS but rarely
use it as it is normally to slow.

I would like built-in support for dialup SLIP/PPP, ftp, mail, news etc.
You could possibly do a 'full suite of clients' (e.g. gopher, wais.) as
loadable modules if memory constraints are a problem. You could then do
a basic setup and sell additional modules to those that wanted them.

> As of now, it seems that no other companies are currently working
> on a similar product. If this is not true, please also notify us.
>
> Any information is highly appreciated.
>
>
> thank you,
>
> Annius Groenink for ZFC (zfc@zfc.nl)
>

I think the Atari range is crying out for decent easy to use software
for the 'net and I hope you do develop your system soon. _please_
--

Mark holderness

markh@markus0.demon.co.uk

1839. Re: HELP! I need MiNT UUCP!

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 17:00:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.3X21yjj1YLM@semprini.waterloo-rdp.on.ca>
Source record: 178239

In <941022610@mailmak.ping.de>, Theo Janssen writes:
>Oooops, i thought that most "MiNT-people" have already compiled and installed
>all the necessary software to run UUCP/News/Mail.

Well, Juergen's got it running, but he's never uploaded his software
anywhere. I did grab his patches for Taylor UUCP 1.05 from the MiNT
list.

>Anyway, i just compiled Taylor UUCP 1.05 on my Mega4. Seems that everything
>works fine. If you really need it, i could send the stuff to the Net after
>i did a little more testing.

Shouldn't be a problem now that I've got the patches.

>As far as i know, there are already ports of ELM and TRN available for
>MiNT. (ftp.cs.tu-berlin.de). A port of SMAIL is available in Bremen.
>For News-processing, i personally use the WNEWS-Package, although i've
>heard that some people already ported CNEWS and INND. (Hello Juergen ;-))

This is where things get scary... I can handle porting elm and trn or
tin or something, but beyond that, I have no clue. Is WNEWS easier to
use with UUCP? Is SMAIL hard to port? I grabbed uumail from
gatekeeper.dec.com when I was getting smail, but I haven't unpacked it
yet to see if it's useful. Do I need INND if I'm going to use CNEWS?

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

1840. Re: Upgrade TOS 1.02 -> TOS 5. How?

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 17:05:12 UTC
From: contacts@mits.mdata.fi
Message-ID: <38tvc8$f4t@prime.mdata.fi>
Source record: 178240

>TOS 5 will probably be released RSN (e.g. never, or in about 2 years),
>and at the moment is only in software form as a v4.96(?). It also won't
>work on anything but the Falcon, and would be even less compatible with
>anything you are likely to run than TOS 2.xx is.

Where can this beta/software -version be obtained?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.01/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

1841. Re: Problems with PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 17:05:26 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94302.130526STIRRE31@MAINE.MAINE.EDU>
Source record: 178241

Steve,
I have the same system you have (4.04 and 4 megs of RAM) and Plaympeg 0.68 and things work fine. I do not have to disable any programs to get it up and running either. It may just be your copy.... did you try to FTP another to check it out? Oh, I am using a VGA monitor if this matters (which I do not know if it would).
-scott tirrell

1842. Re: New Newsgroup debate.

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 17:06:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.MkTjdG&TQ&Q@semprini.waterloo-rdp.on.ca>
Source record: 178242

In <Cy88In.1B4@westminster.ac.uk>, Philip Shore writes:
>I think there is about the right amount of traffic on c.s.a.tech
>without the need for moving some posts to a newsgroup like .programmer.
>
>What IS needed is to take some of the postings off c.s.a.st, the amount
>of messages that come through here are huge!!

I don't think that's even needed. What is needed is
*less*crossposting*.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

1843. Help on my STF

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 18:43:08 UTC
From: armstrongj@aol.com
Message-ID: <38u53s$m3u@newsbf01.news.aol.com>
Source record: 178243

I just bough an STf for $25 (yes $25). First, what is this huge port/card interface thingee next to my Midi ports? Second, how can I copy between IBM and ST? Third, can I hook up a hard drive with IDE or ST-506 interface? Fourth, are there any magazines for the ST? Thanx fo any help!

Jeff A.

A/II Software

1844. Re: ST Misc. Help!?

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 18:52:11 UTC
From: traynost@craft.camp.clarkson.edu
Message-ID: <38u5kr$e9l@library.erc.clarkson.edu>
Source record: 178244

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:
: Necrinomicron (sexgang@netcom.com) wrote:
: : 2nd - I have been jumping around all the Atari FTP sits and they all
: : suck. Are there any good sites with NEW files?
He Probably ment WaReZ site, like C00l man... NOT!!!

Scott T. Traynor @ | "Brain! Brain! What is Brain?"
traynost@craft.camp.clarkson.edu | -Star trek The Old Generation :)
Aka Tomcat on Several Muds :) (Meow) | "You Grunts wanna live forever?"
"ME Mispell? Naaaa!" | -Unknown Platoon Sargent

1845. Re: PGP-Shell available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 18:53:26 UTC
From: renfro@bnr.ca
Message-ID: <38u5n6$g83@crchh610.bnr.ca>
Source record: 178130

In article <199410252031.a10715@pb2.maus.de>,
Hendrik Mylius <Hendrik_Mylius@pb2.maus.de> wrote:
>Hello everybody!
>
>I'd like to know if there is a good *PGP-Shell* available for our Atari.
>
>I'm aware of a
>
> *PGP Shell*
> *Version 0.5*
> *March 1994*
> *by Randy Hoekstra*
> *Copyright (c) 1994 Randy Hoekstra*
>
>but I find it to be quite buggy. Perhaps there is a more recent version
>available somewhere?
>
>I haven't yet tried to contact the author *R.HOEKSTRA1@genie.geis.com*
>directly. Perhaps he's reading this newsgroup as well? His name sounds kinda
>familiar to me ;-)

Yes I read this group, when I can. :)

This is the first report of it being 'quite buggy', so if it would help
if you send me more details. The latest released version is 0.9 and
I am working on v1.0, but unfortunately it is going a bit slower than
I would like (just not enough time left over for programming).

If you can't fine v0.9, let me know. It should at least be on
atari.archive.umich.edu and also on HENSA. If want to register I
may even send you a pre-release of v1.0 (hopefully not near as buggy
as v0.5 though).

If Danny hasn't responded already, I'm sure he will post the details
for HENSA. :)

RandyH

1846. Re: X-Windows or X-Terminal for ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 18:56:29 UTC
From: traynost@craft.camp.clarkson.edu
Message-ID: <38u5st$e9l@library.erc.clarkson.edu>
Source record: 178245

Roland Givan (rgivan@cix.compulink.co.uk) & Company wrote:
[Much addo about X windows gone to the bit graveyard of heaven]
Actual i was thinking, how about virtual Screens. ie the
X11 client for dos(Duck) that is shareware, that pans depending
on how much video memory on your SVGA card. Omen did something like
that on a 68000 plain blue stfm, know you could do something
like that fairly cheaply if someone has the time to sit down
and write one in asm :)....
Scott "Back to the USSR!" Traynor

Scott T. Traynor @ | "Brain! Brain! What is Brain?"
traynost@craft.camp.clarkson.edu | -Star trek The Old Generation :)
Aka Tomcat on Several Muds :) (Meow) | "You Grunts wanna live forever?"
"ME Mispell? Naaaa!" | -Unknown Platoon Sargent

1847. Re: What Toad?

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 19:14:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199410292114.a10869@pb2.maus.de>
Source record: 178129

On Friday October 28th at about a quarter to one
mnb20@cam.ac.uk (*Mark Baker*) happened to write:

Hi folks!

MB>Compo are actually a German company, who also have offices in the UK

AFAIK they're Dutch, but the rest is right ;-). Some numbers which might be
helpful:

Germany:

+49-30-6 23 82 92
+49-2 41-8 30 98

Netherlands:

+Int'l-(0)4451-6 38 88

Suisse:

+Int'l-(0)1-784 89 47

France:

+Int'l-1-47 35 99 66

_UK:_

+Int'l-(0)95-25 82

USA

+Int'l-415-3 55 08 62

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

1848. Hand Scanner For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 20:01:24 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Oct29.170124.29161@ac.dal.ca>
Source record: 178102

For sale a migraph hand scanner, w/tray for full page scanning
as well as all touch up software etc. Please E-mail
offers.

1849. Re: Developing Mosaic for the ST - addition

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 20:02:26 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941029Z200226.759dbrewood@nest.demon.co.uk>
Source record: 178103

In article <avg.783277409@news.cwi.nl> avg@cwi.nl "Annius Groenink" writes:

> As to the SLIP connection, this can all be built into the application.
> It will be a largish, I expect some 600K executable, so maybe
> 1 megabyte is not enough. (You will need built-in SLIP, built-in
> text editor, built-in shell window for telnet sessions, built-in
> FTP, nn etc.)

No problems with me there got 14mb of memory and usually 10.3mb free in 16 colour mode. Go for it all.

Has the project actually started yet, or is it just being planned? Is so what timescale do you envisage before something comes out for testing?

BTW different topic, love the latest Edith, using it now in fact, one query though the searching routines seem quite slow, is there any chance that they will be speeded up at all?

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Screen Eye and Audio/Photo CD =
= Beta testing on the Falcon.......: Extendos PRO / Apex Media / Super SAM =
= F-Search / CB-Zone / CD Sound / GEM Bench. =
= FTN system beta testing: JetMail, Semper, LFA, AutoFile, and Tidyfile. =
================================================================================
```

1850. 1435 Color For Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 20:06:05 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Oct29.170605.29163@ac.dal.ca>
Source record: 178104

Atari 1435 14" Color monitor for sale. Stereo and is mint. Best offer.

1851. 8 meg in Mega STF? How?

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 21:03:15 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <Jc5UTgT.johnhechtman@delphi.com>
Source record: 178105

I have a highly modded Mega STF/4 that I want to add more ram to. I've got Codeheads TOS 2.06 board on the expansion slot (the T2.06 board has a pass-through on it for the slot). There's also an AT-Speed IBeMulator mounted to a socket soldered on my 68000 chip. I've been told by the techs at Toad Computers that the Marpet X-tra Ram 8 board _won't_ work in my machine, that it interferes with both hard and floppy drive functions. Toad also said however, that this was do to the driver software for the Marpet and that new drivers were due out in a month or so. Oops that should be "due out" in the previous line (g). I'm not sure I want to go with the Marpet ;) Do I have any other options? What about a heftier power supply that would fit in my Mega's case? Thanks to all in advance for any info!

Regards,

John Hechtman

1852. Re: Help on Archie..

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 22:11:46 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <38uhb2$fuf@mailer.fsu.edu>
Source record: 178120

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> Can any one help on using Archie, I have tried using the built
> in Help stuff, but there are no examples..

I never have much luck with Xarchie, but the command line interface is a
piece of cake to use, given that it is correctly set up. Just type:

archie -s searchterm

For a substring search on searchterm. Substring means that it will return
any files that have searchterm in any part of its path (the default is
exact match, which is a bit hard to guess at times).

If archie does not have a decent default archie host, you can specify one
with the -h option, like:

archie -h archieserver -s searchterm

Here are some valid archie servers:

archie.sura.net(1526) (USA-MD)
archie.sura.net (USA-MD)
archie.ans.net (USA-NY)
archie.rutgers.edu (USA-NJ)
archie.unl.edu (USA-NE)
archie.funet.fi (Finland/Europe)
archie.au (Australia)
archie.doc.ic.ac.uk (GB/Ireland)
archie.wide.ad.jp (Japan)
archie.ncu.edu.tw (Taiwan)
archie.nz (New Zealand)
archie.th-darmstadt.de (Germany)
archie.switch.ch (Switzerland)
archie.unipi.it (Italy)
archie.ac.el (Israel)
archie.kr (Korea)
archie.luth.se (Sweden)

> The last time I managed to get some thing going, it only searched
> the site I was connected to...

That is weird. Hope the above helps.

--
****
* Mickey Boyd *
* Systems Administrator *

* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1853. Re: Help on my STF

Newsgroup: comp.sys.atari.st
Date: 1994-10-29 22:24:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <38ui20$fuf@mailer.fsu.edu>
Source record: 178121

ArmstrongJ (armstrongj@aol.com) wrote:
> First, what is this huge
> port/card interface thingee next to my Midi ports?

That is the cartridge port. You can plug a Spectre Mac emulator in there,
a battery backed-up clock, a hand scanner, etc. It has direct access to
most/all of the CPU lines.

> Second, how can I copy between IBM and ST?

Easy way is to format standard 720k DSDD disks on the PC and just use them.
You will want to get a PC compatible formatter for your ST as well. I
highly recommend ps2form.tos from atari.archive.umich.edu. It is free,
and works very well (it makes better PC disks that some PCs I have used).
TOS versions later than 1.2 can format PC disks right from the desktop, but
I still prefer ps2form, as it seems to produce more generally compatible
disks (work even with bizzare PS/2 and NEC boxes).

> Third, can I hook up a hard drive with IDE or ST-506
> interface?

IDE is pretty much out, unless you want to build a host adaptor card from
instructions in a German magazine. ST-506 rings a faint bell, is this
just a standard PC MFM/RLL thing? If so, it is possible, but requires a
separate SCSI controller.

In general, it is a real good idea to just go SCSI. It is faster, simpler,
and more reliable. You need a host adaptor (either a card or an external
"plug" looking thing) to sit between the drive and the computer. I recommend
ICD stuff (card or external is about $90 new, much less used via the net).
SCSI drives are getting to be almost as cheap as IDE, and they are available
on the used market as well.

> Fourth, are there any magazines for the ST? Thanx fo any help!

Yes. There are at least two US based magazines, Current Notes and
ST Informer. There are several UK ones as well (these are expensive, but
they all come with a floppy or two of software). Of course, comp.sys.atari.st
is the best Atari magazine in the world, so you already have an edge there.

I suggest you call up Toad Computers at 1-800-448-TOAD, ask for one of their
cool catalogs (which will give you a much better idea of what is out there),
and buy a copy of Current Notes and ST Informer. This will be money well
spent to get you started. If nothing else, get their catalog.

--
****

* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1854. Spectre GCR with ROMS for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 00:05:58 UTC
From: av143@FreeNet.Carleton.CA
Message-ID: <CyGLLy.8qr@freenet.carleton.ca>
Source record: 178123

Spectre GCR For Sale

Spectre GCR Mac Emulator with Mac ROMS Asking: $125 US

Please respond via email or contact Russell at (613) 831-8475.

R.A. Morris

Kanata, ON, Canada

1855. Re: NVDI 3.01 now available!

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 00:58:17 UTC
From: David.White@ee.surrey.ac.uk
Message-ID: <1994Oct30.005817.430@ee.surrey.ac.uk>
Source record: 178112

> I received my *NVDI 3.01* today.

> Its really cool. *Very easy* to install. Just enter your serial#, click to get
> the font-path, and there you go.

> Drivers for all major printers. Even 600dpi laser- and 720dpi inkdrivers.
> Everything is neatly controlled through a couple of CPX-modules. A tool for
> easy custom-creation of your own printer driver is included as well.

> Talking speed? Wheew, *very* fast indeed. Forget Sp**d* 5.0. But you'll need
> quite a lot of memory if you install many fonts.

> I bought a Bitstream 500-font-CD and I can access all of them without problem
> directly from the CD. NVDI scans the subdirectories in the fontpaths (yes, you
> can have multiple paths!) as well!

> Now I have all the fonts I need, and more. Much more :-)))

I haven't received mine yet, with any luck I'll have it Monday, if not I'll
be phoning up Sytem Solutions again! ;-)

David White

1856. What is a BGM partition?

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 02:00:01 UTC
From: azog@world.std.com
Message-ID: <CyGqw1.Mt6@world.std.com>
Source record: 178125

Ive seen references to something called a BGM partition, and was curious as to just what they are, and how they affect me. Why do I ask? Well, I received a second-hand TT that has a 250mb SCSI drive, and there was a BGM partition on it (it looks like it was partitioned with ICD utilities). But I wiped it out, and used HDX and AHDI to install a new single large partition. All looks well, and when I do a 'show info' on the drive I indeed see lots and lots of meggage, as I would expect

--
Billy D'Augustine azog@world.std.com

Let the joyous celebrations of Hell begin

1857. Re: [FAL] Zool Game

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 02:19:18 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <38uvr6$pu1@josie.abo.fi>
Source record: 178128

In <10049@falcon.ukc.ac.uk> nj1@ukc.ac.uk writes:

> In article <1994Oct24.002920.18973@abo.fi> THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
> >Also, a hard disk installable, Falcon-compatible F1GP would be a dream come
> >true. As MicroProse apparently hasn't got any interest for us anymore, is
> >there anybody who could write some modification program (patch or something) to
> >make this great program more Falcon and HDD friendly..?
>
> Now that is something I would like to see!! :) Having to use F1GP from floppy
> and remembering to switch the caches off and on again all the time is a real
> pain!!! I suppose we could dream..... :)

Glad to hear you agree =-) Now: who would be the great Wizard to make dreams come true ?

> Someone did do a patch to make Microprose Golf more compatible... I would have
> tried it, but I couldn't make a back up of the master disks to try it on :(

It's kinda crazy; people are almost forced to use cracked, illegal games on Falcon - and why..? Because the original ones (take e.g. F19 Stealth Fighter, that MicroProse Golf, ...) often don't often work on Falcon even with the aid of Backwards program. And often the reason lies in physical copy protection that Falcon can't handle... BUT then someone removes that protection - and miracle: F-19 (and some others) work again!

It really is a _SHAME_ that software houses don't bother to fix their ST games themselves to become Falcon-compatible..!!! Who can blame someone who has bought e.g. F 19 in full price, then discovers that his legal copy is useless in his new, great computer - and finally finds some cracked, maybe even HD-installable copy that works? I can't! We buy games to play them - not to fiddle with all kinds of tricks (caches on/off, exceptions table moved or not, etc..) - and finally find out that it won't work! Knowing that the maker of that game doesn't care a shit. Because he's "not supporting Atari anymore"..

Maybe those skillful crackers could do something more legal - and code some fix-programs to be used with legal copies of games. And that guy who wrote the Formula One GP editor (!) program for AMIGA (!!) - he (or is she "she"..;-) should be bribed to do one for Atari-version, too..!

What do you think?

Tommi & Falcon-030

1858. Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 04:50:08 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <783483868.2@mettav.exnet>
Source record: 177909

It was none other than Rod McCall that wrote on 24 Oct 94 that ,

RM> Exactly what is available for the F030 at present? Or what is in
RM> development?

Contact 16/32 systems they are about to release LLamazap ,Steel Talons
,Road Riot ,and Dino Dudes. Starting with L'Zap in the next couple of
weeks.Others to Follow by the end of the year (projected).

Robinsons Requiem will be Falconised I beleive and The ST version running on
the Falcon is very good ...the native version should be well worth having
.(Daze marketing)

All the Ishar Games have Falcon versions ,I3 I haven't seen so I don't know if
thats out yet however.(Daze marketing Again)

Most of My Fav ST games run on the Falcon many of them greatly
improved by the faster CPU...big exception Falcon itself :-(although the doc's
for Backwards v2.70 claim it should do from V2.64 onwards ...does anyone know
how ???

////
Graham Irvine
grin.mettav.exnet.com

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

1859. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 05:45:54 UTC
From: bjr2@Isis.MsState.Edu
Message-ID: <38vbui$gkg@Tut.MsState.Edu>
Source record: 178122

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

X-Newsreader: TIN [version 1.2 PL0]

: Seriously, you should support colour modes, as the majority of the people
: who would actually get round to using Mosaic will have a larger machine
: anyway (the unwashed masses who own ST's don't generally care about the WEB).

: My view......

: Craig (f030 4/32Mhz, 800*600*16colour SVGA).

: __ _
: | \ | | / | Makers of CLA Logic
: |_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
: ------------------------------- o ---------------------------
: Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
:
Craig,
I strongly disagree with you...
I run a stock 1040STe with both colour and mono screens. I don't have
any hight resolution vidio equipment..but I AM very interested in
the WEB. I don't do big graphics projects with my computer, hence it
is not worth it for me to dish out thousands of bucks to get high res
pictures with thousands of colors just for running mosaic. I use
my system for text processing and music applications, and the WEB can
be just as valuable a tool for me as it is for those dealing with
graphic intensive work daily. Just because I don't spend money for
a beefed up system I don't need...doesn't mean I don't care about the WEB.

There is no reason to have a minimum resolution...
There is no reason Atari ST Low Medium and High resolutions can't be
practical as a web browser. It won't be as colourful...and it may require
each picture to be in a gem type box for scrolling should it not fit entirely
on the screen..but the modes can still make quite useable WEB browsers.

I'd suggest that in writing Mosaic for the ST/STe/TT/Falcon line of
computers...all video modes be supported.

It seems the most practical way to do this is by making the entire program
window intensive so pictures can be scrolled, and tucked neatly out of the
way with a shrink icon when other desk top things need to be reached.
There can be optional modes should you decide to take advantage of the
ST 512 color modes, or STe hardware scrolling and blitter set up, that
would pop that picture into the full screen non GEM mode required.
For those lucky enough to have high res cards...a TT, or a Falcon...
if the program is properly written by the standard ST resolutions...

it should pose no problem at any resolution.
Actualy, it may serve the masses best if Mosaic for Atari shiped
with two different binarys on the disk.
One for us lowly M68000 based owners..and another for the 68030 and up...
this way space for the old ST users wouldn't be bogged down with unused
cashe routines and such.

I know little about programing...but it seems to me the biggest problem
faced is memory, and uncrunching the pictures at a reasonable speed.
Are web pictures sent to Mosaic in a compressed format? Or do they
just zip right in one pixle at a time? Is it vector graphics? How much
of the drawing is actualy up to the terminal running Mosaic, and how
much is already done on the other end?
These seem to be the key problems to me.
Is it possible to do all this in one to four meg of RAM?
Those are the only REAL problems I see...
You might have to require well more than one meg of RAM to make
this thing work. But there is no need to place a minimum graphics
capibility on the program. I wouldn't care if the pictures were in
Grey scale..or a bit blocky...so long as I could tell what they are,
and it doesn't take 45 minutes to draw them.

Also...all of the multi tasking platforms I've researched claim to work
with any program that doesn't break the TOS rules. Keep your code clean,
and stay in touch with the folx that write these alteranate OS add ons,
and all should be okay.

For those of us running 1 to 4 meg ST or STe systems...the multi-tasking
capibility seems rather trivial to me...as I'd think we'd need every
byte of RAM for holding all the graphics information. That's just a guess,
but I'm willing to make those kind of sacrafices so long as it works well,
and fairly fast.

If my machine will run it...
I'll buy it.

Brian

1860. Re: Compiling MiNT v1.10

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 11:15:44 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <38vv90$26g@mercury.dur.ac.uk>
Source record: 178052

Kielhorn (c0031098@ws.rz.tu-bs.de) wrote:

: You are compiling MiNT 1.10 without patches i guess?
: Try to patch up to h9.

I had done that, and I've now patched beyond that to 1.11h2. The problems
remain.

: You are using GCC (i guess)?
: Which version?
: Anything other than 2.3.3 and 2.5.8 and maybe 2.4.5 are reported
: to be not reliable.

I'm using 2.5.8.

: You are using the MiNTlibs?
: Which version?
: Anything below pl31 is not reliable, i'm working with pl 39, pl 43
: is ok.

pl44

: If you change anything (compiler/libs/MiNT-patch) remove all the
: .o files.

Done that, as well. It's annoying me quite a lot, as I have tried
everything, including rebuilding my entire GNU system from scratch with
all the newest files off a.a.u.e. (twice, just in case they'd got
corrupted the first time).

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

1861. Re: Power Magazine 20

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 12:29:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199410301429.a16937@a2w.maus.de>
Source record: 177969

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote on 17.10.94:

>For those of you who still havn't got into the 'Power' scene I have just
>uploaded issue 20 of this superb little disk magazine. It can be found
>on ftp.uni-kl.de and should be sorted into the right section anyday now.
Thanks for the info. It would be helpful if you could post the full
pathname/size and maybe the intro/index of this emag file.

Ian_Taylor@a2w.maus.de Hmmm, maybe time I had a new signature?

1862. Re: ps files from Calligrapher

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 12:32:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199410301432.a16938@a2w.maus.de>
Source record: 177968

Graham Beint, 321 (graham@insignia.co.uk) wrote on 18.10.94:

About printing postscript documents.

Anyone know the path to a postscript viewer/converter for the STF?

Ian_Taylor@a2w.maus.de Hmmm, maybe time I had a new signature?

1863. Re: alt.mags.st-action.die.die.die

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 14:54:31 UTC
From: nj1@ukc.ac.uk
Message-ID: <10066@falcon.ukc.ac.uk>
Source record: 178131

In article <CyC65t.HzF@cix.compulink.co.uk> sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
>Well, it is a known name and therefore will (maybe) pull in some extra
>readers. We're also including a Jaguar section inside the mag (Jagged
>Edge) and hope that this will be very popular.

I don't mind the Jagged Edge section - but please change that God-awful Jagged Edge logo, it's *REALLY* tacky......

Neil.

1864. Re: Mosaic?

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 15:08:02 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <783529682snz@chowgar.demon.co.uk>
Source record: 178139

In article <38p7kl$njo@nyheter.chalmers.se>
d2cg@dtek.chalmers.se "Christer Gustavsson" writes:

> In article <783111276snz@chowgar.demon.co.uk>,
> Simon Moore <smoore@chowgar.demon.co.uk> wrote:
> >In article <38h0l1$gvt@nyheter.chalmers.se>
> > d2cg@dtek.chalmers.se "Christer Gustavsson" writes:
> >> I've managed to compile lynx 2.3.1 beta and it works on my Falcon!
> >> I will test it a little more and then I will upload it with ftp...
> >>
> >> Christer.
> >>
> >That will be a happy day for all Falcon and ST owners. Please let us know if
> >you upload somewhere.
> >
>
> I've put a small package together that will be uploaded tomorrow...
>
> Christer.
>
Great stuff, where will this be uploaded, atari.archive.umich.edu or somewhere
else ?

--

Simon Moore

smoore@chowgar.demon.co.uk

1865. RE: program to play samples wanted

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 16:45:38 UTC
From: jyoung57@delphi.com
Message-ID: <xiz3bSS.jyoung57@delphi.com>
Source record: 178132

Hendrik Mylius <Hendrik_Mylius@pb2.maus.de> writes:

>There is a commercial German program available. But *Crazy Sounds* is probably
>not what you're looking for.

Its a shame that Crazy Sounds is not readily available to non-German
markets, as I have been trying to find a shop to purchase this product from
for a while now. Can you recommend a vendor who carries this product and
can ship to the USA?

Thanks....

jyoung57@delphi.com

1866. Wanted: HD

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 18:33:00 UTC
From: gfisher@unlinfo.unl.edu
Message-ID: <390oss$a6f@crcnis1.unl.edu>
Source record: 178136

I have a friend who is looking for a hard drive for an Atari ST. Anyone
have on they would like to sell?

```
////////////////////////////////////////////////
/ /
/ /
/ George J. Fisher Anyone and anything /
/ University of can fail, but brave /
/ Nebraska-Linclon good friends help. /
/ /
/ gfisher@unlinfo. Leto II /
/ unl.edu _God Emperor of Dune_ /
/ /
////////////////////////////////////////////////
```

1867. Re: What Toad?

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 18:39:48 UTC
From: fvdakker@sterbbs.nl
Message-ID: <26292DDWJQODRRXKQVP@sterbbs.nl>
Source record: 178146

Hendrik Mylius wrote:

He>AFAIK they're Dutch, but the rest is right ;-). Some numbers which
He>might be helpful:

Dutch? That wonders me, because they speak *much* better English than
Dutch when I call them in Holland.

He>_Netherlands:_
He>
He>+Int'l-(0)4451-6 38 88

+31-(0)4451-63888
^^

Greetings,

Frits.

Frits van den Akker == fvdakker@sterbbs.nl
JFA Software == Internet

* TailMail 2.1 #031 *

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

1868. lynx

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 18:41:59 UTC
From: npetrlik@public.srce.hr
Message-ID: <390pdn$3fk@nippur.irb.hr>
Source record: 178134

Hi !

Does anybody know how to switch to binary transfer
while ftp-ing using lynx ?
Lynx recognise file types zip, text , etc ...,
but not the files with extension .lha
Description for .lha is still text/plain .
So, if anybody knows how to, lets say, force
binary transfer, please reply, or e-mail on
my e-mail adress.

Thanx

1869. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 18:42:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CyI1Au.6Bs@cix.compulink.co.uk>
Source record: 178135
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Well I'd agree that some of the ST mags have carried reports of
>Silica opening shops within some UK high street stores such as
>Debenhams I'd question the bit about them being Atari Shops.
>
>I recently had occasion to visit town and popped into the Silica
>shop within a shop to be absolutley overwhelemed by the amount of
>Atari stuff on display.
>
>Ah ! whats this I spy tucked away in the corner ! practically
>nothing. No Falcons No ST's to be seen any where at all.

We can only go by what Silica tell us. If they say they're opening shops
then we report that. If they don't we report that later.

Ofir ogal@cix.compulink.co.uk

1870. Sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 19:13:36 UTC
From: jcrios@reuna.cl
Message-ID: <Cyl2qo.BJp@reuna.cl>
Source record: 178133

For Sale: Original DEGAS 1985 Unopened !!! , dox, disk etc.
US $ 22 includes S/H from Santiago,Chile

Juan Carlos

1871. Seperate Keyboard/Case for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 19:59:34 UTC
From: michaelk@pacifier.com
Message-ID: <390tv6$js4@pacifier.com>
Source record: 178137
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am in to digital recording utilizing the FALCON. Needless to say I
have a few add-ons attached which make it impossible to move the
keyboard even slightly..... I assume there are STILL no economical
cases available in the U.S.A., so I was wondering if anyone has tried
the keyboard detachment kit sold in the US by ATY Computer, as
advertized in ST Informer ($85)??
Another dealer told me that it works but that it looks tacky. I know
there is another adapter which allowsattaching a Mega ST(e) keyboard
BUT this requires cutting a notch in the Falcon case (which I don't
want to do). Any comments appreciated.....

Michael

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

1872. Dealing with RSC files

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 21:17:49 UTC
From: fvdakker@sterbbs.nl
Message-ID: <029756LILLBUXDQUICGM@sterbbs.nl>
Source record: 178138

azog@world.std.com wrote:

az>A long while ago, I downloaded a simple utility to convert RSC
az>files to C source code, so I ran the ZORG.RSC thru it, and using a
az>text editor, and a translation dictionary, I could convert it to
az>English.

az>Now if I translate it and save it, I can compile it, yes? Simple
az>enough. The only C compiler I have is GNU C (2.5.8), and Ive used
az>it before, to compile 'simple' stuff, or non-GEM stuff, like
az>MiNT 1.10 (which required no intervention, I just type MAKE and
az>off it goes).
az>Is it possible to use GNU C to compile RSC files, and how to tell
az>GNU C to do such a thing?

Well, you can't do that at all! I don't know wether there is an
utility that converts C to RSC, but AFAIK there isn't any.
When you want to translate an RSC-file you can use a resource editor.
One of those is called ORCS. It's shareware and both German en English
resources are avaliable.
I don't know if there is a ftp you can get it, if you I could UUENCODE
it to you.
Don't know if there are other resource editors.

Greetings,

Frits.

Frits van den Akker == fvdakker@sterbbs.nl
JFA Software == Internet
* TailMail 2.1 #031 *

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

1873. Re: Seperate Keyboard/Case for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 21:39:51 UTC
From: sammcgee@crl.com
Message-ID: <3913r7$sla@crl8.crl.com>
Source record: 178141
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Kelsey (michaelk@pacifier.com) wrote:
: I am in to digital recording utilizing the FALCON. Needless to say I
: have a few add-ons attached which make it impossible to move the
: keyboard even slightly..... I assume there are STILL no economical
: cases available in the U.S.A., so I was wondering if anyone has tried
: the keyboard detachment kit sold in the US by ATY Computer, as
: advertized in ST Informer ($85)??
: Another dealer told me that it works but that it looks tacky. I know
: there is another adapter which allowsattaching a Mega ST(e) keyboard
: BUT this requires cutting a notch in the Falcon case (which I don't
: want to do). Any comments appreciated.....

I asked TOAD about Falcon cases. They are trying to get the DeskTopper from
System Solutions. (or somewhere else) I would purchase it directly from
SS but $70 is too much for shipping.

Sam

1874. MinNet or other TCP/IP soft via Modem? Possible?

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 21:43:36 UTC
From: peseb@freeport.uwasa.fi
Message-ID: <391428$ovo@zippo.uwasa.fi>
Source record: 178051

Hiya,
I was wondering If there is any TCP/IP (Slip?)
Software that'll work via modem? Or do they all require
A Local Area Network Connetion or Straight Internet connection?

Thanx In Advance,
Peter.
--
Here's the Known and Unknown and inbetween are the
Doors....Open the Doors! -Jim Morrison.
##

1875. MIDI SOFTWARE FOR SALE FOR ATARI-ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 21:45:29 UTC
From: michaelk@pacifier.com
Message-ID: <39145p$ler@pacifier.com>
Source record: 178140
Cross-posted to: rec.music.makers.marketplace,rec.music.makers.synth,comp.sys.atari.st,comp.sys.atari.st.tech

Atari-ST MIDI software for sale

Dr. T's COPIST: V1.5 -- Notation Software $10

Dr T's FX PAC-1 -- effects processor editor/librarian: works with
SPX90,SPX90II,LXP-1, DSP-128 & Multiverb $20

MIDI DRAW by Intelligent Music, draw with mouse & artwork is
"played" back by your Midi synths (does not work with STE) ...$20

OMNI-BANKER ST -- Universal Midi Librarian, patch/bank librarian
covering LOTS of synths $20

SynthView Editor/Librarian for the Korg DW/EX8000 .....$15

SynthDroid Editor/Librarian for the Korg DW/EX8000 .....$15

GENWAVE, sample editor supporting: Emax,EIII,SP-1200,SCI Vs,
2000.2002,3000,Yamaha TX16W, Roland S50/550/330, Korg DSS/DSM,
Dynacord ADS/ADD-1/2, Casio FZ-1,10M, Ensoniq EPS, Peavey SP (via
Midi sample Dump), OBERHEIM dpx-1 & Prommer, Akai S900 (12 & 16
bit),S950/1000, Frontal Lobe/PCM Channel and it supports SDS!!

Lots of features, can also import Sound Designer (type 1) files.
I was even able to get Genwave to work on my Falcon in ST MODE.
.....$150

all programs have the manuals ..... Buyer pays shipping, will ship
C.O.D.

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

1876. Re: alt.mags.st-action.die.die.die

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 22:25:02 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CyIBLr.Jzr@cix.compulink.co.uk>
Source record: 178143

>I don't mind the Jagged Edge section - but please change that God-awful
>Jagged Edge logo, it's *REALLY* tacky......

I'm just a scummy writer dude, I'm afraid. You'll have to moan at the
art director for that one (although I've not seen it, so can't comment
on what I think about it).

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

1877. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 22:25:05 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CyIBLu.K0H@cix.compulink.co.uk>
Source record: 178144

>There is no reason to have a minimum resolution...
>There is no reason Atari ST Low Medium and High resolutions can't be
>practical as a web browser.

Personally, I feel that Low resolution should be a no-no - this would require a lot of extra design/coding for very little extra gain. (You have to have two sets of dialogs, for example) But I agree with you that ST medium and high should be supported - if possible.

>I know little about programing...but it seems to me the biggest problem
>faced is memory, and uncrunching the pictures at a reasonable speed.
>Are web pictures sent to Mosaic in a compressed format? Or do they
>just zip right in one pixle at a time? Is it vector graphics? How much
>of the drawing is actualy up to the terminal running Mosaic, and how
>much is already done on the other end?

Pictures, either in-line or on HTML links are nothing but standard GIFs/BMPS/JPEGS, etc. The same is true of sound - they're just sound files in some format (is it WAVs or that Macintosh one??) and, also, MPEG viewers and everything else.

The way Mosaic works is this: it knows how to display/play certain file types and will show these in the normal Mosaic window. However, if it comes across other file types, it searches a list, definable by the user to see if it can show/play it with any external program the user has. So, if Annius does the same, Falcon people can, for example, use one of the MPEG players to play back any downloaded MPEGS.

>Is it possible to do all this in one to four meg of RAM?

Depends entirely on the size of the file being downloaded.. generally, if PC users can (just about) get by on 4MBs than Atarists will be able to get by okay.

>You might have to require well more than one meg of RAM to make
>this thing work.

Definitely - but 99% of the people who have any interest in the web will have more than this.

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

1878. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 22:25:09 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CyIBLx.K17@cix.compulink.co.uk>
Source record: 178145

>Hi there, I second Graeme on what he said, although I dont program so it
>would be good if the modules were made available to users who register.
>Again just make sure it runs well under magiC. I'll be one of your first
>customers.

Yeah, my point about the TCP/IP stack was that it would allow
third-parties to write any add-ons they wanted. They needn't even be
connected with Annius (although obviously Annius would be paid either
commercially or shareware for the users copy of 'TOSSock' [g]).

It would give us all the flexibility that the PC/Macs/Unix people have
right now - only on the platform we own and like. It would be very cool.

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

1879. Re: Dealing with RSC files

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 22:31:29 UTC
From: azog@world.std.com
Message-ID: <CyIBwH.MH0@world.std.com>
Source record: 178142

fvdakker@sterbbs.nl writes:

>Well, you can't do that at all! I don't know wether there is an
>utility that converts C to RSC, but AFAIK there isn't any.
>When you want to translate an RSC-file you can use a resource editor.
>One of those is called ORCS. It's shareware and both German en English
>resources are avaliable.
>I don't know if there is a ftp you can get it, if you I could UUENCODE
>it to you.
>Don't know if there are other resource editors.

I did download ORCS, off an atari.archive mirror (specifically
from src.doc.ic.ac.uk). Quite a nice program to use, and rather
easy. Problem is that when I try to open some RSC files, ORCS
tells me the file is not a resource file, and aborts! :-(

--
Billy D'Augustine azog@world.std.com

Let the joyous celebrations of Hell begin

1880. Re: Civilization

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 22:55:10 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <Up-EJ5XDFUT@warpcon.ersys.edmonton.ab.ca>
Source record: 178076

In <CyE02u.JtE@cee.hw.ac.uk> David Greenlees wrote :

>
>Is there a map editor for the st version of civ?
>
>Why doesn't the ST version have random worlds?
>
>
>thanks in advance
>big Davie.
>
Actually, it does.

--

-- --
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

1881. Re: TT (was WWW)

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 23:19:31 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyIE4J.D9@cix.compulink.co.uk>
Source record: 178147

72_Bo.Leuf@ct.se> <1994Oct25.133449.3935@euclid.earth.ox.ac.uk <38qdtr$1ij@per
cy.cs.bham.ac.uk>
X-Newsreader: CixRead/CixComm

> Well, there's no metal shielding in the later TTs, so they must have
> learnt something albeit too late.

They are still pretty mucky inside though, especially if you have both ST
and TT RAM boards.

;-(

Roland.

@CiX

1882. Re: X-Windows or X-Terminal for ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 23:19:33 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyIE4L.Dw@cix.compulink.co.uk>
Source record: 178148

X-Newsreader: CixRead/CixComm

> RG>There's no hope of an ST running full blown X-11. It might be
> possible to use it as a basic X terminal - but nobody has done
> it yet.
>
> Whoa! Hold it right there, Roland!
>
> There is a fully featured X-Server available for the Atari. It was
> tested in the January issue of the German ST-Computer. It seemed to
> be working really fine.

What - on an *ordinary* ST?

I know there was TT X-Server, but that was about it.

Any more details on this new one?

Thanks

Roland.

@CiX

1883. Re: Virtual Memory +Calamus S

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 23:19:35 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyIE4n.EH@cix.compulink.co.uk>
Source record: 178149

X-Newsreader: CixRead/CixComm

> Machines with a 68020 or better has a PMMU built-in, which means that

The 68020 needs an exteral MMU AFAIK.

The 68030 is the first one with it built in.

:-)

Roland.

@CiX

1884. Re: SLIP and Popmail for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-10-30 23:59:40 UTC
From: paul@xciv.demon.co.uk
Message-ID: <783561580snz@xciv.demon.co.uk>
Source record: 178034

In article <16@cbbs.win-uk.net> walusoft@cbbs.win-uk.net writes:

> >ANyway. Is there a slip program I can run? Popmail?
>
> Try looking for the file STNET100.ZIP which should contain all
> you need for a link to providers such as demon using your Atari.

There is a newer version, STNET110.ZIP is the file.

> File is 1280883 bytes long and available from the BBS below :-]

This newer one is around 900k.

> Soory new on the net so don't know an FTP site.

a.a.u.e or the mirror at src.doc.ic.ac.uk:/computing/systems/atari/umich

Directory is network/ka9q/nos/install I think, but I had trouble following
the umich 0index so I'm not positive. :-O

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) IRC: Civ */
/* ST & PC A woman needs a man like a fish needs a bicycle */
/* Owner "Beware of Trojans, they're complete smegheads!" - RD5 */

1885. Re: Problems with Motorola modem

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 00:25:34 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EJ6AFHVM@ttgk.textlitho.nl>
Source record: 178031

In <Cy6IxJ.qo@cs.vu.nl> Ouden den EP wrote :

>
>Now for the STs:
>1. Modem is 'IDLE'
>2. I dail a number. It prompts 'DAILING' and really dails. No problem.
>3. The other modem picks up the phone. Great.
>4. My modem makes just ONE beep to the other modem and HANGS THE PHONE!
>5. It prompts 'IDLE' again.
>6. The terminal program (Flash, Rufus) says: 'Modem reports no carrier' or
> something like that...
>
>I tore my hair out for ages on this one.... ANYBODY?!?!
>
>Megatons of thanks in advance, Ewout Pieter den Ouden

Hi Ewout,

I think the problem lies within the handshaking, probably the RTS/CTS or
DTR line. Did you set your terminal program for RTS/CTS handshaking ?

Succes,
Gert

--

-- --
Atari TT-Point
-- --

1886. Doorway for Atari ST? / Recap on W3 discussion

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 01:36:23 UTC
From: UPS500@ibm.rhrz.uni-bonn.de
Message-ID: <1706016A7S85.UPS500@ibm.rhrz.uni-bonn.de>
Source record: 178074

Hello everyone!

Is there a program that enables an ST to control programs
remotely (doorway / Carbon-Copy lookalike)?

Please e-mail me with any information availabnle. Thank you.

Also: I only got the last glimpse of a disussion about
W3 viewers for Atari-ST. Could someone who has followed this
discussion send me a recapitulation on this? Also, is it
possible to emulate graphics on monochrome-monitors with W3-
viewers? Which SLIP - kernel is needed?

Best thanks and wishes
Markus Schlegel

--
Markus Schlegel
markus@uni-bonn.de

1887. CaTTamaran

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 03:23:01 UTC
From: azog@world.std.com
Message-ID: <CyIpEE.8xx@world.std.com>
Source record: 178150

Looking for anyone whos installed the CaTTamaran accelerator for the TT, and wanted to get some ideas.

For only $100, it seems like it cant be beat. Ive downloaded the demo software, and went thru the 'run me first' installation tutor, and it looks pretty simple. It states that installation in a Rev G system is easiest, but I dont have a Rev G. The demo didnt mention anything less than this, altho I would hope that the install instructions would cover such things (dunno what rev my system is) I am not afraid of a soldering iron, but am afraid of screwing things up.
--
Billy D'Augustine azog@world.std.com

Let the joyous celebrations of Hell begin

1888. Re: Virtual Memory +Calamus S

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 05:42:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199410310742.a10909@pb2.maus.de>
Source record: 178090

On Tuesday October 25th at about three O'Clock
chainxor@kom.auc.dk (*Henrik Lunardi Weide*) happened to write:

HLW>020/030/040 etc. machines. Outside can`t run on a 68000 based machine.

It won't run with a 68040 as well. And as the 020 has no internal PMMU, it
won't run on those machines either.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

1889. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 10:13:52 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EJ6JFEUYUp@dksoft.ping.dk>
Source record: 178071

In <CyEzp8.57o@vaxxine.com> Brian Seburn wrote :

>w > Ahh, but what of us who have paid our shareware fee and receive
>w > Should we prosecute Aaron? After all, he falsly advertised tha
>w > would send us a key if we sent him $25.....
>w >
>
> I had seen many months ago (maybe longer) Aaron giving the "ok"
>for registered users that had a key, to give THIER key to a user
>that they knew had sent in the money, but didn't receive a key. This
>was on FidoNET I think. It was some time ago... maybe longer then I
>even think...
>

I think you mix something up here. I saw the message as well, (in AtariNet)
and Aaron did not say anything like that, but another guy mentioned it as
a solution for the costumors who havn't received a key. But thats ofcouse
illegal, unless it was posted by Aaron, which is was not.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\--/-
\--/

1890. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 10:17:02 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EJ6JFEVAUp@dksoft.ping.dk>
Source record: 178072

In <38sdg6$9h4@golem.wcc.govt.nz> Roger Sheppard. wrote :

>That is not what I read on GEnie, there was the group here that was going to
>support it, but they stated that he was no longer intrested..
>
>
>So how about some REAL USENET facts not the drivel that you find
>on Fidionet....???
>

Roger, we can't do anything unless Aaron tells us it's okay to do. It doesn't help how many people have said something, it's Aaron's word which is the law here. I sure wish i could help those guy's who havn't received their key and also the rest who want to use Freeze, but can't get hold of an key. But we have to push Aaron to release it as Pd before we can do anything.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\---/-
\---/

1891. Re: UUCP - Using UPoint Light

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 10:24:44 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EJ6JFEVCUp@dksoft.ping.dk>
Source record: 178073

In <38o0io$aga@whitbeck.ncl.ac.uk> Craig Graham wrote :

>
>
>I downloaded the UPoint UUCP offline news/mail reader a while ago -
>and I'm buggered if I can get it to work. Has anyone else used it ?
>
>The login script I use is
>
>W:Username:
>S:n08z7
>W:Password:
>S:<my password goes here - but I'm not daft enough to post it :) >
>
>Upoint dials in ok, then enters the Username ok, then sticks in a loop,
>repeatedly sending my password? Any sugestions? Please ?
>

I have Upoint running here, but i have no idea why this is happening to you.
One thing though. You have to make sure you'r password is correct, it's
case sentetive, so be sure you got it right. A good way to test if it's the
system you call, go to a normal terminal and dial manually. If you manage
to enter without problems, (using the same password), then Upoint got a
problem.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\--/-
\--/

1892. Mac to Atari Help

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 10:38:41 UTC
From: E.D.Brown@lut.ac.uk
Message-ID: <E.D.Brown-3110941043110001@158.125.218.2>
Source record: 177567

This may sound like a strange request, I wonder if anyone can help.

I have recently inherited an ATARI ST 1040 with practically no software
and I have no experience of using it.

At work I use a MAC (Centris 650) with which I am able to access the
internet. My problem is the following, how do I download
shareware/freeware for the ATARI with my MAC and how do I convert between
the two disc formats so that I can use the software at home.

Any help appreciated as I am an absolute novice when it comes to the Atari.

Thanks,

Ed Brown

--

Ed Brown
Dept. Geography, University of Technology, Loughborough,
Leics, LE11 3TU, UK

1893. Re: Upgrade TOS 1.02 -> TOS 5. How?

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 10:54:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199410311254.a10913@pb2.maus.de>
Source record: 178091

On Saturday October 29th at about twenty to five
boyd@math.fsu.edu (*Mickey Boyd*) happened to write:

Hi there!

MBB>a small board and new TOS chips. The newest TOS you could put in
MBB>with just chips is TOS 1.4. IMHO, neither is worth it, from a pure

There is one really big advantage of TOS-versions >= 1.04. It *dramatically*
improves harddisk performance!

When I got my first Mega 2 in '87 it was shipped with TOS 1.02 (Blitter-Tos)
and the blitter wasn't even installed yet. I got it a couple of weeks later ;-)

When the Megafile 30 arrived a little later, I installed TOS 1.04 and the
performance was way better than before.

If you're planning to get a HDD as well, a new TOS is definetely the way to
go. It doesn't *have* to be 2.06, although its desktop is kinda nice. And it
doesen't cost you the memory of loadable replacements.

MBB>(this is a religious issue with some, so expect some different opinions).

;-))

MBB>or NVDI

IMHO a *must have*! The new 3.01 is absolutely great. As were the prior
versions :-))

MBB>I have not heard a lot of good things about MTOS and regular ST
MBB>machines.

Don't even bother with MTOS on a 8mhz machine. It's soooo slow ...

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

1894. Re: Falcon Monitors (?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 12:04:40 UTC
From: sanders@sci.kun.nl
Message-ID: <CyJDJs.2FB@sci.kun.nl>
Source record: 178055

In <srp20-291094102357@mac122.nmus.pwf.cam.ac.uk> srp20@cam.ac.uk (Stephen Ryall Payne) writes:

>Silly though it sounds I got my Taxan (SVGA) to do 1280*1280 interlaced
>at 50Hz, 2 colours. Sounds horrid but for emacs it's quite nice -- for
>about 3 seconds...

I was playing with my new BlowUP Internal, and got 1536*1280. It was horrible indeed, but for a quick overview... I think I'd better buy a 17" monitor soon :-)

Sander STOks
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

1895. Re: Falcon Game Compatibility List -- WHERE???

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 12:11:24 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <392mtc$1q5h@info2.rus.uni-stuttgart.de>
Source record: 178053

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:

: As soon as I have finished the RGB version (it is only VGA at the moment,
: sorry I'm no GEM programmer!) I'll post it. The only thing is, if the
: format of the listing changes - eek! :)

I try to keep the format of the list as it is... ;-)
Nice work!

Ciao, Heiko.

+--+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+--+

1896. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 12:15:34 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <392n56$rjt@bs33n.staffs.ac.uk>
Source record: 178054
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

martin stacey (walusoft@cbbs.win-uk.net) wrote:
: I recently had occasion to visit town and popped into the Silica
: shop within a shop to be absolutley overwhelemed by the amount of
: Atari stuff on display.

: Ah ! whats this I spy tucked away in the corner ! practically
: nothing. No Falcons No ST's to be seen any where at all.

Martin, good to see you here :)

Silica in Bristol DO have a few Falcon's on display. The trouble is they
don't display anything (I doubt the staff know how to turn them on).
At least the Jaguar there draws a good crowd I guess. But Atari has a
bugger prescence at Silica than Commodore does, so things are looking up
I guess :-)

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com
As seen on Channel 4 :-)

1897. Re: Problems with PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 12:41:52 UTC
From: steve-j@teleport.com
Message-ID: <392omg$kr8@elaine.teleport.com>
Source record: 178056

In article <94302.130526STIRRE31@MAINE.MAINE.EDU>,
<STIRRE31@MAINE.MAINE.EDU> wrote:

>Steve,
>I have the same system you have (4.04 and 4 megs of RAM) and
>Plaympeg 0.68 and things work fine. I do not have to disable
>any programs to get it up and running either. It may just
>be your copy.... did you try to FTP another to check it out?
>Oh, I am using a VGA monitor if this matters (which I do not
>know if it would).

I'm running it on an SC1224. I guess I'll try FTP'ing it again
to make sure there's nothing wrong with my executable.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@teleport.com	their feet on anything with 'Welcome'
or steve-j@genie.geis.com	written on it." -- Andy Partridge

1898. Re: Developing Mosaic for the ST - addition

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 12:55:25 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <392pft$7jh@percy.cs.bham.ac.uk>
Source record: 178057

sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
>The question of MiNT/MagiC support is an interesting one - I would
>certainly like Annius to write an all-in-one package where the
>application includes the code that handles the SLiP/PPP link. However,
>if Annius is going to write that code anyway it'd be kinda cool if he'd
>let the SLiP/PPP interface into the public domain/shareware arena.
[...]
>This currently exist/is about to exist in the form of MiNTNet, yet this
>isn't good enough for a lot of us - with the old MTOS AES which is,
>not to put too fine a point on it, crap. What we need is a TCP/IP layer
>that works under MagiC - whether this is possible depends very much on
>whether or not any kind of pipelining is available under MagiC 3.

Annius and I are aiming to provide the WWW client for *all* versions
of TOS (well maybe not TOS 1.0). Not everyone has MagiC. Not everyone
has Mint, and fewer still have MintNet.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1899. PS & GIF PC Files..

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 12:58:36 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <392pls$8ls@golem.wcc.govt.nz>
Source record: 178060

A kind friend has sent me some Circuits in Post Script format
and one in GIF, he is a PC clone users..

How can I print these files out on my system, ie, what do I need,
the GIF I think is a high resolution mono pic...

Mega ST 2 megs, Multi-sync monitor plus Overscan...

Thanks..............

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1900. FORSALE: Atari ST/TT Software & Magazines

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 13:00:07 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <392pon$sqk@canopus.cc.umanitoba.ca>
Source record: 178058
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
=====================================================================
SOFTWARE
=====================================================================
Laser C w/Laser Debugger........$ 30.00 (no box)
Assempro Assembler Language.....$ 30.00 (no box)
OSS Personal Pascal.............$ 30.00 (no box)

Night Shift.....................$ 15.00 (cute fun Lucasfilm platform/action)
Paladin (rpg)...................$ 12.00 (excellent rpg game)
Firezone........................$ 6.00
TV Sports Football..............$ 5.00

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

STart magazine:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total + 21 disks.....$21 + shipping

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ AtariTT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ Dr.Who SCTV Unix $ the subject: SEND INDEX
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

1901. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 13:08:19 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <392q83$o1s@mserv1.dl.ac.uk>
Source record: 178059

If this comes into existence this would be excellent news. All other major formats already have Mosaic (SUNS, PC's, Mac's, even the Amiga). This would really bridge the gap in communications software for the Atari.

I use Mosaic in work on the SUN's, and do feel you would have to take into consideration using higher resolutions on the ST and Falcon and TT graphics modes with colour support. Most people don't have more than 4 Mb on their Atari so you would have to squeeze everthing into that much RAM. MiNT and MultiTOS support would be nice but not if it impairs the speed to any large extent.

It would be good if it could use existing programs as external viewers, for example:

Gemview - Handles all pictures (would work on all Atari's)
MPEGPLAY v0.68 or MPEGDSP - Handle the playing of MPEG's (Only really suitable for the Falcon until more MPEG viewers come out)
There are various multi format sample players that can also be used.

It would be nice if a config file was included so you could tell it which external program to use if a particular type of file was encountered. If no external viewer was pointed to then it would not load the file.

These are just my thoughts, but it would be most welcome. For a system that works fully and is a ready to go system I would pay up to 30/40 pounds if the quality was there. I would like to perhaps try a Shareware version first, were people could submit comments before the product is released.

Best of luck,

Mark msh@dl.ac.uk

(Atari Web Pages : http://www.dl.ac.uk/MISC/ATARI/atari.html)

1902. Re: Plotting program

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 13:51:01 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <392so5$pjo@mercury.dur.ac.uk>
Source record: 178062

Theodore L Hopman (thopman@uoguelph.ca) wrote:
: Is there such a thing as a good PD/SW plotting program for the ST? I want
: something that uses GEM (so I can multitask reliably under Geneva), is
: fast, supports both equations and data files, and support for TeX and/or
: Postscript and/or GEM metafiles. Nice goodies would be curve
: fitting/splines/regression, the ability to point to an area on the graph
: with the mouse and have the program tell me what coordinates on the graph
: the pointer is. I tried GNUplot (from a.a.u.e) but it doesn't really run
: reliably on my system...

Try Euler, from a.a.u.e., in the Applications/Math (IIRC) directory.
Unfortunately, it doesn't output to any of the formats you mention,
although it will output to IMG IIRC. All of your other requirements are
fulfilled, though.

Pity you're not a Falcon or TT owner as it works a lot faster with an
copro and works very nicely in 1024x800x16.

ATB,

Martin

1903. Re: NVDI 3.0 available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 13:53:58 UTC
From: michrm@central.susx.ac.uk
Message-ID: <392stm$4fh@infa.central.susx.ac.uk>
Source record: 178061

jyoung57@delphi.com wrote:
: Hendrik Mylius <Hendrik_Mylius@pb2.maus.de> writes:
:
: >If they are the official distributors in the UK *they* ought to be able to get
: >the information across. Hang in there, will ya!?
:
: Well, I was told by SS that 3.0 would be available in October, but
: you know how that goes...Anyway, 2.5 will keep me happy in the meantime..
:
: jyoung57@delphi.com

I am quite happy to 'hang in there'. I hope that 3.0 will be out soon, but
SS have advertised it in Atari UK mags so I expected some details from them.

Michael

1904. Re: PGP-Shell available?

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 14:34:28 UTC
From: vctec@westminster.ac.uk
Message-ID: <CyJKHH.Cp2@westminster.ac.uk>
Source record: 178063

Randy Hoekstra (renfro@bnr.ca) wrote:

: If Danny hasn't responded already, I'm sure he will post the details
: for HENSA. :)

Always happens. ....The question to the answer that I *do* know, only comes up when I am not looking. ...when I have not read Usenet for ages....(in this case, Friday morning)....sigh...never mind....

Anyway, here are the details for hensa:

micros/atari/tos/n/n193/pgpshl09.zip

Randy, I look forward to receiving the beta version (or alpha one?) of PGP-Shell v1.0

Cheers
Danny

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

1905. Re: Civilization

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 14:42:33 UTC
From: s9205525@otto
Message-ID: <392vop$49j@aggedor.rmit.EDU.AU>
Source record: 178067

```
: Why doesn't the ST version have random worlds?

: You can decide what sort of world you want i.e. age, climate and size.

--
*****************************************************************************
* *
* John Moon *
* *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* *
* *
*****************************************************************************
```

1906. Re: X-oR/Atari ST/ProCussion help

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 14:44:59 UTC
From: darling@cellar.org
Message-ID: <oTe3uc3w164w@cellar.org>
Source record: 178066
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

bjr2@Isis.MsState.Edu (Brian J. Roland) writes:

> I wish MOTU would reconsider their position with us Atari
> Users. I can see where supporting the old Dr. T Atari line might not
> seem so profitable on the surface, but come on guys...you really should
> consider the fact that someday we might be forced to move on to another
> platform...and that means buying new music software. We'll remember how
> you treated us with our old Atari system..and will think twice before buying
> MOTU for our new Mac, or PC system.

It's not just Atari users; it might be support in general. I've posted periodically on my experiences with Mark of the Unicorn, now that I've gone to Windows and bought one of their MIDI interfaces. Other r.m.m.s owners of the MIDI Express PC have had similar experiences to mine: they find problems with the gear, and MOTU show no interest in fixing them. Mark of the Unicorn simply do not appear to care about us.

I hope that Macintosh MOTU users are getting better treatment, because they sure aren't making friends in the PC and Atari markets.

> Personaly, I posted about 7 posts in both MOTU and Dr. T forums
> on Compuserve looking for X-Or help. All of these posts were removed and
> ignored. That's not very nice...and someday I'll have to move on to
> a Power Mac or Pentium PC...I'll remember how helpful you were.

I'm in a really tough spot, because I would like to retire my old ST completely, now that I'm using a Windows box for my sequencing software. But the Windows version of X-oR doesn't like my 6-cable MIDI interface, so I have to keep the ST going as an editor/librarian. I am not thrilled by Music Quest's editor/lib program, and I certainly don't want to support MOTU by buying Unisyn if and when it ever comes out for WIndows. I really hope that Emagic are going to make a Sound Surfer/Sound Diver version for Windows, because they haven't let me down yet.

----------------\\\--
Thomas A. Darling \\\ Call The Cellar Electronic Community: 610.539.3043
darling@cellar.org \\\ Digital SoundLab Studio: Truth Through Technology
--------------------\\\--

1907. Re: Communication program which split window when chating

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 14:46:03 UTC
From: s9205525@otto
Message-ID: <392vvb$49j@aggedor.rmit.EDU.AU>
Source record: 178068

```
: Jekyll will do what you want.

--
*************************************************************************
* *
* John Moon *
* *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* *
* *
*************************************************************************
```

1908. Books & Software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 14:46:33 UTC
From: hlc@netcom.com
Message-ID: <hlcCyJL1L.3nx@netcom.com>
Source record: 178065

Well, since it's now been a few years since I got rid of my ST, it's
probably time to get rid of the books, programs, etc. that I kept in case
I ever got another one ... If there's no manual listed, it's because I
couldn't find it after a hurricane and two moves 8^).
Here's the list:

Books -
original asking
Compute's Atari ST Volume 1: VDI $19.95 $10
Volume 2: AES $19.95 $10
Volume 3: TOS $24.95 $12
Abacus Atari ST Peeks & Pokes ..... $16.95 $ 8
Tricks & Tips $19.95 $10
Graphics & Sound $19.95 $10
Sybex Programmer's Guide to GEM $19.95 $10
Atari ST Basic Sourcebook (large format) offer
Atari ST Basic Sourcebook & Tutorial (small format) offer
Atart ST Owner's manual (dunno why I still have _this_ ...) offer

Mapping the Atari (8-bit) ..... $14.95 $ 7

Software -

Personal Pascal v2.? disks & manual ...? offer
Tackle Box ST & TB News 1&2 disks & lg. binder manual ...? offer
Prospero Pascal for GEM v2.151 disks and manuals ...? offer
FunctionZ function key labeling (disk only) ...? offer
PageStream 1.8 (disks only) ...? offer

Misc -
DeskCart (probably needs new battery), disk & manual ...? offer

1909. Slip and Popmail for the ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 14:54:32 UTC
From: dmclaugh@darwin.helios.nd.edu
Message-ID: <3930f8$s70@news.nd.edu>
Source record: 178064

Ok, I need a lot of help. I'm a long time atari user, but rather new
to slip (but not to internet).

I'm running an Atari ST with 2 disk drives and 1 meg of ram.

(OK, so I'm out of date...)

ANyway. Is there a slip program I can run? Popmail?

If so where to I get them and what do I need to make them work?

Also, what is MiNT? I'm really out of it on all the new ST stuff.

Thanks.

Donald McLaughlin
dmclaugh@darwin.cc.nd.edu

1910. advantages of slip

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 15:22:30 UTC
From: mdekker@fwi.uva.nl
Message-ID: <39323m$p3u@turing.fwi.uva.nl>
Source record: 178069

Hello,

For quite some time now I frequently use my Atari ST with 14k4 modem to
log in at the computers of our department. I read my news and mail on-line
and log off again. Since a week or so, my department offers a slip connection.
My question: what advantages does slip offer, compared with an 'ordinary'
serial link (just a vt100 terminal). If there are big advantages, I would
be interested in software to do slip on my ST. Where can I get it?
--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| -= http://www.fwi.uva.nl/~mdekker/PFF.html =-
Math department |
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

1911. Re: Falcon Monitors (?)

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 15:36:39 UTC
From: contacts@mits.mdata.fi
Message-ID: <3932u7$mr8@prime.mdata.fi>
Source record: 178070

In article <CyJDJs.2FB@sci.kun.nl>, Sander Stoks <sanders@sci.kun.nl> wrote:
>
>I was playing with my new BlowUP Internal, and got 1536*1280. It was
>horrible indeed, but for a quick overview... I think I'd better buy a
>17" monitor soon :-)
>
>Sander SToks

What's BlowUP Internal?! Wanna know more...

I have this MAG 17" Trinitron multisync .26mm monitor, and I'm desperately
seekin for some internal (= expasion slot) card, which could display
1024*768/800*600 -resolutions in 256 colours with over 50 Khz and over
70 Hz.

Does anybody know anything - are there any video cards coming for Falcon?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.01/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

1912. Falcon Network options???

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 15:54:21 UTC
From: v_white@ece.wisc.edu
Message-ID: <3933vd$ojr@news.doit.wisc.edu>
Source record: 178075
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

Friends,

I purchased a striped down Falcon (1 Meg, no HD) a while
back, and am interested in networking it to a UNIX box, as
the UNIX box has enough memory for both system, and so there's
no real need to buy another HD if I can connect them.

In my case, the UNIX box has standard serial and ethernet
capabilities.

What options exits?
I've seen references to parallel to ethernet boxes.
Has anyone gotten them to work? Are these folks
satisfied with their performance?

What good is the LAN port?
Is there a favorite way to set it up? I'm not
to impressed with the Falcons documentation.
I've seen about zilch on it in c.s.a.s.

Any other methods I'm overlooking?

Thanks for any feedback, and if there's enough interest, I
can post a summary.

Victor White
v_white@janus.ece.wisc.edu

1913. Re: No audio from ExtenDOS Pro

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 15:56:58 UTC
From: rzb20@ccc.amdahl.com
Message-ID: <1994Oct31.155658.20566@ccc.amdahl.com>
Source record: 178026

In article <38snec$iv3@crl7.crl.com> sammcgee@crl.com (Sam McGee) writes:
>
>I thought that ED Pro read the audio data from the CD drive into the Falcon.
>So it seems that the ED Pro cdaudio.prg requires the CD drive to have an
>audio output. Do all drives have a headphone jack?
>
>Sam

Sam,
ExtenDOS Pro doesn't read the data from the audio CD, it just controls
the drive mechanism. So you need to get the sound either from the
headphone jack (I haven't seen a CD-ROM player without one), or from
a separate audio out connector (usually at the back of the drive).

FYI, _some_ drives support reading the audio CD data directly across
the SCSI interface. Most older drives do not. However, a future update
to ExtenDOS Pro will support reading audio data directly, on those drives
that allow it (& that I can test!).

For any problem with ExtenDOS or ExtenDOS Pro, please feel free to
contact me at r.burrows1@genie.geis.com.

Regards,
Roger Burrows / Anodyne Software
--
Roger Burrows | (613) 238-8151 | rzb20@juts.ccc.amdahl.com |
Amdahl Corporation | | |
[The opinions expressed above are mine, solely, and do not]
[necessarily reflect the opinions or policies of Amdahl Corp.]

1914. Re: Atari and Sega bury the hatchet

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 16:04:57 UTC
From: nj1@ukc.ac.uk
Message-ID: <10078@falcon.ukc.ac.uk>
Source record: 178077

In article <38cjb7$4sv@xgw.xgw.fi> krlawson@irc-gw.xgw.fi (Kristoffer Lawson) writes:
>N.Jones-Rodway (nj1@ukc.ac.uk) wrote:
>: Atari (as in our Atari) make both computers and consoles - The other company,
>: Atari Games, make arcades.
>Gergh, that's weird, and nobody sued the other copmany? Even weirder :)
>But doesn't tat company how makes arcades have the fuji logo too, or
>was it just an old version of the Atari Co. company who still made arcades?
>Confusing..

AFAIK, Atari Games (the arcade people) were originally a part of Atari Corp.
(the computer people), but were sold off to Time Warner??? Not too sure though,
so correct me if I'm wrong.....

Neil.

1915. For sale : Hardware, Software & Books

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 16:21:59 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <rahin.47.00105DAA@scs.leeds.ac.uk>
Source record: 178018

I have the followings for sale.

a. Hardware
1. Atari 1040 STe : 1 MB RAM, 1 720 KB floppy and the usual
ports. Mouse, Joystick and Forget Me Clock II
real-time clock in the cartridge port.
2. Atari SM125 : High resolution mono monitor with tilt & swivel
base.
3. 20 MB Hard disk: In a home built solid metal case, enough space for 2
3.5" drive, 20 MB Rodime SCSI mech. ICD host adapter.

Ideally I'd like to sell the above as a bundle. However, if

1916. For sale: Hardware, Software & Books

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 16:41:37 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <rahin.48.0010B255@scs.leeds.ac.uk>
Source record: 178019

I have the following items for sale.

1. Hardware :

a. Atari 1040 STe : 1 MB RAM and 720 KB floppy drive. Mouse, joystick
and a real-time clock (Foget Me Clock II) included.
Lots of PD/Shareware programs, cover disks including
Calligrapher, Arabseque etc.

b. Atari SM125 : High resolution mono monitor with tilt & swivel base.

c. 20 MB Hard Disk : In a home-built solid metal case. Big power supply unit,
enough space for 2 3.5" drives, ICD host adapter,
RODIME 20 MB hard disk drive.

Items a & b have original boxes. Ideally I'd like to sell the above as a bundle
for 275.00 UK Pounds (ono). If you are interested in any individual item please
make me an offer.

2. Software :
a. Prospero Pascal for GEM : V2.0ii. GEM based ISO standard pascal compiler.
very good documentation on VDI and AES.
30 UK Pounds ono.

b. HyperDraw : Atari's GEM based vector based drawing tool.
5 UK Pounds.

c. HyperPaint : Atari's GEM based paint program.
5 UK Pounds

d. Universal Military Simulator : 10 UK Pounds (ono)

e. Imperium by Electronic Arts : 10 UK Pounds (ono)

3. Books :
a. Atari ST GEM Programming Reference
By: N,Szczepanowski & B. Gunther, Abacus SOftware
10 UK Pounds (ono)

b. The Concise Atari ST 68000 Programmer's Reference Guide
By: K. Peel, Gentop Press Ltd.
10 UK Pounds (ono)

c. Programmer's Guide to GEM
By: P. Balma & W. FItler, Sybex
10 UK Pounds (ono)

d. Atari ST Application Programming
By: L.J. Pollack & E.J.R. Weber, DataTech Publications

Bantam Computer Books.
10 UK Pounds (ono)

e. Learning C on the Atari ST
By: J. Boyle Wilkert, Scott, Foresman and Company Computer Books
5 UK Pounds

- Rahin
(rahin@scs.leeds.ac.uk)

P.S. Sorry for the incomplete earlier posts.

1917. Re: X-Windows or X-Terminal for ST

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 16:50:53 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <39379d$gr0@percy.cs.bham.ac.uk>
Source record: 178078

rgivan@cix.compulink.co.uk ("Roland Givan") writes:
> > < You really need 1024*890 pixel graphics as a minimum to make this
> > < worthwhile, at least thats what we found when we toyed with using
> > < Macs as Xterms. Otherwise you can't get much more than an Xterm
> > on the < screen :-)
> > < |>
> > < --
> >
> > ..And how do you make that possible? I have an STe with an NEC
>
>Graphics card or Big Screen emulator.
>
> > Multisync II monitor, and TOS 2.06.
> > And, *is* it possible to use an ST as an X-terminal or running X11?
>
>There's no hope of an ST running full blown X-11. It might be possible to
>use it as a basic X terminal - but nobody has done it yet.

I seem to recall a previous discussion where it transpired X assumed
'chunky' colour pixels. Of course the ST/F030/TT only have interleaved
pixels, except in HiColour and TrueColour modes on the F030/TT!

So any ST X terminal may have to be mono-only.

Can anyone confirm this?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1918. Re: Looking for a Calendar prg...

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 16:52:30 UTC
From: Chuck.Grimsby@mypoint.flight.org
Message-ID: <757_9411010535@flight.org>
Source record: 178098

In a message of 30 Oct 94 15:31:12, Daron Brewood wrote:

DB> In article <087_9410281835@flight.org>
DB> Chuck.Grimsby@mypoint.flight.org "Chuck Grimsby" writes:

DB> > Have you tried TODAYS. It's up to version 2.00 now, and 2.01 is due out
DB> "RSN".

DB> Looks could, could you advise a site where it can be obtained from?

Look for a file called "TODAY20A". Either "ZIP"ed or "LZH"ed. (I can't remember which.) GEnie has it, and it went out on the AtariNet about a year ago. _Supposedly_ it's in the Archives somewhere too, but I've no idea where. (Most Atari BBSs and Clubs have too, I'm told.)

Version 2.01 was released on 10/29/94, but all my attempts to send it out failed. (Hung hosts, hung systems, and a bizare crash to the desktop! Gee, ain't computers fun?!?)
--
| Internet: Chuck.Grimsby@mypoint.flight.org
| FlightLine Public Access Mail Gateway [MSP]

1919. Re: Dextrous Development - Assistance needed.

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 16:56:51 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3937kj$h1q@percy.cs.bham.ac.uk>
Source record: 178079

dbrewood@nest.demon.co.uk writes:
>- Speedo
>- True Type
>- Postscript
>
>If anyone can assist with the formats then they will be incorporated
>into Dextrous (who needs NVDI 3.00 or Speedo) ;-}

I do. Or rather, my graphics card does.

>Finally they are trying to locate a copy of the latest GEM.DOC which is
>diostributed with MiNT so that they can incorporate support for all the
>latest functions.

It is all in the Compendium, available from Hisoft for 40 notes.
Alternatively, Modern Atari System Software from Hisoft would do.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1920. Re: CaTTamaran

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 17:02:46 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <3937vm$7t9@newshost.uni-koblenz.de>
Source record: 178080

In article <CyIpEE.8xx@world.std.com>, azog@world.std.com (azog) writes:
|> Looking for anyone whos installed the CaTTamaran accelerator for the
|> TT, and wanted to get some ideas.
|>

...

|> Billy D'Augustine azog@world.std.com

Hi,

there has been a review in the latest issue of the german magazine
"ST-Computer". $100 really isn't a lot of money for this accelerator
(although here in Germany, it is 300 DM which - at the current ex.
rate would be $200).

On the other hand, the review clearly says that if you have an older
revision, the installation becomes quite tricky, and it is strongly
recommended to consult a professional service (which, of course,
isn't for free, too, so the low price becomes relative).

How much you can benefit from the board depends a lot on which application
you run. As only the CPU is accelerated and as there isn't any additional
cache memory included in the CaTTamaran, memory intensive applications
(e.g. TeX or GemView) hardly benefit from the accelerator (only 10-15%
performance increase).

It looks quite differently when it comes to programs like POVray
whose performance depends a lot on the pure CPU speed. CPU intensive
applications are accelerated up to about 30%.

I think you will hardly find an application which will run 1.5 times
faster, although this would be the theoretical speed up (48 MHz vs.
32 MHz). Every program needs more or less memory to run. And for
every memory access, the CaTTamaran has to _wait_.

In general, every clean GEM program won't have any difficulties when
run with the CaTTamaran. For critical applications, it is possible
to switch back to 32 MHz, which guarantees 100% compatibility with
a plain TT.

Just my impressions.

Bye,

Christoph

1921. STuff For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 17:17:09 UTC
From: BRUCES@VM.TEMPLE.EDU
Message-ID: <17060ACC5S86.BRUCES@VM.TEMPLE.EDU>
Source record: 178081

```
ST Video Digitizer - $30
GEMulator w/ TOS 2.06 - $100

All plus shipping, email this account if interested.
```

1922. Canon Bubble Jet Questions??

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 17:20:59 UTC
From: schaedel@gort.canisius.edu
Message-ID: <5419@niktow.canisius.edu>
Source record: 178089

How good is the Canon BJC4000 color printer. I'm thinking of picking one up and want to know how it works with an ST. Any help would be appreciated.

Thanks
Bob

1923. Help Modems and word processors

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 17:31:15 UTC
From: lewis@laminar.ph.utexas.edu
Message-ID: <LEWIS.94Oct31113120@laminar.ph.utexas.edu>
Source record: 178043

HELP. I am new to this system so forgive me for repeating questions
that must have been asked several times.

I have an old color ST 1040 that I hardly ever use anymore but
I am now trying to get it to work with a modem. I need a good
terminal emulator program. I will use it to log in to a Silicon
Graphics workstation and need it to function like a termanial,
(really just a text terminal). the programs I have either
don't work at all (xmodem won't dial) OR do not scroll
and display things properly (vanterm does not scroll back and
does not display things properly but is almost usable-- it seems
mostly made to upload and down load programs.)

Does someone have a good public domain program they can send
me or tell me how to get. I managed to download a few programs
(storm, rufus135) from a WWW site but they are compressed. so could
someone send me a .lzh decompression program. I think I can get
them from this machine (the silicon graphics) to my Atari with
vanterm. I am willing to buy a program if that the best way to
go but I can't get anything locally so if there are recomandations
on what to get I'd apreaciate knowing where to get it.

Also I have been using first word plus. Is there some
better word processor I should use. I am told there are many but they
need a hard drive and more than one meg of memory. Is this true?
I need to print out spanish charecters on a panasonic kpx-1124.
Any advice? or program you can send me.

Please respond to me directly-- Its difcult and very time consuming for
me to get acesses to this users group (especially since I have only
one functioning hand for the next several weeks).
ANy Help would be greatly appreciated.

Thanks

Greg Lewis

lewis@chaos.ph.utexas.edu

1924. Re: Civilization

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 17:40:08 UTC
From: graham@insignia.co.uk
Message-ID: <CyJt2w.CLy@isltd.insignia.com>
Source record: 178038

In article 2EAEB50E@sscl.uwo.ca, RICHARDSON@sscl.uwo.ca () writes:
>In article <199410252240.SAA22814@postbox.acs.ohio-state.edu> baumgardner.19@osu.edu
(Judy Baumgardner) writes:
>>From: baumgardner.19@osu.edu (Judy Baumgardner)
>>Subject: Civilization
>>Date: 25 Oct 1994 18:41:04 -0400
>
>>Anyone had problems with Civilization TOS 2.05? I have a friend who has a
>>1040STE with TOS 2.05 in it, and he has bizarre things happen with
>>Civilization. (Won't let you enter cities that are yours sometimes, locks
>>up sometimes in no apparent pattern, etc.)
>
>Judy, I run CIV on a Mega 4 STE (2.05) with NO problems whatsoever! The
>only thing I care about is having the 'instant advice' option off, since I

I had lots of problems when running from floppies especially with Animation enabled.
Invariably the third
meet with king would crash the game.

(1040STE 2Mb / TOS 1.62 / MiniS 127Mb)

Now installed on hard disk I rarely have problems except that if I wipe out all other
civilizations and get
the victims gallery the colours are still trashed on the Dan Quayle chart. The other
problem I find
annoying is the way my power rating goes negative on the Power Chart..

Do others have the same problem or do I have damaged files.

The other way I got it upset was to wipe out the last civilisation in the same year my
spaceship landed.

1925. Re: Developing Mosaic for the ST - addition

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 17:56:24 UTC
From: ETA001@EMAIL.MOT.COM
Message-ID: <ETA001-011194012624@145.2.36.67>
Source record: 178082

In article <392pft$7jh@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) wrote:

> Annius and I are aiming to provide the WWW client for *all* versions
> of TOS (well maybe not TOS 1.0). Not everyone has MagiC. Not everyone
> has Mint, and fewer still have MintNet.
>
> --Chris

I would like to see it be able to take advantage of the hardware its running off of. If this cant be done via the main program, maybe hooks into the program for the extra hardware on a Falcon/TT/Graphics card owners could later update via program modules.

Cant wait to see this up and running...

1926. Intel 14.4k modem problems

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 18:00:54 UTC
From: stevek@wizvax.wizvax.com
Message-ID: <1994Oct31.180054.5414@news.wizvax.com>
Source record: 177960

I have recently purchased an Intel 14400 faxmodem, and I am having problems communicating at 14.4k, using MNP5 or v.32/42. Making connects at speeds up to 9600 baud is no problem. I can lock rts/cts and the baudrate, but 19.2kbaud doesn't work. Any ideas appreciated.

PS> my init string is : "AT&F\N0\Q0\J1\V0" -- I know this disabled MNP5 and v.32, but its the only way I can get a connect.

-Steve Kendrick [stevek@wizvax.com]

1927. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 18:06:56 UTC
From: avg@cwi.nl
Message-ID: <avg.783626816@news.cwi.nl>
Source record: 178083

bjr2@Isis.MsState.Edu (Brian J. Roland) writes:

[about supporting ST resolutions in web browser]

>There is no reason to have a minimum resolution...
>There is no reason Atari ST Low Medium and High resolutions can't be
>practical as a web browser. It won't be as colourful...and it may require
>each picture to be in a gem type box for scrolling should it not fit entirely
>on the screen..but the modes can still make quite useable WEB browsers.

Although I doubt the usability of a web browser in 320x200 mode,
it seems to me that a web browser should run in that mode just to
allow ST users to see some colour. I consider it bad practice for
an application to come up with an alert box saying: ``sorry, I
don't run in this resolution''. This philosophy is also reflected
in the design of the Edith package. Of course, for a text editor
there is even more reason for it to be able to run in any resolution
(games development for example).

>I'd suggest that in writing Mosaic for the ST/STe/TT/Falcon line of
>computers...all video modes be supported.

I agree. Any GEM application should run in any video mode. That's
one of the basic requirements of platform independency.

>It seems the most practical way to do this is by making the entire program
>window intensive so pictures can be scrolled, and tucked neatly out of the
>way with a shrink icon when other desk top things need to be reached.
>There can be optional modes should you decide to take advantage of the
>ST 512 color modes, or STe hardware scrolling and blitter set up, that
>would pop that picture into the full screen non GEM mode required.

I don't agree here. In 320x200 mode, your only choice will be to
switch off the inlined images. I do think a 'shrink images by factor
1/n' option would be valuable.

>I know little about programing...but it seems to me the biggest problem
>faced is memory, and uncrunching the pictures at a reasonable speed.
>Are web pictures sent to Mosaic in a compressed format? Or do they
>just zip right in one pixle at a time? Is it vector graphics? How much

It is usually GIF. That can be handled efficiently even on an ST.
Most web browsers allow you to load the text first, while the images
come up later, either automatically or on command.

>Is it possible to do all this in one to four meg of RAM?
>Those are the only REAL problems I see...

If there's no room, you'll get the familiar 'there should be a picture
here' icons Mosaic normally gives you in case of problems.

>You might have to require well more than one meg of RAM to make
>this thing work. But there is no need to place a minimum graphics
>capibility on the program. I wouldn't care if the pictures were in
>Grey scale..or a bit blocky...so long as I could tell what they are,
>and it doesn't take 45 minutes to draw them.

The program may end up requiring 2 megs. But 2 megs should really
be sufficient. Of course we'll try and make it 1-meg compatible.

>Also...all of the multi tasking platforms I've researched claim to work
>with any program that doesn't break the TOS rules. Keep your code clean,
>and stay in touch with the folx that write these alteranate OS add ons,
>and all should be okay.

We all know this isn't true. Mainly because alternate OSs such as
Geneva are not GEM-clean themselves. This is mainly because there
exists no accurate description of precisely what GEM calls and the
AES are supposed to be doing.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1928. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 18:16:05 UTC
From: avg@cwi.nl
Message-ID: <avg.783627365@news.cwi.nl>
Source record: 178084

sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:

[about web-browser for ST/TT/Falcon]

>Personally, I feel that Low resolution should be a no-no - this would
>require a lot of extra design/coding for very little extra gain. (You
>have to have two sets of dialogs, for example) But I agree with you
>that ST medium and high should be supported - if possible.

Well, have a look at the Edith system. All dialogs fit on a 320x200
screen, mainly due to the use of a proportional Swiss font for text
fields. I see no reason why a web browser would need a screen wider
than 40 characters for its dialogs. A GEM dialog is always required
to fit within 40 characters. Creating larger ones (unless they are
sizable of course) is simply bad design practice.

>The way Mosaic works is this: it knows how to display/play certain file
>types and will show these in the normal Mosaic window. However, if it
>comes across other file types, it searches a list, definable by the
>user to see if it can show/play it with any external program the user
>has. So, if Annius does the same, Falcon people can, for example, use
>one of the MPEG players to play back any downloaded MPEGS.

The first version of the Atari browser will probably only support
'save as...' for unknown document types. Our priority is to get the
basic framework running first.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
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1929. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 18:16:59 UTC
From: graham@insignia.co.uk
Message-ID: <CyJusB.D03@isltd.insignia.com>
Source record: 178085

To create a table use '|' vertical bar/pipe to seperate the columns highlight the table and then use the menu option to open the dialogue to control heading lines and boxing etc.

To modify the ruler double click on it (for tabs click where you want the tab) to open the dialogue
for new tabs or changes to line spacing and alignment. Drag tab stops to new positions or off the ruler
to delete them.

Fonts are a proprietary format. The only source I know of was the ST-Review offer which ended a while
back. The cost seemed excessive given that the fonts could only be used with Calligrapher. Perhaps
contacting Go DIrect who handle the STReview offers or mail to streview@cix.compulink.co.uk may
be useful.

The original offer included an upgrade which added a fixed pitch font, a math font, a dictionary
and a thesaurus. They were worth having at the time.

I don't know about Protext 4.3 I have 5.5 but prop fonts are supported but only those built in to the
printer. Protext 6 supports scalable fonts but again only those built in to the printer.

I like Papyrus though the demo appears unable to apply a style to less than a whole paragraph. It
doesn't have the system font fast data entry mode that Calligrapher has. Still it can use Speedo GDOS/NVDI
for scalable fonts in easily obtained formats.

1930. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 18:27:38 UTC
From: avg@cwi.nl
Message-ID: <avg.783628058@news.cwi.nl>
Source record: 178087

[about Web browser for ST/TT/Falcon]

msh@mserv1.dl.ac.uk (M.S. Smith) writes:

>It would be good if it could use existing programs as external viewers, for example:

> Gemview - Handles all pictures (would work on all Atari's)
> MPEGPLAY v0.68 or MPEGDSP - Handle the playing of MPEG's (Only really suitable
> for the Falcon until more MPEG viewers come out)
> There are various multi format sample players that can also be used.

That would be nice, but it is not of top priority. What's most
important is that one can save everything that comes in to the local
hard disk, and then load it into viewers.

>It would be nice if a config file was included so you could tell it which external
>program to use if a particular type of file was encountered. If no external viewer
>was pointed to then it would not load the file.

Ugh. This is so very UNIX. No, if there will be any configurability,
it will be in dialog form. A configuration file... I thought we had
left the stone age behind by now...

>These are just my thoughts, but it would be most welcome. For a system that works
>fully and is a ready to go system I would pay up to 30/40 pounds if the quality was there.
I would like to perhaps try a Shareware version first, were people could
>submit comments before the product is released.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1931. FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 19:12:33 UTC
From: denefaa@master.ceat.okstate.edu
Message-ID: <CyJxCz.In1@osuunx.ucc.okstate.edu>
Source record: 178086

For All interested parties, I have a very Like New Atari 1040 STe for Sale

here is what you get:

Base Unit -- 1040 Ste with 1Meg and Atari Mouse + V2.06 Rom -- $145

ICD Advantage Plus SCSI Host Adapter -- $65
Toad 2 Drive Case with 65 Watts Supply $65
An extra Atari Keyboard $55
Extra Atari 520 STFm case and Power supply $55
Extra Atari Mouse -- $25

Please contact me by email denefaa@master.ceat.okstate.edu.

1932. Re: Newsgroup Reorganisation

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 19:23:58 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <393g8e$b1m@bronze.coil.com>
Source record: 178088

In article <10261994.201255@empyr.dircon.co.uk>,
Kevan Winch <kevan@empyr.dircon.co.uk> wrote:
>Hi,
>
>How about getting an idea of who wants what, before we go into RFDs
>and voting ? By that I mean inviting suggestions of how the
>group should be subdivided - a one liner saying what newsgroup(s) you
>personally would like to see. Not paragraphs of discussions and arguments,
>like we are getting at the moment. Then we can see what people want, as a
>starting point. Then if there is enough interest in any particular group,
>someone could put together a RFD for that group, and take it from there.

This is a great idea! Someone could collect E-mail from everybody that
details their newsgroup suggestions, then tabulate the results and post
the "winners." If you don't want to do it, then I'd be glad to, because
IMHO, it certainly could do the Atari community some good by ending all
the tense discussion.

--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Ah, I see you have the machine that goes `ping!'" - Michael Palin

1933. Canonical standard?

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 19:35:39 UTC
From: p675cen@sun23.mpifr-bonn.mpg.de
Message-ID: <1994Oct31.193539.15612@mpifr-bonn.mpg.de>
Source record: 177723

Well, everybody reading this group might
groan ...
but what is the currently reached
consensus about the standard configuration
(softwarewise) of an ancient MEGA 1 with
a small (say, 30MB) harddisk and the
venerable SM124 monitor, with a
HP500 Deskjet alongside? Yes, I am reading
the FAQ, too ... but still, what is the
"must" to put on? Any opinions offered?

Christian

1934. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 20:18:56 UTC
From: jonal@hiof.no
Message-ID: <jonal.2840.2EB55130@hiof.no>
Source record: 178027

In article <avg.783628058@news.cwi.nl> avg@cwi.nl (Annius Groenink) writes:

>>It would be nice if a config file was included so you could tell it which
>>external program to use if a particular type of file was encountered. If
> no external viewer was pointed to then it would not load the file.

>Ugh. This is so very UNIX. No, if there will be any configurability,
>it will be in dialog form. A configuration file... I thought we had
>left the stone age behind by now...

Why? Just tell me *WHY*? Config files are very handy. Just a plain ascii file which tells the system/app what to relate to. What's so stone age about that.

If we're talking stone age here, I'd say it's everything under ST-high resolution and packing everything into one app. I'm totally against that because if we're still supposed to develop optimally for owners of 1 meg STFM's running in med rez we're definately in the stone age. Mint has been out for years and there's no reason for not running it.

Nah, if you're out to develope a web client for the Atari series of computers, then do that and don't bother about making it the swiss knife of internet software. Others can do the telnet stuff and all that. Same for pictures etc. There are standard files a HTTP client should recognize and I don't see the reason why we should add a lot of stuff here just for the sake of doing it. There are plenty of viewers for sound and graphics. Just make them all standard GEM and better the communication between them.

Just my 2 cents (which isn't worth much now...). I'm very positive to the project and I will definately get the product when it's fininshed as long as it's not an overkill app which does a lot of things half assed instead of a few things very well.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

1935. Re: advantages of slip

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 20:22:24 UTC
From: woodford@esca.com
Message-ID: <1994Oct31.202224.21995@esca.com>
Source record: 178021

mdekker@fwi.uva.nl (Martijn Dekker) writes:

>For quite some time now I frequently use my Atari ST with 14k4 modem to
>log in at the computers of our department. I read my news and mail on-line
>and log off again. Since a week or so, my department offers a slip connection.
>My question: what advantages does slip offer, compared with an 'ordinary'
>serial link (just a vt100 terminal). If there are big advantages, I would
>be interested in software to do slip on my ST. Where can I get it?

There are advantages and disadvantages to using MiNTnet SLIP on an ST...

advantages:
- Using MiNT with some form of windows, (eg. Multi-AES as supplied with MultiTos, or MGR), you can have multiple telnet connections to remote hosts similtaneously.
- If you don't mind a bit of lag, you can run ftp in another window at the same time. Yes folks, it's acceptable even on a 14,4kb modem link!
- You don't need to use ftp on your department's computer, then zmodem to download to your ST; you ftp _directly_ to your ST from any host on the internet.

disadvantages:
- Needs lots of memory. With MiNT/MiNTnet/MiNTOS/MinixFs/modm0dev plus other drivers installed, I'm left with around 2.5meg available on a 4meg ST.
- You'll need to set up your file-system so that it looks and feels like it's BSD unix. This also helps when compiling network aware Unix applications.
- Disk space. All that extra software uses lots of disk space.
- It's not quite "plug-and-play". Expect to have to do a fair bit of mucking around to get a working system; it's not for the novice user.

There are probably other (dis)advantages but those will do for starters. I use SLIP almost exclusively now, but it has taken a couple of months to get a stable setup.

You just have to make up your own mind on whether you want to go for SLIP on the ST. If you do, you won't be disappointed, but be prepared for a lot of late nights and cups of coffee trying to configure it!

Cheers, Steve

1936. Re: What is a BGM partition?

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 20:28:16 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <393k10$cav@mailer.fsu.edu>
Source record: 178100

Brian J. Roland (bjr2@Isis.MsState.Edu) wrote:
> azog (azog@world.std.com) wrote:
> : Ive seen references to something called a BGM partition, and was
> : curious as to just what they are, and how they affect me. Why do
> : I ask? Well, I received a second-hand TT that has a 250mb SCSI
> : drive, and there was a BGM partition on it (it looks like it was
> : partitioned with ICD utilities). But I wiped it out, and used
> : HDX and AHDI to install a new single large partition. All looks
> : well, and when I do a 'show info' on the drive I indeed see lots
> : and lots of meggage, as I would expect
>
> BGM partitions, if memory serves correctly, are Big Partitions.
> In earlier versions of TOS (maybe even the newer ones), GEM was limited
> as far as the size of partition that could be accessed as a physical
> drive...something like 16 MEGS for TOS 1.00 to 2.02, and double that
> for TOS 1.04 and above).

Tos 1.0 and 1.2 were limited to 32,xxx sectors (due to a bug). With a
default size of 512 bytes per sector, that equals 16mb max partition size.
TOS 1.4 and beyond are limited to 64,xxx sectors, which yields a max of
32mb per partition, _if_ the default sector size is used. BGM partitions
use bigger sectors.

> BGM partitions use large logical sectors that allow partition sizes
> to be extended, and can be much larger than GEM partitions (I think it's
> something like 10 times bigger). BGM partitions are for those people
> who want partitons larger than GEM allows, and I think this is an ICD
> AdSCSI host thing. It might carry over to other SCSI hosts...dunno for
> sure. Also...you can't boot from a BGM partition. It's strictly for
> storage, and running non booted applications.

Ok, first of all, BGM partitions use some multiple of the standard size.
So, if one uses 1024 byte sectors, you can have up to a 64mb partition.
Using 2048 byte sectors, you can have 128mb partitions, and so on. This
is with TOS 1.4 or greater, as will be the rest of the examples.

You can have different sized BGM and normal partitions on the same disk,
with no problems. So, you could have a 16mb (normal) partition, a 64mb
(1024 byte sector) partition, and a 256mb (8192 bytes per sector, and
the max BGM partition size one can have, to my knowledge) all on one
disk.

The BGM standard is used by all current Atari hard drive software, so
ICD stuff and Atari AHDI will both work with this standard. You do not
need to use ICD hardware or software (it is fine stuff, just not necessary).
You can use BGM partitions with Supra hardware, given that you use some

newer software (like ICD Pro level, or AHDI).

BGM partitions are totally compatible with normal GEM partitions. It is NOT the case that they can only be used for storage. When the BGM standard was first introduced, there were a number of programs that didn't work with it (usually low-level hard drive utilities, like defraggers for instance). These have long since either aged out of existance, or have been update to properly ask the system for the current sector size. This is perhaps where folks get the idea that BGM partitions are not for general use. In fact, they are. You can boot off a BGM (another myth is that you cannot do this, probably due to a typo in the ICD manual, or an early bug or something). You can run programs from them. You can use them for whatever you want. All the latest hard drive utilities fully support them.

There is a gotcha with BGM partitions: You waste more space than with "normal" parititions. The smallest hunk of a disk that one can allocate is a cluster (uh, two sectors, I think). So, if you have a file that requires some number of clusters, plus one byte more, an entire cluster is wasted (minus the one byte) to complete the storage of the file. Obviously, if your sectors are bigger, your clusters are bigger, and thus you will waste more space on a BGM partition than on one with smaller sector sizes, on average. This is not a big deal. I would doubt that the difference is more than a few percent usage, unless you have a huge number of extremely tiny files (which would magnify the effect, just as a small number of huge files would shrink it).

In general, there is no reason to avoid using BGMs other than the small gotcha above. I usually format a disk from which I'll boot with a small GEM partition, then make the rest of it one big BGM. I do this out of habit more than anything else, and because I want the boot stuff to be localized to one place and not cluttering up my "work space".

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1937. Can't reach second harddisk !

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 20:55:29 UTC
From: tletsch@sky.itr.ch
Message-ID: <393lk1$be5@sky.itr.ch>
Source record: 178099

After the installation of a second harddisk (a SH205) I can't use it through the GEM desktop on the Mega ST4.
I can reach it with Atari's HDX.PRG, i.e. I can format and partition it, but when I try to "Install Disk Drive..." on the desktop and then to use this drive, I get always a drive unknown error.

I would appreciate any pointers.

Thanks in advance,
Thomas tletsch@itr.ch

1938. [Q] Advice needed-comms prg/X-windows,UUCP etc.

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 21:05:39 UTC
From: hallvart@ifi.uio.no
Message-ID: <393m73$c04@holmenkollen.ifi.uio.no>
Source record: 177982

I'm confused about all the telecomms stuff.
Right now I'm at the university using UNIX and X11 "X-windows",
which works great! But I will lose my account in a couple of
months time, and in order to access internet I have to get it
commercially (and pay for it)-:).

So, now while I'm here, having full Internet access for free, I want
to download the software I need for that.
I have no clue as to what software I need, and what "standard".
The terms UUCP, SLIP, QWK etc. doesn't tell me a thing.
What do I need?

I have tried connecting to the university via a modem with my STE, using
STorm, which works fine. I use my STE as a VT100 terminal to read my email
via EMACS and newsgroups via TIN. Only a single window though.

I have heard about offline-readers, which as far as I understand are programs
that download all the email and newsgroups (subscribed that is) and sends it to
my Atari so I can read the stuff after I have disconnected from the modem. Right?

What kind of program does that? Is Upoint light one of them? What about UUcico?

And about using several windows, I have heard about "UW.PRG". I tried it, but never
figured out how to use it, and one of the program files bombs out too. I also know
about "WINX" but I don't really know what these programs do.

What I want is the most flexible, user friendly setup possible for my Atari, so
I need some advice.
Thanks.

Hallvard, Oslo, Norway

1939. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 21:09:23 UTC
From: avg@cwi.nl
Message-ID: <avg.783637763@news.cwi.nl>
Source record: 178092

(I wrote)

>>Ugh. This is so very UNIX. No, if there will be any configurability,
>>it will be in dialog form. A configuration file... I thought we had
>>left the stone age behind by now...

jonal@hiof.no (Jon A. Lovstad) writes:

>Why? Just tell me *WHY*? Config files are very handy. Just a plain ascii
>file which tells the system/app what to relate to. What's so stone age about
>that.

ASCII configuration files are stone age as nowadays any good application
provides dialog-based support for all of its configuration files.
Nobody wants to hack around in ASCII files (at least I'd rather not,
I just want an application to be self-contained).

>If we're talking stone age here, I'd say it's everything under ST-high
>resolution and packing everything into one app. I'm totally against that
>because if we're still supposed to develop optimally for owners of 1 meg
>STFM's running in med rez we're definately in the stone age. Mint has been
>out for years and there's no reason for not running it.

Yes there is. Precisely because it is stone age too. It requires
lots of hacking around before it works (the most recent versions you
even need to compile yourself as binary distribution is not allowed).
Especially if you want things as MiNTnet.

And after days of hacking ASCII files all you have is a mtasking system
that makes a 030 run slightly slower than some of the 010 based HP 9000
systems of 7 years ago.

>Nah, if you're out to develope a web client for the Atari series of
>computers, then do that and don't bother about making it the swiss knife of
>internet software. Others can do the telnet stuff and all that. Same for
>pictures etc. There are standard files a HTTP client should recognize and I
>don't see the reason why we should add a lot of stuff here just for the sake
>of doing it. There are plenty of viewers for sound and graphics. Just make
>them all standard GEM and better the communication between them.

>Just my 2 cents (which isn't worth much now...). I'm very positive to the
>project and I will definately get the product when it's fininshed as long as
>it's not an overkill app which does a lot of things half assed instead of a
>few things very well.

My opinion is if you leave 'the telnet stuff' to other applications
(especially the flaky mintware currently around) *then* you will get a

system that will do a lot of things but all of the 'half assed'. Next you propose that we should call TOSWIN for such a session---this will really make me roll on the floor laughing. (See the thread 'TOSWIN - it's crap... it is!)

We will have to be able to handle many picture formats anyway when these are in-lined. If they're not, then a simple 'Save As...' option is a fairly universal solution for a first version of the browser.

As far as telnet is concerned, this is not essential for a web browser. One hardly encounters links to telnet sessions. Most important are http and ftp.

Better have one swiss knife in your pocket than two bags full of bottle openers, combs, kitchen knifes etc.

People buying Mosaic will want an application that runs out of the box. They don't want to spend the first 3 weeks Webbing around to get the entire MiNT distribution, Gnu C, MiNTnet etc., spend the next 3 weeks getting used to working with the Mintos system (you know, the masochistic one that never leaves the Auto folder...) the next 6 weeks to get these compiled, and finding out in the 13th week that it all sucks anyway.

(Wow. What a statement. But essentially I think it makes sense)

We are aiming at building an application people can buy and use. Nobody will pay 30 pounds for a package that will only run well after 5 other packages are installed.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1940. Re: What *is* TT-ram?

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 22:13:40 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyK5qs.Ht@cix.compulink.co.uk>
Source record: 178093

> Oh, and BTW: Is there any RAM in any ATARI which is compareable to
> those "second-level" caches in the PCs?

Isn't the 16K(?) cache in a MSTE equivilent - although of course the
68000 doesn't have a first level cahe actually inside the 68000 unlike the
486.

:-)

Roland.

@CiX

1941. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 22:13:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyK5qu.IE@cix.compulink.co.uk>
Source record: 178094

> NVDI and MagiC are *clones* of Atari/Novell code. If Novell started
> objecting to people cloning operating systems, then DR-DOS is in big
> trouble from you-know-who.

DR-DOS has always been in a precarious position. Think what a "Look and Feel" court case againt it would do. OTOH I've heard that DR-DOS (recently renamed "Novell DOS") has been scrapped. Novell apparetly came to some sort of agreement (so I heard) over who did what in the market place.

> I'm sure the Atari market is too small for them to worry about cloners
> anyway.

Probably - but if somebody did take offence it could get really nasty.

:-)

Roland.

@CiX

1942. Re: CaTTamaran

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 22:13:44 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyK5qw.J3@cix.compulink.co.uk>
Source record: 178095

> Looking for anyone whos installed the CaTTamaran accelerator for the
> TT, and wanted to get some ideas.

FWIH the CaTTerman is a 48Mhz accelerator for the TT? I'm not sure I'd want to boast my 68030 up that far. It would seem that a much safer bet would have been the implementation of a secondary cache?

Roland.

@CiX

1943. Re: Looking for a Calendar prg...

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 22:30:26 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <393r62$end@golem.wcc.govt.nz>
Source record: 178097

In article <941030Z203112.149dbrewood@nest.demon.co.uk>, dbrewood@nest.demon.co.uk (Daron Brewood) writes:
>In article <087_9410281835@flight.org>
> Chuck.Grimsby@mypoint.flight.org "Chuck Grimsby" writes:
>
>> Have you tried TODAYS. It's up to version 2.00 now, and 2.01 is due out "RSN".
>> It'll give you a display of today's dates, events that are upcomming, and

>Looks could, could you advise a site where it can be obtained from?

I dnloaded version 2.00B, but I find some Big problems with it, it does not use GEM at all, also there is a command file, that uses very long Text lines, that I can't edit..

Also its no intended for the output to go to the screen, as there is no paging option, Big minus here...

Its needs a lot of work from what I can see, to bring it up to a decent Atari Gem standard, with out the need for a Text based command file....

>= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
>= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1944. Re: Civilization

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 22:31:18 UTC
From: Tommy Jonaeson <jonaeson@algonet.se>
Message-ID: <Pine.SUN.3.90.941031232436.1645B-100000@aristotle.algonet.se>
Source record: 178096

On 25 Oct 1994, Judy Baumgardner wrote:

> Anyone had problems with Civilization TOS 2.05? I have a friend who has a
> 1040STE with TOS 2.05 in it, and he has bizarre things happen with
> Civilization. (Won't let you enter cities that are yours sometimes, locks
> up
> sometimes in no apparent pattern, etc.)
>
> He tried turning off all the options, he tried turning on all the options,
> etc. He's playing it off his hard drive (which is running everything else
> just fine). I've told him to try playing it on floppy, but I don't know
> what success he had with it (although I hate playing it off floppy on my
> Falcon).
> I thought it might be writing corrupt save files, so he gave me his save
> disk, and I played it at my house, and it all works just fine. It's
> possible that his copy is corrupt, but I thought I'd check here before
> recommending that he send it back and get another one.

Civilisation is very buggy, a friend of mine has spent months debugging
and improving it, do I have to say that he is crazy about the game?

Anyway, I know that TOS 2.05 has some bugs in it, that will make it
incompatible with some programs/games, and that is probably the reason
that TOS 2.06 has got such a bad reputation.
I'm using TOS 2.06 and have had almost no problem using programs and
playing games. (including Civ.)

Anyway, if he's really nuts about the game, he should try to change back
his TOS to version 1.6x again, most STEs are very easy to switch TOS's in!

Regards, Tommy

1945. Re: Communication program which split window when chating

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 23:31:34 UTC
From: julian@loose.apana.org.au
Message-ID: <393uom$gpo@loose.apana.org.au>
Source record: 178022

Neven Petrlik (npetrlik@public.srce.hr) wrote:
: Hi !

: If anybody knows if exist some program for ST1040 which
: can split window (in two parts) when talking (Chating)
: through, off course, direct modem connection between
: two Atari's, please reply, or e-mail on my adress.

There is a fantastic one called Chatmidi. It does split screen chat, file transfer and both at the same time! It also lets you look through the remote computer's drives and select any file you like and send it to yourself. It's a great person to person comms program.
Email me if you can't find it. Regards, Julian.

--
julian@loose.apana.org.au

1946. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 23:40:20 UTC
From: azog@world.std.com
Message-ID: <CyK9r9.3HH@world.std.com>
Source record: 178001

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > NVDI and MagiC are *clones* of Atari/Novell code. If Novell started
> > objecting to people cloning operating systems, then DR-DOS is in big
> > trouble from you-know-who.

>DR-DOS has always been in a precarious position. Think what a "Look and
>Feel" court case againt it would do. OTOH I've heard that DR-DOS (recently
>renamed "Novell DOS") has been scrapped. Novell apparetly came to some sort
>of agreement (so I heard) over who did what in the market place.

Ever wonder WHY there was never a case of Microsoft VS DR-DOS, as
regarding DR-DOS? DR-DOS is owned by Novell, but was previously
owned by Digital Research (who we all know well from GEM). Early
versions of MS-DOS were almost a blatent ripoff of CP/M. If you
examine some early MS-DOS manuals, see that _all_ of the 21 (?)
BDOS calls of CP/M are duplicated _exactly_ in MS-DOS. Considering
the implications, its a wonder that DR didnt sue Microsoft in
the first place! (and not vice-versa!)

--
Billy D'Augustine azog@world.std.com

Let the joyous celebrations of Hell begin

1947. Re: SLIP and Popmail for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-10-31 23:58:34 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3940ba$mr7@terminator.rs.itd.umich.edu>
Source record: 178024

re. STNET110

>Directory is network/ka9q/nos/install I think, but I had trouble following
>the umich 0index so I'm not positive. :-O

>-Paul-

Close it's Network/Ka9q/Nos/Install.

Dan Ackerman

1948. MultiTOS, Calligrapher 3, Superbase for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 00:30:23 UTC
From: dssjms@aol.com
Message-ID: <39426v$b6o@newsbf01.news.aol.com>
Source record: 178030

I have the following left from my Atari system closeout, all other items
were sold

Multitos......25.00
Calligrapher 3 gold w/extra fonts.....60.00
Superbase personal......5.00
a/b printer switch w/ cable.....5.00
all with manuals in perfect condition

David

1949. Re: Slip and Popmail for the ST

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 00:37:49 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3942kt$p00@terminator.rs.itd.umich.edu>
Source record: 178002

>Ok, I need a lot of help. I'm a long time atari user, but rather new
>to slip (but not to internet).

>I'm running an Atari ST with 2 disk drives and 1 meg of ram.

>(OK, so I'm out of date...)

>Anyway. Is there a slip program I can run? Popmail?

>If so where to I get them and what do I need to make them work?

>Also, what is MiNT? I'm really out of it on all the new ST stuff.

>Thanks.

>Donald McLaughlin
>dmclaugh@darwin.cc.nd.edu

There are slip programs you can run, but it will be really tight
on your system. One thing you could do (I played around with this on my
local university), if you have the ability to call into your provider
without actually initiating slip your set.

What I mean here is after you log into your system, try typing

connect wuarchive.wustl.edu

I doubt that you will conect to this, but if your provider tries
and gives you feedback instead of choking then your set. Go to your
support staff at your provider and ask them for the server you get your
mail through, it will probably be something like popmail@helios.nd.edu
(this is just a guess) Also ask them if they would be so nice as to give
you the .man file for popmail. Or alternatively you could find it yourself.

With this in hand you will then connect to your popmail server at
a one port to send mail and another to get mail. I don't remember off
the top of my head what these are, but they are listed in the man file.
So you will do something like the following:

connect popmail@helios.nd.edu 119 (your popmail server and the port)

then USER = your username
and PASS = your password

You should then get an acknowledgement of being in. Then play
with the commands from the man file. It is really fairly easy to do.
There are only a few commands and the output is human readable.

As far as MiNT Net on a 1 Mewg machine, I believe you can give up
on this. I got MultiTOS to run on a 1 meg machine one day (exercise in
wasting time) when I got done I could actually run a few programs.
Provided they were only 16k or so.

If you really want to try SLIP, I suggest you look in the
TCPIP.FAQ at atari.archive.umich.edu in Info/. It will give you a start.

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

"how did you get so much custard from such a small cat..."

1950. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 00:42:32 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <3942to$hco@josie.abo.fi>
Source record: 178003

In <CyDFp6.D6G@hpbbrd.bbn.hp.com> clausb@hpbbrd.bbn.hp.com writes:

> When a fileselector or another modal dialog pops up, the screen is locked
> for the application displaying the dialog. Any other process which wants
> to write to the screen will be blocked. Processes which do *not* write
> to the screen and just doing background transfers will continue to be
> scheduled. So you can have background transfers in such a case, it all
> depends on how clever your software is.

Why can't the fileselector be placed in a window? And can something be done to
menu bar; the machine seems to (surprise ;-) freeze, while one is selecting
some pull-down menu entry. Well, I have a slow modem without any error
correction - and a fact is that I can't load or use _any_ other program in
parallel with my STalker 3 or Connect 2.42 while transferring files... One
timeout (easy to get) - and there you go... =-(
It's pretty frustrating.

> When a disk drive transfer is on its way, the drivers in the ROM (and
> the hard disk drivers) sit in a busy-waiting loop and use all
> processor time. They *could* use interrupt-driven transfers with
> a reentrant OS kernel. Unfortunately, the kernel is not reentrant,
> so we're stuck with this. I'm told, however, that the next MagiC
> version will have background DMA transfers, so they must have introduced
> some kind of reentrancy in their kernel. Sounds like hot software
> to me.

To me, too :-) Can harldly wait for MagiC for Falcon !

Greets,
Tommi

1951. Re: Virtual Memory +Calamus S

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 00:51:24 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <3943ec$hco@josie.abo.fi>
Source record: 178004

> Outside is not software virtual memory, it utilises the PMMU in 020/030/040 etc. machines. Outside can`t run on a 68000 based machine.

Does anyone know, what has changed in Outside 3.3 compared to 3.2..? Version 3.2 didn't seem to like the combination Atari TT/32Mb FastRAM/4Mb ST-RAM/Matrix TC-1208/MatDigi 1/Calamus SL... Calamus didn't print with Outside =-(
On Falcon, Outside seems to work pretty well, although the 2 Mb it takes away from the Falcon ST-RAM, is a bit too much for some programs that want to have plenty of ST-RAM.

Is 3.3 worth upgrading..?

Tommi

1952. Re: advantages of slip

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 01:05:13 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <394489$pbe@terminator.rs.itd.umich.edu>
Source record: 178005

re. advantages of slip?

There are many different things that people will tell you are advantages to a SLIP connection. For an atari, I personally feel that the greatest advantage is just the fact that you are a site on the net (while your connected). So when you visit your favorite ftp site, you will get the files directly to your own machine. You bypass sz or kermit or whatever you use now. And if your really adventurous, you could allow someone onto your site if you have a file they want.

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

1953. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 01:27:16 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3945hk$gbb@golem.wcc.govt.nz>
Source record: 178008

In article <1994Oct31.103403.601@unix.brighton.ac.uk>, st39@unix.brighton.ac.uk (Stephen Ticehurst) writes:
>
>I've just installed Caligrapher Gold from an old ST Review coverdisk, but
>I don't have the issue any more and so haven't got the first idea on how
>to use it!
>
>I've got the basics, but how do you do things like make tables, indexes
>etc.. What fonts does it use, where can i get them from, and how do I
>install them?

That was a striped down teaser, you need to get all the other bits from the Magazine, but that offer only lasted to the end of August, also it uses custom fonts...

The firm has since drop support for it and its now going cheap,like $99us from Codehead...

NOTE: becarefull of some of the German English ports, they don't have very big spellers or any Thesaurus at all.....

The other thing a lot of the New W.P. use Speedo GDOS and Fonts, I think a 4 meg machine is far to small, but that would depend on how many fonts are loaded, windows used etc....

>Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
>s.ticehurst@bton.ac.uk \/ Hey, finger for details!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1954. Re: What is a BGM partition?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 02:00:27 UTC
From: azog@world.std.com
Message-ID: <CyKG8s.7wF@world.std.com>
Source record: 178009

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>The BGM standard is used by all current Atari hard drive software, so
>ICD stuff and Atari AHDI will both work with this standard. You do not
>need to use ICD hardware or software (it is fine stuff, just not necessary).
>You can use BGM partitions with Supra hardware, given that you use some
>newer software (like ICD Pro level, or AHDI).

[...]

>In general, there is no reason to avoid using BGMs other than the small
>gotcha above. I usually format a disk from which I'll boot with a small
>GEM partition, then make the rest of it one big BGM. I do this out of
>habit more than anything else, and because I want the boot stuff to be
>localized to one place and not cluttering up my "work space".

All this I understand, but am still vague on one point: am I using
a BGM partition? I am just mostly curious, as the above discussion
points out that I can use BGM partitions without much of a care in
the world (minus the minor fluke).

So I take my 250mb SCSI drive and partitioned it with HDX 5.mumble,
and use AHDI 6.mumble. Should I just ignore the low-level partitioning
stuff, and happily live out the rest of my life in bliss?

--
Billy D'Augustine azog@world.std.com

Let the joyous celebrations of Hell begin

1955. Re: 16 bit Sampeling on an STe?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 02:33:40 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3949e4$gst@golem.wcc.govt.nz>
Source record: 178036

] Is it possible for me to make 16 bit samples on my Atari 1040STe?

You sure can. "Stereo Reply 16" will do 16-bit Stereo samples, at
up to about 35Khz.

] If so...can I get them into SDS (MMA Sample Dump Standard) format
] so I can send them via MIDI to my sample play back machines?

Erm... Probably. More than likely SDS is the standard SPL/SAM format.
(Sample with no identifier code, just the raw data).

1956. Re: What is a BGM partition?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 02:45:00 UTC
From: dpj@delphi.com
Message-ID: <p46VbOk.dpj@delphi.com>
Source record: 178013

azog <azog@world.std.com> writes:

>Ive seen references to something called a BGM partition, and was
>curious as to just what they are, and how they affect me. Why do

A BGM partition is one larger than 32-megs, the usual GEM partition
being 32-megs or smaller. FWIW, a Spectre partition is called OOP.

Dana @ STReport International Online Magazine

1957. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 02:47:17 UTC
From: dpj@delphi.com
Message-ID: <h6yVzSI.dpj@delphi.com>
Source record: 178007

Stephen Ticehurst <st39@unix.brighton.ac.uk> writes:

>I've just installed Caligrapher Gold from an old ST Review coverdisk, but
>I don't have the issue any more and so haven't got the first idea on how
>to use it!

Why is a commercial program on a magazine cover disk????

Dana @ STReport International Online Magazine

1958. "Magic-Eye" pictures.

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 02:51:10 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <394aeu$gst@golem.wcc.govt.nz>
Source record: 178037

I seem to recall mention of some such program for the ST, that would generate these "Stereo Gram" pictures. (Marketedin book-form as "Magic-Eye" pictures... In NZ at least). I was shown this on a PC earlier today, and actually managed to see the example picture in 3D and was quite impressed. I missed the result of the thread, is there a program that will work in ST-Low/ST-Medium, on a 2meg STE, that will generate these pictures, or convert other pictures into them?

These are the pictures that look like either black & white, or multi-colored static until you look at them in just the right way, and suddenly a 3D-image appears, looking almost holographic. Quite amazing! :)

1959. Re: Upgrade TOS 1.02 -> TOS 5. How?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 03:14:58 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <394bri$t4c@mailer.fsu.edu>
Source record: 178006

Hendrik Mylius (Hendrik_Mylius@pb2.maus.de) wrote:
> On Saturday October 29th at about twenty to five
> boyd@math.fsu.edu (*Mickey Boyd*) happened to write:
> MBB>a small board and new TOS chips. The newest TOS you could put in
> MBB>with just chips is TOS 1.4. IMHO, neither is worth it, from a pure
>
> There is one really big advantage of TOS-versions >= 1.04. It *dramatically*
> improves harddisk performance!

I cannot tell the difference between TOS 1.2 with FATSPEED installed (a tiny freeware auto folder program that fixes the crappy FAT lookup routines with nice zippy ones) and TOS 1.4 or greater (which has better FAT routines built-in). Without FATSPEED, I would definitely agree with you, but with it the difference is slight, if anything.

I love to see the look on people's faces when they first get FATSPEED and try it out on their hard drive :-). Total shock followed by a big grin. I knew about it from day one (thanks to comp.sys.atari.st), but I have run into several folks with old TOS and no FATSPEED that have been using a hard drive for years. Boy, were they surprised!

Please note that FATSPEED should not be used for TOS >=1.4, only 1.2 and 1.0 (in fact, I think it gives an error if you try it).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1960. Re: What is a BGM partition?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 03:23:24 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <394cbc$t4c@mailer.fsu.edu>
Source record: 178012

azog (azog@world.std.com) wrote:
> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>
> All this I understand, but am still vague on one point: am I using
> a BGM partition? I am just mostly curious, as the above discussion
> points out that I can use BGM partitions without much of a care in
> the world (minus the minor fluke).

Hmmm, your original post stated that you are using a 250mb drive with one partition on it, so my guess is that you are in fact using a BGM partition. Well, actually I think AHDI calls it something different, but the structure is the same (larger logical sectors, same sector maximum).

However, this could be bogus, because I don't (yet) own a TT. My understanding is that devices hooked to the TT SCSI port use the same partition structure as those hooked to the DMA port, but I cannot positively state that.

> So I take my 250mb SCSI drive and partitioned it with HDX 5.mumble,
> and use AHDI 6.mumble. Should I just ignore the low-level partitioning
> stuff, and happily live out the rest of my life in bliss?

I'm rather biased about the ICD software. If I were in your shoes, I would purchase the ICD Pro level utilities in a heartbeat. The software is vastly better than AHDI, IMHO. However, I think your current state should be one of bliss, in general.

Oh, AHDI probably has some way of showing you "maximum logical sector size in system", or something like that. If this is greater than 512 bytes, you are using a BGM partition (or AHDI equivalent). For a 250mb partition, it should be 8192 bytes, I think.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1961. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 03:29:49 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <394cnd$t4c@mailer.fsu.edu>
Source record: 178014

dpj@delphi.com wrote:
> Stephen Ticehurst <st39@unix.brighton.ac.uk> writes:
>
> >I've just installed Caligrapher Gold from an old ST Review coverdisk, but
> >I don't have the issue any more and so haven't got the first idea on how
> >to use it!
>
> Why is a commercial program on a magazine cover disk????

This is pretty common with UK ST magazines (and other UK computer mags too).
Sometimes it coincides with the release of a new version (so they give
away version X, and give you the opportunity to upgrade to the new X+1 for
a fee). Sometimes they give away the software, then offer to sell you the
full manual set for a fee. Sometimes, they just give them away! In the
latter case, I guess the magazines manage to get ahold of the owners of
the rights to software from defunct companies and negociate a deal to
distribute this way (or they just buy the rights, er, outright).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1962. Re: Can't reach second harddisk !

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 03:39:44 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <394da0$t4c@mailer.fsu.edu>
Source record: 178010

Thomas Letsch (tletsch@sky.itr.ch) wrote:
>
> After the installation of a second harddisk (a SH205) I can't use it through
> the GEM desktop on the Mega ST4.
> I can reach it with Atari's HDX.PRG, i.e. I can format and partition it, but
> when I try to "Install Disk Drive..." on the desktop and then to use this
> drive, I get always a drive unknown error.

I'm not an AHDI expert, but with the ICD software it is quite easy to forget
to turn the new partitions "on". They will not be visible from the
desktop until this is done. If AHDI has something similar, you might check
it (with the ICD stuff, you have to click on a little box next to each
partition so a checkmark appears, indicating that it is "on").

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1963. Re: 16 bit Sampeling on an STe?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 03:44:47 UTC
From: ross@cscns.com
Message-ID: <394djf$38k@earth.usa.net>
Source record: 178015

Brian J. Roland (bjr2@Isis.MsState.Edu) wrote:
: Aloha!
: I'm wondering...
: Is it possible for me to make 16 bit samples on my Atari 1040STe?
: If so...can I get them into SDS (MMA Sample Dump Standard) format
: so I can send them via MIDI to my sample play back machines?

: Brian

--
Yes! You can use Replay 16 from Microdeal and it supports MIDI sample dumps in a couple of formats but one catch is that they are only MONO samples, not stereo. Tho' I think you could cheat on that a bit and paste your way into a stereo sample. I have one I was going to sell (cause I bought a Falcon and don't need it anymore.) and I see you have the same service I do so if you're interested e-mail me and we'll talk.

1964. Supra Hard Drive For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 04:22:16 UTC
From: rob_g@news.delphi.com
Message-ID: <394fpo$fqg@news.delphi.com>
Source record: 178011

I have in the closet a working, but hardly used Supra hard drive. Here's the story: The case says 30 meg, but that maechanism died several years ago. I just recently got a rarely-used Miniscribe 20 meg from a Mac owner that I've put in there, an dit works just fine with the Supra host, and fits in the Supra case. I have no software or anything to go with it, so you're on your own there.

I'd like to get $40 for it, or make an offer. Thanks!

Rob

1965. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 04:53:46 UTC
From: jyoung57@delphi.com
Message-ID: <xi53rGq.jyoung57@delphi.com>
Source record: 178016

Annius Groenink <avg@cwi.nl> writes:

>We are aiming at building an application people can buy and use.
>Nobody will pay 30 pounds for a package that will only run well after
>5 other packages are installed.

I would like to add a thought about the Shareware request that a Net user posted earlier. I am *against* a shareware version. I think that a polished professional product has a intrinsic value associated with it and is more alluring to possess. Shareware often -not always- has a 'Hack in the garage, work in progress' feel to it. I believe there is a market for application software in the ST world and with the emergence of the NET as a vehicle for the common man on the Information Superhighway, I foresee more ST users getting up and On-Line. Furthermore, a few good connections would get a review in one or several ST magazines that provide dependable feedback on the quality of a product for the masses.

Anyway, I guess I ran on, but I am trying to say...Go for the commercail version, I think it will be a more advantageous path to distribution of a Mosaic product.

Signed,

A new ST user on the NET.

jyoung57@delphi.com

1966. Re: Looking for a Calendar prg...

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 05:00:28 UTC
From: Chuck.Grimsby@mypoint.flight.org
Message-ID: <8e6_9411020535@flight.org>
Source record: 177953

In a message of 31 Oct 94 17:30:26, Roger Sheppard. wrote:

RS> >> Have you tried TODAYS. It's up to version 2.00 now, and 2.01 is due
RS> out "RSN".
RS> >> It'll give you a display of today's dates, events that are upcomming,
RS> and

RS> I dnloaded version 2.00B, but I find some Big problems with it, it does
RS> not
RS> use GEM at all, also there is a command file, that uses very long Text
RS> lines, that I can't edit..
RS> Also its no intended for the output to go to the screen, as there is no
RS> paging option, Big minus here...

Sorry, I should have explained that TODAYS was designed for BBS SysOps to run so they could present their users with a list of what happened today and upcomming events. Even in the latest version, there is _no_ GEM useage. Probably will never be one.

As for the "very long text lines", I never considered 80 columns long, but to each their own. Most of the lines I use are around 76 columns, because that's my editor's wrap point. It'll _handle_ 256 column lines, but you don't have to use them that long!

Personally, I run it at about 5:00 am running the report to a disk file, then use my editor to view it when I need to.

Sorry if I mis-led you.
--
| Internet: Chuck.Grimsby@mypoint.flight.org
| FlightLine Public Access Mail Gateway [MSP]

1967. ForSale: TONS of CHEAP software

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 07:01:50 UTC
From: mbates@netcom.com
Message-ID: <mbatesCyKu72.9s@netcom.com>
Source record: 178020

Books and hardware at end of list

I have the following Atari ST family softwares for sale:
Price INCLUDES shipping (unless, you live in Canada in which case you
need to add US$1.50 to each item)

The total of everything is $380 but feel FREE to make me an offer on the
whole kit and kaboodle. I just want it to go bye-bye!

Make an offer on anything but.....

MINIMUM PURCHASE IS $20.00 US

COD is acceptable but add $5 to total

Manual Title Price
y Road Raider $3
y SDI $3
y Falcon $3
y Falcon: Mission 1 $2
y Falcon: Mission 2 $2
y Death Sword $3
n Turbo ST $3
y G+plus $3
y Solapak $2
y Hot Wire $3
y Lookit & Popit $3
y DC Utilities $3
n Copy II St $2
y DCShower 1.0a $2
y Cornerman $2
y Data Diet $3
y Codehead Utilities $4
y Codekeys $4
n A-RAM $2
y Diamond Back II $7
y Word Writer ST $4
y PrintMaster Plus $5
y PrintMaster $3
y PrintMaster Fonts & Brdrs $3
y Paintworks $3
y GFA BASIC $4
Y HippoArt I $3
y Omnitrend's Universe II $5
y Orbiter $3
y Karate Kid Part II $3

y 10th Frame $3
y Test Drive $3
y Space Quest $3
y GDOS driver for HP DeskJet $2
n First CADD for Atari ST $3
n Interlink ST $3
y LabelMaster Elite $3
y GBA Basketball $3
y Arena $3
y Brataccas $3
y Deja Vu $3
y Dragonscape $3
n Major Motion $3
y Metropolis AD 2000 $3
y Monkey Business $3
y Flight Simulator II $4
y Fusion $2
n Deadline $2
y Eight Ball $3
y BoulderDash construction set $4
y NeoDesk 3 $8
y GFA-BASIC Compiler $8
y MultiDesk $5
y Fleet Street Publisher $10
y VIP Professional $8
y Easy Draw $5
y Inventory Manager $6
y HiSoft C Interpreter $6
y GFA BASIC ToolkitBook $6
y AES Quick Reference+Disk $6
y Warp 9 $4
y TypeSetter ST $4
y Hard Drive Turbo Kit $4
y Star Trek: The Rebel Universe $4
y Sim City $5
y Populous $5
y Dungeon Master AND Chaos Strikes Back $8
y Gunship $3
y Manhunter: New York $5
y FoReM ST $8
y Hippo C $4
y N-Vision $3
y DEGAS $4
y Flash $3
y CAD-3D $3
y PC-Ditto I $5
y Cyber VCR $4
y IB Drive & software $12
y Magic Sac + 64k ROMS $15

BOOKS: Abacus ST Books #1,4,5,6,7,11,12,13 $5 each

Compute's First Book of Atari ST $5
Compute's Second Book of Atari ST $5
Compute's Learning C : Programming on the Amiga and Atari ST $5

1968. Re: "Magic-Eye" pictures.

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 07:19:47 UTC
From: bjcorr@delphi.com
Message-ID: <9411010218592.DLITE.bjcorr@delphi.com>
Source record: 178017

>I seem to recall mention of some such program for the ST, that would
>generate these "Stereo Gram" pictures. (Marketedin book-form as
>"Magic-Eye" pictures... In NZ at least). I was shown this on a
>PC earlier today, and actually managed to see the example picture in
>3D and was quite impressed. I missed the result of the thread,
>is there a program that will work in ST-Low/ST-Medium, on a 2meg
>STE, that will generate these pictures, or convert other pictures
>into them?
>
>These are the pictures that look like either black & white, or multi-
>colored static until you look at them in just the right way, and
>suddenly a 3D-image appears, looking almost holographic. Quite
>amazing! :)

Yes, the program you want is called STIS and is in the Atari Advantage database on Delphi for one. It works best in high res (it supports color, but is a LOT tougher to see the images.) You can make your own 3D pictures from Degas files. Pretty cool.

Ben Corr
bjcorr@delphi.com

1969. Calamus and PostScript ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 08:00:15 UTC
From: pi92pob@pt.hk-r.se
Message-ID: <1994Nov1.080015.28564@nomina.lu.se>
Source record: 178023

Hi.

I was wondering if there's a way of getting a postscript-file out of calamus instead of printing to a printer..
I would like to use my schools HP laserjet 4P (600dpi) instead of my old 9pin Epson.

/PO
~~~~~~
pi92pob@pt.hk-r.se Villa Flora | Musicians have more fun?!?
+46 (0)457 26165 372 36 Ronneby |
~~~~~~
~~~~~~~~~~~~ WWW homepage http://www.pt.hk-r.se/~pi92pob ~~~~~~~~~~~~
~~~~~~~~~~~~

1970. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 09:08:32 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3950ig$464@percy.cs.bham.ac.uk>
Source record: 178025

c0031098@ws.rz.tu-bs.de writes:
>These loadable filesystems are *not* comptible to MiNTs xfs.
>The developer said their format is more powerful/flexible/better.

I know. Hopefully it will be straightforward to port MinixFS to MagiC.

>
>There are no docs available on loadable filesystems for MagiC.
>
>It really is a shame that some (IMHO good) programmers waste time
>to reinvent the wheel (badly).
>
>They blew KAOS 1.4 (KAOS 1.2 was grate) and now they are developing
>a whole incompatible OS. Is the atari market really that big that it
>can support 2 OS (not counting Linux which ist TT/Falcon only)?

No it isn't big enough, which is why people will buy an actively
supported and developed OS like MagiC (IMHO).

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1971. Re: Falcon Monitors (?)

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 09:54:58 UTC
From: sanders@sci.kun.nl
Message-ID: <CyL27n.9xE@sci.kun.nl>
Source record: 178032

In <3932u7$mr8@prime.mdata.fi> contacts@mits.mdata.fi (Pekka Saarinen) writes:

>In article <CyJDJs.2FB@sci.kun.nl>, Sander Stoks <sanders@sci.kun.nl> wrote:
>>
>>I was playing with my new BlowUP Internal, and got 1536*1280. It was
>>horrible indeed, but for a quick overview... I think I'd better buy a
>>17" monitor soon :-)

>What's BlowUP Internal?! Wanna know more...

>I have this MAG 17" Trinitron multisync .26mm monitor, and I'm desperately

I was thinking about that one, too...

>seekin for some internal (= expasion slot) card, which could display
>1024*768/800*600 -resolutions in 256 colours with over 50 Khz and over
>70 Hz.

Hmmm. BlowUP is basically a 50MHz crystal with some wires :-). The
intenal version can be built into your Falcon (took me some time; it's
not too hard but you'll have to open your Falcon. If you've never
held a soldering iron before, go for the external version. That's
plug-n-play.) It gives you *complete* control over the resolution.
It comes down to `the more pixels, the lower refresh-rate'. BTW, it
doesn't occupy the expansion slot. You can get 1024*768 in over 100Hz
interlaced, but only in 16 colors. Some very fancy stuff too, like
nice scrolling virtual screens and instantaneaus SHIFT-ALT-HELP
resolution switching without rebooting. Know what? Check out the
demo on atari.archive.umich.edu. The authors can even be reached by
the net.

If you *really* want professional video though, you might want to
check if there's a `real' video card for the Falcon. I saw cards for
the Mega ST for 350DM that can give you 1024*768*256@70NI. Don't
think they come in Falcon versions, though.

When you have an accellerated Falcon, with a 20MHz bus, you can reach
even higher refresh rates/resolutions. You might want to check that
out. There's a Resolution enhancer/accelerator card that speeds up
your Falcon to 40 MHz, and gives higher resolutions too. But since
BlopUP gives me 50 MHz pixelclock, perhaps a combination of a 40MHz
speeder/20MHz busclock with my 50MHz BlopUP would *really* be amazing.

Does anybody have such a combination, BTW?

Hope this helped. How is that MAG? I'm pretty interested in one. I
have a 14" monitor now, but the letters get a bit small :-) The MAG

is double the price, though :-(

Regards,

Sander SToks
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

1972. Re: Problems with PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 09:55:31 UTC
From: mdg@ukc.ac.uk
Message-ID: <10832@gos.ukc.ac.uk>
Source record: 178029

In article <38t4dk$oea@elaine.teleport.com> steve-j@teleport.com (Steve Johnson) writes:
:>Does anyone else have problems with PLAYMPEG v0.68 not playing any
:>MPEG files correctly? I can't get ANY MPEG files to play with it
:>without locking up or messing up the display a lot -- even ones
:>that worked fine with v0.60! I have 4MB RAM and TOS 4.04 and can't
:>even get it to work on a 'clean' system (no AUTO programs or desk
:>accessories). Does it only run in PAL mode or somesuch?

v0.68 does not work on RGB/TVs, this is a known 'bug', I did not have time
to implement the dynamic res changing feature.... v0.70 will work on RGB/TV
(again!).

> Steve Johnson

Griff
--

1973. Re: New Atari-CD's?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 09:59:11 UTC
From: mdg@ukc.ac.uk
Message-ID: <10833@gos.ukc.ac.uk>
Source record: 178028

In article <mnb20.12.000CD1DF@cam.ac.uk> mnb20@cam.ac.uk (Mark Baker) writes:
:>In article <199410281854.a10826@pb2.maus.de> Hendrik_Mylius@pb2.maus.de (Hendrik Mylius) writes:
:>>I've heard about the *a.a.u.e CD* (System Solutions sell 'em right?). Has
:>>someone played around with this CD and would be willing to make some comments
:>>about the product?

I have the CD, it is a full mirror of the atari archive, it also contains about
135 meg of unpacked music modules and a copy of the Mint-list on-goings.

:>>I've heard some talk about a complete MiNT-distribution being released on CD
:>>as well. With all the stuff needed for easy installation and even the whole
:>>MintNet and sockets stuff.

The CD contains just about everything MiNTy you could possibly imagine.

Griff
--

1974. Re: Looking for a Calendar prg...

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 10:35:30 UTC
From: mcsse2sw@dct.ac.uk
Message-ID: <1994Nov1.103530.1@dct.ac.uk>
Source record: 178033

In a message of 26 Oct 94 17:49:07, Tom Hopper wrote:
>
> I'm looking for a good calendar program that will give me nearly (if not
> actually) unlimited daily entries. I want to use it to keep track of
> events rather than as a scheduler, so I need it for things like Birthdays
> and special events but not to schedule every hour of my day.
>
> Anyone know of any calendar programs that will fit the bill?

I have written a diary program called ST Diary. It emulates a page-a-day diary and shows two days on the screen at once. It uses one file per year and the user can have any number of files, however, only one year can be accessed at once. For recurring annual events, such as birthdays and aniverseries, there is a special file 'EVENTS.DAT' which is used in conjunction with the normal diary files. With enables annual events to be seen every year without using up increasing amounts of space. Each diary page holds 20 lines x 38 characters.

Version 1.6 is PD, and for those willing to register they will receive version 2.0 which also has an integrated address book.

--
Simon Wilkinson
Abertay University (Dundee), UK

1975. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 10:37:47 UTC
From: plord@novell.co.uk
Message-ID: <CyL46z.7K@novell.co.uk>
Source record: 178045

Just a thought on Mosaic ... is it possible, do you think, to write some kind of Motif -> GEM convertor (either a source code translator, set of macros or libraries).

If so, then this would be quite a neat way to get Mosaic on the ST ... and indeed, other Motif progs as well.

Such a translator wouldn't attempt to copy the "look-and-feel", but say an open window function call would open a GEM window instead of a motif window.

The first problem I see (apart from examining all the Motif and possibly some X calls and convert them) is that X tends to work differerntly to GEM - ie. you write the functions and then setup a callback so when an action is performed (such as a mouse click, pull down menu option etc) then the corresponding function is called. I don't think GEM really works in that way (you tend to write a loop waiting for each event to happen).

Just a thought .....

Pete

1976. Re: Virtual Memory +Calamus S

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 10:45:07 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.783686707@acp5>
Source record: 178040

THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:

>Does anyone know, what has changed in Outside 3.3 compared to 3.2..? Version

Changes were added to get the MinixFS working with OUTSIDE and one or two
minor bugs were fixed.

>3.2 didn't seem to like the combination Atari TT/32Mb FastRAM/4Mb ST-RAM/Matrix
>TC-1208/MatDigi 1/Calamus SL... Calamus didn't print with Outside =-(

The people of Adequate Systems, who write most of the modules for Calamus
SL, have a hardware combination like that and they use OUTSIDE without
problems. Don't forget to include CALAMUS in the list of programs that may
not be swapped out (see OUTSIDE manual for details).

>On Falcon, Outside seems to work pretty well, although the 2 Mb it takes away
>from the Falcon ST-RAM, is a bit too much for some programs that want to have
>plenty of ST-RAM.

In this case take away 1 or 1.5 MByte ST RAM. You can tell OUTSIDE how much
ST ram is to be converted to TT RAM. Programs that need plenty of ST RAM are
rare, BTW. Nearly all software runs in TT ram if you set the header bits
accordingly. A lot of people I know convert more than 2 MB ST RAM to virtual
RAM because they don't need this much ST RAM as all of their software is TT
compatible and thus runs in TT-RAM and virtual RAM, resp.

>Is 3.3 worth upgrading..?

BTW, the current version of OUTSIDE (still 3.3) includes the latest version
of the HDDRIVER hard disk driver, HDDRIVER 3.50.


```
*************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
*************************************************************************
```

1977. Re: Developing Mosaic for the ST - addition

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 10:50:52 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3956ic$p87@whitbeck.ncl.ac.uk>
Source record: 178039

In article <CyE5ro.84r@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk ("Graeme Rutt") writes:
>
>This currently exist/is about to exist in the form of MiNTNet, yet this
>isn't good enough for a lot of us - with the old MTOS AES which is,
>not to put too fine a point on it, crap. What we need is a TCP/IP layer
>that works under MagiC - whether this is possible depends very much on
>whether or not any kind of pipelining is available under MagiC 3.
>

MiNT-NET is a very good piece of code (although an install utility would help). You don't have to run MultiTOS AES to use it, just boot MiNT & run normal TOS. I tend to use MiNT + TOS4.02 + Winx most of the time - gives you the net support, long filenames, proper filesystem, but no slow down.

Craig.

-- _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

1978. Atari 1200XL and 800XL available...

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 11:12:37 UTC
From: CMOORE@wpo.csd.scarolina.edu
Message-ID: <CMOORE.85.000B3630@wpo.csd.scarolina.edu>
Source record: 177972

My friend and I were cleaning out one of his storage sheds this weekend. Amid the piles of Model Cars, Trains, and RC stuff, we found a Box O' Atari off in one corner. Upon opening the box we found an Atari 1200XL, 800XL, two cassette drives, a printer, and miscellanious cabling, etc.

Now, we both realize this stuff is OLD, but rather than leaving it in the shed to rediscover in a few years ("I claim this for Spain!" - Magellan), he would like to dispose of these items with someone who would be interested in them and who would give him a few bucks for the lot.

The plastic cases have the usual amount of fading one would expect on these old machines, but otherwise seem to be in good\reasonably decent shape. If anyone is seriously interested, please e-mail an offer and we'll pack these up nice and tight and COD it out to you.

Oh, and he also has a HUGE Apple Daisy Wheel printer (Centronics Interface) that, minus the dust and dirt on the outer case, is in great shape and runs fine, slow, and loud. Anyone interested?

'Preciate it.

The author of this blasphemy: Carl.Moore@scarolina.edu

My opinions are not necessarily those of my employer...
I'm sure they're relieved about that.

"...Dammit, Jim, I'm an Actor, not a Doctor..."

1979. Atari mpeg player

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 11:23:05 UTC
From: slp10@cl.cam.ac.uk
Message-ID: <3958ep$3s9@lyra.csx.cam.ac.uk>
Source record: 178041

Forwarded for Aidan:

"Is there an mpeg player for the Atari Falcon?"

Thanks, Steve Pope.

1980. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 11:52:39 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Nov1.115239.6515@unix.brighton.ac.uk>
Source record: 178047

Colin Campbell (Colin.Campbell@mettav.exnet.com) wrote -

: > made for PC's and : others made for MACS. When I asked which printer
: > to buy for an Atari : the salesman responded, "I don't think they make
: > atari computers anymore."

Don't worry, when I went to Dixons asking about Atari STs they said they
didn't sell them. I had to point out to them that they had one in a display!

:)
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-

1981. Re: Developing Mosaic for the ST - addition

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 11:54:30 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CyL7qv.Fpt@cix.compulink.co.uk>
Source record: 178046

>Annius and I are aiming to provide the WWW client for *all* versions
>of TOS (well maybe not TOS 1.0). Not everyone has MagiC. Not everyone
>has Mint, and fewer still have MintNet.

Hmm, I think there's some confusion as to what I'm saying. Possibly
because my first post wasn't fully thought through. Now I have thought
it through, what I mean is this:-

1. Write an all-in-one WWW browser - that's definitely required.

2. If you've already written the SLIP/PPP code, why not release it as a
program that runs in a multi-tasking environment and provides anyone
who wants it with a socket to plug stuff like ftp, telnet and gopher
into?

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

1982. Re: What is a BGM partition?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 11:57:32 UTC
From: azog@world.std.com
Message-ID: <CyL7vw.n3w@world.std.com>
Source record: 178042

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>I'm rather biased about the ICD software. If I were in your shoes, I would
>purchase the ICD Pro level utilities in a heartbeat. The software is
>vastly better than AHDI, IMHO. However, I think your current state should
>be one of bliss, in general.

>Oh, AHDI probably has some way of showing you "maximum logical sector size
>in system", or something like that. If this is greater than 512 bytes,
>you are using a BGM partition (or AHDI equivalent). For a 250mb partition,
>it should be 8192 bytes, I think.

Youre the second person whos suggested that I get the ICD Pro stuff,
I might do it. I used to have (well, still do) an ICD AdSCSI+ for my
STe, and the software there (not Pro) was quite easy to use. I imagine
that the Pro stuff is just as easy.

(actually, the TT came with the Pro drivers on it, but due to a mishap
of mine, I had to re-format the drive)

--
Billy D'Augustine azog@world.std.com

Let the joyous celebrations of Hell begin

1983. Re: HELP! I need MiNT UUCP!

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 12:23:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.YfxjytoAp86@semprini.waterloo-rdp.on.ca>
Source record: 177985

In <H.ekBL.Rx_bu39Py8_@albemuth.equinox.gen.nz>, John Collis writes:
>Okay, I think you are right about the ease of portability, but most
>software I've seen from *IX for mail and news handling via UUCP, doesn't
>really need to be running in a multi-tasking environment as the concept
>of queueing data by files is the whole point of a UUCP-Mail/News system.
>(I agree that for IP connectivity that multi-tasking with daemons
>waiting on certain ports is part of the design). There are ways of
>porting *IX stuff to TOS with a little forethought.

The whole point of porting UUCP stuff to MiNT is to use the minix
filesystem though; linking (or sym-linking) files is much faster than
copying them, and minix filesystems don't die when you drop a couple
thousand small files into a directory...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

1984. [Q] MiNT on a 1040 ST?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 12:25:18 UTC
From: dietz@lirmm.fr
Message-ID: <395c3e$n4b@lirmm.lirmm.fr>
Source record: 178044

Hallo!

I would like to have some opinions about using MiNT
with a "normal" Atari 1040 ST (4MB). I am quite aware
that MiNT is not UNIX; which UNIX features are present,
which important features does MiNT not have? How about
net features? How about GNU software under MiNT?

Thank you!

--
Andreas DIETZ
LIRMM email : dietz@lirmm.fr
161 rue Ada Tel : (33) 67 41 85 80
34392 Montpellier Cedex 5 Fax : (33) 67 41 85 00

1985. Re: Newsgroup Reorganisation

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 12:26:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.esUeXtQSQX6@semprini.waterloo-rdp.on.ca>
Source record: 177986

In <10261994.201255@empyr.dircon.co.uk>, Kevan Winch writes:
>I have noticed a lot of discussion lately about reorganising the Atari
>newsgroups.
>
>There have been lots of proposals, lots of opinions voiced, and not a lot
>seems to be getting *done*.

[....]

This seems to happen whenever someone sees all the comp.sys.amiga.*
newsgroups...

>What would *you* like ?

comp.sys.atari.st
comp.sys.atari.st.tech
comp.sys.atari.announce
comp.binaries.atari.st

Though I am beginning to think a .programmer newsgroup might be ok.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

1986. Re: [Q] Medusa incompatibilities?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 12:31:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.1ka7RSeJi3o@semprini.waterloo-rdp.on.ca>
Source record: 177987

In <199410261921.a10748@pb2.maus.de>, Hendrik Mylius writes:
>The team of STC did a little POV-Ray-Benchmark with the same scene rendered on
>every machine (all times in min:sec):
>
>*Medusa T40 6:28*
>*TT 28:28*
>*Mac II fx 17:59*
>*PowerBook 180 24:16*
>*PowerMac 7100 1:01 !!!*
>*Amiga 4000 23:13 <g>*
>*486/66 6:42*
>
>Judge for yourself.

You might also want to point out the $$$ costs of a complete system.
That PowerMac is probably at least $1000 cheaper than the Medusa. Not
that I want to sound like sincrap here...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

1987. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 12:49:28 UTC
From: jondinga@io.org
Message-ID: <395dgo$nue@ionews.io.org>
Source record: 178048

On 10-29-94 boyd@gauss.math.fsu.edu wrote to ALL...
b> The MegaSTE has provisions for an extra 4mb right out of the box,
Inquiring minds want to know! Details would be greatly appreciated,
and most certainly belong in the FAQ ;^) !

b> Anyway, I'm not sure if it ever actually came out,
I have kept my eyes open for the last three years, and this is the
first I have heard of this.

b> would proably be like TT ram, separate and sometimes unusable).
Maybe, maybe not .....?

Mikey, now that you have my heart pounding, Post more info, PLEASE!

* (QW|{ 2.6 * Find an impersonator who CAN'T do Jack Nicholson.

1988. Re: Dextrous Development

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 12:49:34 UTC
From: jondinga@io.org
Message-ID: <395dgu$nuj@ionews.io.org>
Source record: 178049

On 10-28-94 dbrewood@nest.demon.co.uk wrote to ALL...
d> I now know a lot more about the program, and can safely say it will be
d> incredible, with a host of features that I just can't find the time to
d> list.
Scoundrel! ;^)

d> It is much more than a replacement desktop, it's a full replacement for
d> the AES/VDI/TOS system and is fully multi-tasking. It's so far got
d> every feature I've asked about, including those in TOS, Neodesk 4,
d> Ease, and has a lot of other stuff as well. 256 colour icons,
d> completely configurable window system (windows, X, or NeXT) types, with
d> operating systems to match.
d>
d> If anyone has any queries concerning it, and it's features I'll quite
d> happily send a list of questions up to the team.
d>
With all that I hate to ask ... but..... I saw a rumour that it would
only work on an F030 .....fact? If so, how about TT & 030'd ST's?
How about two monitor support ie: I have a CrazyDots VME in my MSTe and
would find it useful to use the 19" mono there for my main monitor, but the
SC1435 could be used to display the work another program was doing [or just
watching system vectors etc to see what causes errant crashes etc on my box]
in a med res of 640x400 (monSTEr, of course ;^))
Thanx for keeping us informed. I look forward to compatibility reports
as well, of course :)

* (QW|{ 2.6 * Grammarians never die-they fall into a comma.

1989. Re: New Atari-CD`s?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 12:49:40 UTC
From: jondinga@io.org
Message-ID: <395dh4$num@ionews.io.org>
Source record: 178050

On 10-28-94 Hendrik_Mylius@pb2.maus.d wrote to ALL...
H> What about Walnut Creek? A new *GEMini* out from those guys?

I know that SUZYB [that wonderful PD library for the ST] is issueing a 2 disc CDROM set with over 10500 files, their present full catalogue.They have gone through the files and cleaned out older versions, plus each file has a descriptive text included. There is [supposedly] little duplication from the GEMINI cdrom. All files are in uncompressed form: one disc is mostly games. $69.95US + S&H etc. Well worth it in my opinion, and YES I am getting mine!

ps. Dont tell anyone, but he has already got enough material to almost fill another cdrom disc, but is waiting to see the response to this effort.

* (QW|{ 2.6 * Find an impersonator who CAN'T do Jack Nicholson.

1990. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 12:49:45 UTC
From: jondinga@io.org
Message-ID: <395dh9$nup@ionews.io.org>
Source record: 177951

On 10-29-94 mnb20@cam.ac.uk wrote to ALL...
m> Yes, TOS 2.06 provides a Maddalt() call where an auto program can inform
m> the system of extra memory, so you can install extra memory by using
m> your own memory support hardware although the mmu still only supports
m> 4Mb.
I heard that there are unconnected pins on the mmu that allowed for more
RAM, or is that rumour fumes?

m> This is treated as 'TT ram' (correct name is Alternative RAM) so
m> as you say a few programs can't use it. Actually most of them can if
m> you tweak a couple of bits in the header.
How does the TT use 8megs of ST ram? Can the MSTe be 'modified' this
way as well? Can you specify the header bits, etc?

m> Those that can't are ones that use DMA sound hardware etc
I can live with that ;^)

* (QW|{ 2.6 * FUNGI: The life of the party.

1991. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 12:50:30 UTC
From: jondinga@io.org
Message-ID: <395dim$o0i@ionews.io.org>
Source record: 177952

On 10-28-94 cl152@cleveland.Freenet.E wrote to ALL...
c> Is it possible to go beyond the 4 Meg barrier on a Mega
c> Ste? Anything commercially available?
c>
Nothing at the moment, but a product called BIGRAM [designed by Jim
Allen of FAST Technology Inc and built by someone else] will (supposedly)
be available soon. Uses up to 8meg of 72pin SIMM, 70ns or better.
I have a MegaSTe service manual, but have not the time or knowledge
to be able to say whether there would be a way of putting 4meg 32 pin SIMM on
the motherboard directly. I keep hearing rumours, but nothing has been
substantiated .... sigh .... Jon

* (QW|{ 2.6 * For a good time, type FORMAT C:

1992. Re: Printer Capture from Calamus 1.09

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 12:56:33 UTC
From: bericd@bri.hp.com
Message-ID: <CyLAM9.81y@bri.hp.com>
Source record: 177954

Mattias Sk_ld (mattias.sk_ld@p6.f419.n204.z2.ct.se) wrote:
: In a message of <26 Oct 94 14:20:05>, Stephen Ticehurst (2:200/427.3) writes:

: ST> I would like to capture the print output from Calamus to a file. There
: ST> are a number of programs that do such a thing, but all the one's I have
: ST> tried don't seem to work with Calamus's print routines.
: ST>
: ST> Any ideas etc... The reason why I want to do this is because I want to
: ST> print using a LaserJet on the university system. So if I could print
: ST> to a file I could put this file onto the univeristy system and just
: ST> dumpit to the printer.

: I had a litle acc file named PrintToDisc. I worked fine with calamus on a STE,
: but now i have a Falcon and the acc doesn't work on it. Due to priv
: instructions are different on the falcon.

: The PrintToDisc acc saves the captured data in a compressed file format, so you
: can get a full page on a 720k disc. There is a DOS exe file that decompress the
: data file and sends it to one port on the PC.

: \Mattias Skld
: mask@p6.stacken.ct.se

I have used the print spooler in the original version of Harlekin to
this effect - to do so you must select "Output off" from within the
Harlekin options....

Beric..

1993. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 13:18:12 UTC
From: jonal@hiof.no
Message-ID: <jonal.2841.2EB64014@hiof.no>
Source record: 177980

In article <avg.783637763@news.cwi.nl> avg@cwi.nl (Annius Groenink) writes:

>>Why? Just tell me *WHY*? Config files are very handy. Just a plain ascii
>>file which tells the system/app what to relate to. What's so stone age about
>>that.

>ASCII configuration files are stone age as nowadays any good application
>provides dialog-based support for all of its configuration files.
>Nobody wants to hack around in ASCII files (at least I'd rather not,
>I just want an application to be self-contained).

Ah. Annius, I guess we've encountered a misunderstanding here. I'm not talking about having to write the config file by hand - just about storing it in ASCII so that one can hack it by hand if one want to. Having a dialog interface to the config file is OK, I was more or less thinking about storing the information in the app itself.

>>If we're talking stone age here, I'd say it's everything under ST-high
>>resolution and packing everything into one app. I'm totally against that
>>because if we're still supposed to develop optimally for owners of 1 meg
>>STFM's running in med rez we're definately in the stone age. Mint has been
>>out for years and there's no reason for not running it.

>Yes there is. Precisely because it is stone age too. It requires
>lots of hacking around before it works (the most recent versions you
>even need to compile yourself as binary distribution is not allowed).
>Especially if you want things as MiNTnet.

My version of MTOS/MiNT didn't require one second of hacking to make it work. Atari has given their thumbs up for binary distribution of the upcoming version. MiNTnet requires a bit, but it should be possible to make an installer app for it.

>And after days of hacking ASCII files all you have is a mtasking system
>that makes a 030 run slightly slower than some of the 010 based HP 9000
>systems of 7 years ago.

Well, my TT runs *way* faster than the SGI Indy I used the other day when doing real life things, so I wouldn't complain...

>My opinion is if you leave 'the telnet stuff' to other applications
>(especially the flaky mintware currently around) *then* you will get a
>system that will do a lot of things but all of the 'half assed'. Next
>you propose that we should call TOSWIN for such a session---this will
>really make me roll on the floor laughing. (See the thread 'TOSWIN -
>it's crap... it is!)

Have a nice laugh. It works for me...

>We will have to be able to handle many picture formats anyway when
>these are in-lined. If they're not, then a simple 'Save As...' option
>is a fairly universal solution for a first version of the browser.

Inlined viewables are expected to be either GIF or XBM. Just provede support
for transparent gifs and you're gold.

>As far as telnet is concerned, this is not essential for a web
>browser. One hardly encounters links to telnet sessions. Most
>important are http and ftp.

I was just mentioning it since others have been waving their hands and
screaming for it.

>Better have one swiss knife in your pocket than two bags full of
>bottle openers, combs, kitchen knifes etc.

Not if the swiss knife doesn't fit your pocket...

>People buying Mosaic will want an application that runs out of the
>box. They don't want to spend the first 3 weeks Webbing around to get
>the entire MiNT distribution, Gnu C, MiNTnet etc., spend the next 3
>weeks getting used to working with the Mintos system (you know, the
>masochistic one that never leaves the Auto folder...) the next 6 weeks
>to get these compiled, and finding out in the 13th week that it all sucks
>anyway.

>(Wow. What a statement. But essentially I think it makes sense)

Perhaps, apart from your time estimates... ;-) I get your picture, but you
really don't need that many apps to get things going.

>We are aiming at building an application people can buy and use.
>Nobody will pay 30 pounds for a package that will only run well after
>5 other packages are installed.

Define "well". 90% of what a Web client needs are done with the http, gopher
and ftp protocols and parsing and displaying HTML code, ASCII, GIF and XBM
pics and AIFF (or is it .au?) sounds. That should be in there anyway. What I'
m agains is all the other thingies whic others already have provided. How
many jpeg viewers do we need? Add GemView and you've covered most files
already.

Anyway, if you intend to make your own railway, make one that others can use
as well. What Im's saying is: if you think MiNTnet is such a beast, build a
better one. Maybe that will be the next standard which others will make apps
for. I'm so tired of everyone building their own railway to get to the same
station. It's the fonts thing all over again. *That* is stone age.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!

```
Finger: jonal@sofus.dhhalden.no | - Jim Steinman
--------------------------------------------------------------------------
```

1994. Re: [Q] Medusa incompatibilities?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 13:45:53 UTC
From: mdekker@fwi.uva.nl
Message-ID: <395gqh$44h@turing.fwi.uva.nl>
Source record: 177955

cherborth@semprini.waterloo-rdp.on.ca wrote:

:In <199410261921.a10748@pb2.maus.de>, Hendrik Mylius writes:
:>The team of STC did a little POV-Ray-Benchmark with the same scene rendered on
:>every machine (all times in min:sec):
:>
:>*Medusa T40 6:28*
:>*TT 28:28*
:>*Mac II fx 17:59*
:>*PowerBook 180 24:16*
:>*PowerMac 7100 1:01 !!!*
:>*Amiga 4000 23:13 <g>*
:>*486/66 6:42*
:>
:>Judge for yourself.
:
:You might also want to point out the $$$ costs of a complete system.
:That PowerMac is probably at least $1000 cheaper than the Medusa. Not
:that I want to sound like sincrap here...

And don't forget that you can buy a complete 486/66 for just NLG 2000
(about US$1200). just got a pricelist and I was amazed.

(with complete 486/66 I mean: 240Mb harddisk, 8Mb RAM, 14" svga display,
1Mb video (local bus))
--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| -= http://www.fwi.uva.nl/~mdekker/PFF.html =-
Math department |
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

1995. Re: "Magic-Eye" pictures.

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 14:03:08 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <395hqs$qpm@msuinfo.cl.msu.edu>
Source record: 177998

In article <394aeu$gst@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz
(Steve Wells) writes:
>I seem to recall mention of some such program for the ST, that would
>generate these "Stereo Gram" pictures. (Marketedin book-form as
>"Magic-Eye" pictures... In NZ at least). I was shown this on a
>PC earlier today, and actually managed to see the example picture in
>3D and was quite impressed. I missed the result of the thread,
>is there a program that will work in ST-Low/ST-Medium, on a 2meg
>STE, that will generate these pictures, or convert other pictures
>into them?

Yes, and it's called STIS. It should be available in most archive cites.
Works pretty nice, though I don't think it can output some of the work
that's available commercially.

>These are the pictures that look like either black & white, or multi-
>colored static until you look at them in just the right way, and
>suddenly a 3D-image appears, looking almost holographic. Quite
>amazing! :)
>

1996. Re: BGM partitions and ... ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 14:19:00 UTC
From: am14@doc.ic.ac.uk
Message-ID: <395iok$avn@motmot.doc.ic.ac.uk>
Source record: 177901

Mikey Boyd wrote:
>There is a gotcha with BGM partitions: You waste more space than with
>"normal" parititions. The smallest hunk of a disk that one can allocate is
>a cluster (uh, two sectors, I think). So, if you have a file that requires
>some number of clusters, plus one byte more, an entire cluster is wasted
>(minus the one byte) to complete the storage of the file. Obviously, if
>your sectors are bigger, your clusters are bigger, and thus you will waste
>more space on a BGM partition than on one with smaller sector sizes, on
>average. This is not a big deal. I would doubt that the difference is
>more than a few percent usage, unless you have a huge number of extremely
>tiny files (which would magnify the effect, just as a small number of
>huge files would shrink it).

I can assure you the difference is bigger than a few percentage:
i've made a 380 Mb partition om my new hard-drive, this paritition
uses 32768 bytes per sector (with 2 sectors per cluster).
I've stored many "normal" size files on it and here's what i've seen:
Bytes used: 220 xxx xxx, bytes free: 92 xxx xxx.
It represents 20 per cent of my storage capacity !
However i knew this would happen as i'm actually working on a new
hard-disk driver that uses it's own partitions (Called G32), and
works on it using 32 bits FATs, with this driver you can make huge
partitions (as big as 1024 Gigs and more ! -where can i find a cheap
disk drive to test my driver ?! :-)) With any size of sectors
from 512 to 262144 bytes), from 1 to 8 sectors per cluster...
The most important thing about this driver is that it will be very
FAST ! I may also include a real-time file-packing tool and get
rid of the 11 characters file limitation (and lower case !).
Some people might be scared by incompatibility problems but from
what i've seen only few low-level programs such as disk utilities
(defraggers...) unable to work. But, many programs are (or they
will soon be) compatible with that new 32 bit partition format.
Last good news: this driver will be a shareware !
For all developpers interrested: email me to get the last
documentation.

--
Antoine Martin
Falcon 4/640
"C'est utile parceque c'est beau" Saint Exupery.

1997. Re: Slip and Popmail for the ST

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 14:25:11 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <395j47$63i@infa.central.susx.ac.uk>
Source record: 177957

don mclaughlin (dmclaugh@darwin.helios.nd.edu) wrote:

: Ok, I need a lot of help. I'm a long time atari user, but rather new
: to slip (but not to internet).

: I'm running an Atari ST with 2 disk drives and 1 meg of ram.

: (OK, so I'm out of date...)

Prehistoric more like...

: ANyway. Is there a slip program I can run? Popmail?

: If so where to I get them and what do I need to make them work?

: Also, what is MiNT? I'm really out of it on all the new ST stuff.

I think you'll find that MINT is probably older than your machine!

Steve@nohelp.foryou.i'mafraid.uk

1998. Re: Dealing with RSC files

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 14:31:08 UTC
From: whitema@rtsg.mot.com
Message-ID: <395jfc$p6c@delphinium.cig.mot.com>
Source record: 177956
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CyHsF2.AAE@world.std.com>, azog <azog@world.std.com> wrote:
>
>Is it possible to use GNU C to compile RSC files, and how to tell
>GNU C to do such a thing?
>--
>Billy D'Augustine azog@world.std.com

It's even simpler than you think. You can modify a programs RSC file without ever needing to touch the original source code. The program reads the file in AFTER it has started running, not during compile time. But, make sure you stick with only changing text, not other items such as the number of menus available. THAT information IS read in at compile time, and unpredictable things WILL happen.

Mike
whitema@cig.mot.com

1999. Re: 16 bit Sampeling on an STe?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 15:30:04 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.783703804@causeland>
Source record: 177959

bjr2@Isis.MsState.Edu (Brian J. Roland) writes:

>Aloha!
> I'm wondering...
> Is it possible for me to make 16 bit samples on my Atari 1040STe?
> If so...can I get them into SDS (MMA Sample Dump Standard) format
> so I can send them via MIDI to my sample play back machines?

Yes, and yes.

Use Replay 16, you can sample and playback 16 bit (mono) samples on the
Atari, and you can send and receive SDS transfers with Replay 16 as well.

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

2000. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 16:11:06 UTC
From: gathings@cs.utk.edu
Message-ID: <395paqINNo61@duncan.cs.utk.edu>
Source record: 178000
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 1050stf $150

mouse, internal 3.5"
drive,
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 external drive

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold within the week, I will junk.

Golando

2001. Re: Printers

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 16:57:54 UTC
From: Rod@ivecoft.demon.co.uk
Message-ID: <783709074snz@ivecoft.demon.co.uk>
Source record: 177962

In article <1994Nov1.115239.6515@unix.brighton.ac.uk>
st39@unix.brighton.ac.uk "Stephen Ticehurst" writes:

> Colin Campbell (Colin.Campbell@mettav.exnet.com) wrote -
>
> : > made for PC's and : others made for MACS. When I asked which printer
> : > to buy for an Atari : the salesman responded, "I don't think they make
> : > atari computers anymore."
>
> Don't worry, when I went to Dixons asking about Atari STs they said they
> didn't sell them. I had to point out to them that they had one in a display!
>
> :)
> --
>
> Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
> s.ticehurst@bton.ac.uk \/ Hey, finger for details!
> =-=
>

You mean that you are prepared to admit going into Dixons!!?
Good grief you're a brave person!!

Rod Keen Std disclaimer applies
CSL Apache. 3rd Harpenden(UK) to all comments made above

2002. gemview.

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 17:04:26 UTC
From: D.G.Williamson@Sheffield.ac.uk
Message-ID: <395seq$eoh@hippo.shef.ac.uk>
Source record: 177961

COuld somebody tell me where to get the lataest copy of gemview on FTP
or send it to me via e-mail please. Also which files would I need?
WIll.

2003. IDE FOR ST POSS?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 17:14:00 UTC
From: larserik@oslonett.no
Message-ID: <395t0o$qpt@hasle.oslonett.no>
Source record: 177958

In message #13 in [comp.sys.atari], fe94ath@brunel.ac.uk writes:

> A simple question can I connect an IDE drive to an stfm?
> If you can help then please mail the reply to me at

There is a TOS 2.06 card with build-in IDE interface available
from Hard&Soft in Germany. It doesn't cost that much either !

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

2004. Re: Problems with PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 17:31:20 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1994Nov1.173120.18471@unix.brighton.ac.uk>
Source record: 177963

You NEED a VGA monitor for this version (at least I did!!).

Tom.

2005. Re: What is a BGM partition?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 18:20:46 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <vobpgscofe6@moacs11>
Source record: 177977

In <CyKG8s.7wF@world.std.com>, azog wrote:

> All this I understand, but am still vague on one point: am I using
> a BGM partition?

Yes, if you have only one partition on your 250MB drive and used HDX to partition the drive, this will definitely be a BGM partition (HDX will use a clustersize of two logical sectors by default, so the sectorsize must be more than 512 bytes).

You can verify by looking at location 0x1c7 in the rootsector.

Waldi

2006. Photochrome et al

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 18:36:23 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <3961r7$t5n@mailer.fsu.edu>
Source record: 177974

I am curious about something. I noticed a blurb about Photochrome, in which it seems to indicate that this program can display pictures with higher resolution and/or a larger number of colors that are normally available with either the three standard ST/STE resolutions or the old Spectrum 512 method. I believe this can only happen on STE machines or above. Anyway, I was hoping someone could give me the scoop on this.

What programs out there can display pictures on a stock STE in the manner described above? Do they all use some sort of yucky interlaced method of doing this? I didn't realize that one could get such features with anything less than a TT/Falcon. I have a rather large collection of GIF/JPEG pictures on my Sun, but I have never bothered to try and look at them on my STE.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2007. for sale or trade

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 18:42:24 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <39626g$t5n@mailer.fsu.edu>
Source record: 177975
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For sale or trade:

Below are a bunch of ST items I want to sell or trade. For buyers, highest reasonable offer gets the item, with preference going to those that buy more than one item. Shipping will be negotiated with the offer.

As for trades, let me know what you have and we may be able to work something out. I am looking for joystick extension cables (preferably the short paired type, to defeat the ignorant location of the joystick ports on 520/1040ST), games, scanning equipment, Stereotek 3D glasses, working Wico bat handle or Ergo joysticks, European ST magazines (ST Action and ST Review particularly), Pagestream 2.x font disks, and probably lots of other stuff. Cash can make up for deficient trade material from either party. Shipping will be negotiated with the trade (though for trades, I often suggest that both parties eat the shipping). Don't be shy, send me some email and let me know what you have to trade.

Oh, another thing I have particular interest in is a joystick similar to the standard Sega/Nintendo "joypad" thingies (left thumb controls movement via an 8-way "pad" rather than a stick, right thumb for fire button). I believe there is a joystick sold in the UK called a "Boolistik" or something similar that seems to be exactly what I am searching for. Let me know if you have one available, for trade or just some cash!

All of the items below are original commercial products owned by me. Unless otherwise noted, all original boxes, manuals, and disks are included. I have cheats for some of the games, and will include them with the sale/trade.

Please reply via email.

****Application and Utility****

Tempus v1.x, excellent text editor, not as good as Tempus II, but no slouch either. Blazingly fast (hence its name), even on a box-stock 8mHz system. Designed for programming, great for general editing as well.

TurboJet, Neocept, fast GDOS print driver for HP Deskjet and Laserjet printers, includes a bunch of 150 and 300dpi fonts. Claims to be 200-500% faster than other HP drivers (for that time, I don't know if there are faster ones out now).

Image Cat, Wizworks, v1.0e, this program catalogs all kinds of image files (.img, .pi1, .pi2, .pi3, .pc1, .pc2, .pc3, .tny, .neo, Macpaint). It makes "summary" or "thumbnail" sheets which have the images on them (reduced), with file name and directory information. You just point it at a directory and it prints out the images. This is great

for DTP folks with a lot of clip art. Printer drivers for SLM804,
HP Desk/laserject, NEC LC890, Panasonic KX-P4450, Epson LQ and FX.

Microsoft Write for ST, buggy WYSIWYG word processor, the only Microsoft
product ever made for the Atari that I know of, includes a full
copy of Atari GDOS. Can be run from floppies and a ramdisk (Jeez,
did I really do that? I must have been really patient back then :-).
I managed to produce a bunch of papers and letters with it using only
a floppy and color monitor, so it is usable, though certainly not
state of the art.

CAD 3-D v1.0, Antic, original disk accidently laundered (don't ask :-),
includes original docs plus backup floppy. This is not really for
architectural design (i.e. Dynacadd or Autocad), but to make nifty
3D animations for fun.

****GAMES (Arcade Action)****

Alien Syndrome, overhead view scrolling shoot'em up, lots of fun for two
simultaneous players. Plenty of fast and furious shooting, lots
of weapons, little droids that follow you around and help you out,
big ugly aliens, etc. Great game.

Captain Fizz Meets the Blaster-Trons, Psygnosis, sort of like a Gauntlet II
in space, best with two simultaneous players (screen is split to give
each player their own view). Overhead view, destruction galore.

Baal, Psygnosis, Excellent platform/adventure game (mostly arcade action).
Future setting, sideways scrolling, large sprites, good guns. This
is a pretty hard game, but lots of fun.

Sidearms, Capcom, scrolling sideview shoot'em up, mouse controlled, lots
of weapons and powerups. Good "mindless destruction" game.

Enduro Racer and Crazy Cars, combo pack, no docs, Enduro Racer is a cross
country motorcycle racing game, Crazy Cars is a racing game. Both
are OK, though quite old.

Super Cycle, Epyx, no docs, oval track motorcycle racing.

Eliminator, strange driving/shoot'em up game, lots of different weapons and
bad guys.

Frostbyte, Starsoft, side-view platform game, I would recommend it for a small
child (in terms of its difficulty). A bit boring for us big children,
IMHO.

President Elect 1988 edition, SSI, presidential election simulation, graphics
are quite lame (mostly text, in fact), but I suppose a political
process fan might like it. It does not appear to be particularly
tied to the 1988 elections, and has data for US elections all the
way back to 1960. Can apparently be used to predict elections as
well.

****ST Action Magazines (with coverdisks)****

Issues available: 26, 43, 50, 51, 53, 54, 55, 56, 57.

These mags are great for game fans. The reviews help one avoid poor games and select good ones, plus there are cheats for the games, how-to-play guides, and useful non-game relaterd articles (hardware reviews, expansions, etc.). Also, they all have a "best ST games to date" list in them, which is a great way to select the "best of the best" when game shopping (for example, from discount houses who only list the names of the products, with no descriptions). Finally, the cover disks that come with the mags provide demos of games (so you can try before you buy), plus full PD/Shareware games and other software. Most come with two disks.

Also available: three ST Action binders, each will hold about 12-14 issues without any damage or modification (wire-in-the-middle style) and make it convenient to leaf through the mags. Sold/traded only as a group. These are well made, nice looking binders with the ST Action logo on them. Will hold any of the large format UK magazines (A4 size, I think).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2008. Re: [Q] MiNT on a 1040 ST?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 18:47:02 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <fshlkf4ubu_@moacs11>
Source record: 177978

In <395c3e$n4b@lirmm.lirmm.fr>, Andreas DIETZ wrote:

> which important features does MiNT not have?

No UNIX/POSIX fork(). MiNT's Pfork() blocks the parent untill the child
calls exit() or exec().
No asynchronous I/O. Your system will seem to be halted while you're
running expire and similar stuff.

> How about GNU software under MiNT?

95% compiles out of the box. Checking the Makefiles and config.h generated
by configure is always a good idea, allthough configure will get it right
most of the time.

If you plan to use the mintlib make sure you replace the bogus regex
stuff by GNU's regex. Their are some other bits and pieces you might
want to add/replace (the 4.4BSD libs will provide what you need).

Waldi

2009. IBM Emulation (looking for Supercharger, AT Speed)

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 19:03:59 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <CyLrMn.JGu@freenet.carleton.ca>
Source record: 177964

I've been calling around, trying to find the best/most finacially painless way to run some IBM prgs on my Mega STe. No one seems to have any info on the Vortex 386 SX card, other than that it is prone to blowing up! I talked to Compo's American office, and they told me that they were selling off all of their cards, that they no longer have any Mega Ste adapters, and that it never worked well anyway.

Will the Nec V30 in the old Supercharger run a fair bit of IBM software? What about Windows 3.1? (I don't really expect it to work, but I thought I'd ask!) Did the 286 card for the Supercharger ever see the light of day? What about expanding memory beyond 1 meg?

If anyone has any used IBM emulators that WILL work with the Mega Ste, I have a few things that I could trade. Cash is also an option, but not loads of it, as things are pretty tight on the homefront.

I have a 520 STFM (no mouse) that works fine, except it needs a new disk drive. I also have a HD disk drive that could be fitted in an ST/e, but that I have not ever used. I also have a medium Large Farmer John style wetsuit in good condition. Please respond in email. Thanks!

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

2010. Re: Intel 14.4k modem problems

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 19:17:01 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <39647d$qr8@golem.wcc.govt.nz>
Source record: 177965

```
] I have recently purchased an Intel 14400 faxmodem, and I am having
] problems communicating at 14.4k, using MNP5 or v.32/42. Making connects
] at speeds up to 9600 baud is no problem. I can lock rts/cts and the
] baudrate, but 19.2kbaud doesn't work. Any ideas appreciated.
]
] PS> my init string is : "AT&F\N0\Q0\J1\V0" -- I know this disabled
] MNP5 and v.32, but its the only way I can get a connect.
```

Make sure you have DRVIN.PRG and MFP.PRG (In that order) in your AUTO folder. (From the HSMODEM Package). And, as you tried, lock RTS/CTS on, and set the baudrate to 19,200.

Then, compare this working setup from my modem:

```
B1 E1 L1 M1 N1 Q0 T V1 W0 X4 Y0 &C1 &D2 &G0 &J0 &K3 &Q5 &R0 &S0 &T4 &X0
S00:000 S02:043 S06:002 S07:050 S08:002 S09:006 S10:014 S11:065 S12:050 S18:000
S36:007 S37:000 S40:105 S41:135 S46:138 S95:003
```

This will connect at highest possible speed, with the best available protocol(s).

If that doesn't work, it could just be modem problems. I had one in the past that refused to connect to Supra's or Dynalinks at anything better than 4800 baud with error-correction turned on.

2011. >16 colors on and STE???

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 19:42:30 UTC
From: garnerg@esu.edu
Message-ID: <3965n6$jjr@jake.esu.edu>
Source record: 177981

===> I just recently downloaded a GIF / PCS / PS1 etc. viewer from GEnie and I'm impressed, but still I'm lacking satisfaction. I have a craving for the kind of pictures I can get on my machine at school (256+color JPEG). So anybody know how to get greater than the 16 colors the STE allows at once? Do I need a different monitor (I have a SC1224). Do I need a graphics card of some kind? Any information/advice you can give will be greatly appreciated!

--
****
"That's just the way it is. Some things will never change. That's just the way it is. * Oh, but don't you believe them *" - B. Hornsby, 1986

If anything in the above message sounds interesting, please respond at:

===> garnerg@esu.edu ** George W. Garner **

Thank you, drive through.
****

2012. ==> HELP!! <== Sampled sounds????

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 19:47:34 UTC
From: garnerg@esu.edu
Message-ID: <39660m$jjr@jake.esu.edu>
Source record: 177966

===> I'm a programmer and I'm desperately trying to figure out how to put sounds into my programs. I'd like to use sampled WAV, RAW, etc. type in my programs. Does anybody know how to do it via GiAccess, DoSound, etc?? I use High Speed Pascal, if that makes it any easier. Thanks in advance!

--
****
"That's just the way it is. Some things will never change. That's just the way it is. * Oh, but don't you believe them *" - B. Hornsby, 1986

If anything in the above message sounds interesting, please respond at:

===> garnerg@esu.edu ** George W. Garner **

Thank you, drive through.
****

2013. bay area st software source

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 20:31:38 UTC
From: Lamberson_Carl@mm.ssd.lmsc.lockheed.com
Message-ID: <Lamberson_Carl-011194122910@129.197.110.139>
Source record: 177967

Does anyone in the South Bay (California) know of a source for inexpensive ST software? I used to go to Wierd Stuff, but they have pretty well closed out their ST stuff.

Thanks in advance.

2014. Obsession - What's the Deal?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 20:44:30 UTC
From: mgoodman@goody.demon.co.uk
Message-ID: <783722670snz@goody.demon.co.uk>
Source record: 177983

Anyone know just who is distributing Obsession.

I received a demo today from JCA Europe.
The label is marked:

Offical Demo - Please Copy & Distribute

One of the conditions in the readme says it may not be put on
any sort of cover disk until March 1995.

ST Review says it's on next months!

Whats the score?

--

Mike Goodman
mgoodman@goody.demon.co.uk

2015. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 20:45:08 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3969ck$oql@nyheter.chalmers.se>
Source record: 177970

In article <CyL46z.7K@novell.co.uk>, Peter Lord <plord@novell.co.uk> wrote:
>Just a thought on Mosaic ... is it possible, do you think, to write some
>kind of Motif -> GEM convertor (either a source code translator, set of
>macros or libraries).

I've thought about trying this... but I don't have the time for it...
>
>
>The first problem I see (apart from examining all the Motif and possibly some
>X calls and convert them) is that X tends to work differerntly to GEM - ie.
>you write the functions and then setup a callback so when an action is
>performed (such as a mouse click, pull down menu option etc) then the
>corresponding function is called. I don't think GEM really works in that
>way (you tend to write a loop waiting for each event to happen).
>
The Gem programs I've written use a callback system => This should be possible
to implement... If someone has the time: Go for it!
>
>Just a thought .....
>
... and a good one too!

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

2016. Re: Developing Mosaic for the ST - addition

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 20:51:20 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3969o8$or5@nyheter.chalmers.se>
Source record: 177971

>2. If you've already written the SLIP/PPP code, why not release it as a
>program that runs in a multi-tasking environment and provides anyone
>who wants it with a socket to plug stuff like ftp, telnet and gopher
>into?

Why reinvent the wheel? Adjust MagiC or MintNet for each other, and write an installation program for MintNet. If you do write own sockets; do it in a MintNet compatible way so that programs that works with MintNet works with the new sockets too. This way unix stuff is easy to port as well...

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

2017. Break the 6-ACC barrier?

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 20:51:26 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3969oe$94o@nntp.Stanford.EDU>
Source record: 177976

Is there any shareware solution to get by the *idiotic* 6-accessory limit.
(this is on a 14-meg Falcon).

Alternatively, a source of good, useful CPXs would be handy. Thanx!

2018. Re: Atari mpeg player

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 20:57:30 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <396a3q$orp@nyheter.chalmers.se>
Source record: 177973

In article <3958ep$3s9@lyra.csx.cam.ac.uk>,
Steve Pope <"/G=AIDAN/S=GIBSON/O=BRITISH GAS PLC/PRMD=BRITISH GAS PLC/"@gold-400.gb>
wrote:
>
>Forwarded for Aidan:
>
>

There are a few: MPEGPLAY : Slow but working 030 viewer. This one takes all
types of MPEG's
PLAYMPEG : Uses DSP to decode. Fast. Demoversion greyscale
only.
DSPMPEG : Uses DSP to decode. Colour version.
1ST-GUIDE: Online help system that works on all TOS
computers. Uses 680x0 to decode. Works in all
resolutions.

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

2019. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 22:06:09 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <CyM029.7vL@cix.compulink.co.uk>
Source record: 177984

>>I've just installed Caligrapher Gold from an old ST Review coverdisk, but
>>I don't have the issue any more and so haven't got the first idea on how
>>to use it!
>
>Why is a commercial program on a magazine cover disk????
>
> Dana @ STReport International Online Magazine

Why not? As a dying product Working Title (the UK distributers) sold (?)
a number of copies to the magazine. It isn't PD.

John Watkins.

2020. Help

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 23:15:34 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <783731734snz@chowgar.demon.co.uk>
Source record: 177903

Hello everybody

For some reason mt Falcon won't let me alter the desktop configuration. Well, it won't let me alter the settings for the single key press thing anyway. For no apparent reason the settings for create folder and close directory have been changed but the rest are the same and no matter what I do I can't sort it out. I've tried altering the settings and then savings the desktop but when I reboot it's still the same.

Any ideas ?

--

Simon Moore

smoore@chowgar.demon.co.uk

2021. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 23:18:46 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <396icm$hbs@josie.abo.fi>
Source record: 177990

In <H.eg.Aw4ttkItUrE@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca writes:
> A new PPC Falcon would be even worse than the current PowerMacs.
> *Every* application you ran would be emulated, and there'd be no native
> software coming out.

I quite agree on that - even though some native code software would probably come out, too.. But why change the camp, when we have MC 68060..???
That thing is bloody fast, relatively cheap (some say..) especially compared to far too expensive 68040, and more or less compatible to current software.

Fortunately, Atari has no Windows, nor System 7 (well, I don't like Macs at all) to slow things down. Put MagiC OS into a 68060 Falcon - and there we have one quite nice computer, I think =-) !

Tommi

2022. Captain QWK

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 23:30:25 UTC
From: smokin@remm.uqam.ca
Message-ID: <Pine.3.87.9411011807.A25616-0100000@thym>
Source record: 177989

Hello,

I am looking to find the e-mail address of the author of Captain QWK. I have a copy that I recieved off of Umich, and I can't get it to work because a couple of files are missing from the archive. I can't really even try it out. I am in the process of trying out various programs, and would like to get a working copy on order to test it out.

If anyone know wher eI could get a good copy, or the address of the author: Dirk Hoeschen, please let me know, as it look slike an interesting program.

Thanks,

Joseph

2023. Top dollar $$ for COMMBAT

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 23:37:52 UTC
From: kowalski@futureworld.digex.net
Message-ID: <396cl5$eg@news1.digex.net>
Source record: 177979
Cross-posted to: comp.sys.tandy,comp.sys.ibm.pc.games.adventure,comp.sys.ibm.pc.games.action,comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.apple2

I am reposting this from last week. For my research project I am in dire need of the game COMMBAT by Scott Adam's Adventure International.

If you have it, send me e-mail, I will pay good money.

Thanks!
Rob Kowalski (kowalski@futureworld.digex.net)

2024. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-11-01 23:46:05 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <396jvt$hbs@josie.abo.fi>
Source record: 177988

In <3950ig$464@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk writes:

> No it isn't big enough, which is why people will buy an actively
> supported and developed OS like MagiC (IMHO).

I agree. And speaking of _support_, here's something to think about.
Updating programs can be slow, uncertain, and if one lives far away from
Germany, Britain or USA, it easily becomes expensive, too.

I think that the method some U.S companies use: put their update versions into
mailboxes and FTP sites, and use a simple updater-program, is G-R-E-A-T !!!

This way, almost anyone can keep up with the latest bug-fixes, etc. I _really_
hope that those software houses especially in Germany and Great Britain that
don't use this method, would learn from companies like Oregon Research (Diamond
Edge, etc) - and follow the same road.

Yes; they wouldn't be able to get that updating fee, like now. But I believe
that _FAR MORE_ people would bother updating their legal programs than now do.

How about it, HiSoft (Papyrus updater program?), Maxon (Outside, etc), DMC,
Digital Arts, ... Tell your comments, please - because I think that THIS is a
way you could improve your customer service A LOT !

A satisfied customer ==> More money to you in the long run.

And what do you users think ?? Do you want to update your programs by sending
disks somewhere, wondering how to pay DM 10,- in Swedish Kronor without having
to pay much extra for handling costs..?

Or do you support my idea?

Tommi

2025. Abacus programming books for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 00:16:44 UTC
From: rob_g@news.delphi.com
Message-ID: <396lpc$n1u@news.delphi.com>
Source record: 177991

I have the following Abacus programming books for sale:

GEM Programmers Refernce (I have three)
Tricks & Tips (I have two)
Machine Language (One)

Asking $5 each plus shipping.

Rob

2026. Re: Break the 6-ACC barrier?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 00:35:21 UTC
From: azog@world.std.com
Message-ID: <CyM6yx.2tA@world.std.com>
Source record: 177994

darmok@leland.Stanford.EDU (Philips Dilworth Patton) writes:

>Is there any shareware solution to get by the *idiotic* 6-accessory limit.
>(this is on a 14-meg Falcon).

>Alternatively, a source of good, useful CPXs would be handy. Thanx!

As far as I can tell, only using something like MultiTOS allows you
to get by the extereme limititations of the granted stupid 6 .acc
limit. I couldnt vouch for Geneva and the like.

on the other hand, a while ago, I got a hand of an accessory call
the chameleon (sp?). Basically it sits as the first (and only)
accessory on the system, but allows you to DYNAMICALLY update accessories;
ie no more reboots. Simply put all your .accs in a directory, and configure
chameleon, and off you go.

(but, I had some diffculties with it, that it would crash my system,
or do some other nasties. I cant be less vague, it was several years ago)

--
Billy D'Augustine azog@world.std.com

Let the joyous celebrations of Hell begin

2027. Re: ps files from Calligrapher

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 00:53:57 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <396nv5$4t@golem.wcc.govt.nz>
Source record: 177996

In article <199410301432.a16938@a2w.maus.de>, Ian_Taylor@a2w.maus.sub.org (Ian Taylor) writes:
>Graham Beint, 321 (graham@insignia.co.uk) wrote on 18.10.94:
>
>About printing postscript documents.
>
>Anyone know the path to a postscript viewer/converter for the STF?
>
>Ian_Taylor@a2w.maus.de Hmmm, maybe time I had a new signature?

Yes I am in the same boat, some one sent me some file and the are all in PostScript...

I have been told that if you have a TT or better with 100 megs of Ram and 1 gig Hard Drive you can play with Gostscript, but you end up bald trying to get it to work, plus I think it does not supports Home type 9/24 pin printers...

To me the Atari computers all models, are comming to be a big joke, even to run SLIP you need some 10 programs when a PC clone can do it with just one Terminal Program that have every thing built in, fax/scanner and all...

They can't even use the CD disks that PC clones use...

I no longer tell people that ask, what computer that I use as they just snigger and think you must be stupid, or no nothing about computers to be using such a stupid machine...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2028. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 01:08:32 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CyM8I8.20K@cix.compulink.co.uk>
Source record: 177999

>>I've just installed Caligrapher Gold from an old ST Review coverdisk, but
>>I don't have the issue any more and so haven't got the first idea on how
>>to use it!
>
>Why is a commercial program on a magazine cover disk????

ST Review has always featured commercial programs on its cover disks -
they're often one version off the latest, admittedly, but they're there
and they're normally *fully* functional. They often come linked with a
readers offer to buy the manuals/upgrade path from the supplier.

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2029. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 01:52:46 UTC
From: dpj@delphi.com
Message-ID: <Rq92jO2.dpj@delphi.com>
Source record: 177995

"John Watkins" <jwatkins@cix.compulink.co.uk> writes:

>>Why is a commercial program on a magazine cover disk????
>>
>> Dana @ STReport International Online Magazine
>
>Why not? As a dying product Working Title (the UK distributers) sold (?)
>a number of copies to the magazine. It isn't PD.

Well, I understand that the product is not being supported/upgraded any
longer, but this seems to be a slap in the face for those who paid
upwards of $200 for it only a couple of years ago. What's the disk/mag
going for, $10-$15? <<sigh>>

Dana @ STReport International Online Magazine

2030. Re: "Magic-Eye" pictures.

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 01:55:47 UTC
From: dpj@delphi.com
Message-ID: <ZI9XTK7.dpj@delphi.com>
Source record: 177997

Steve Wells <wells_s@kosmos.wcc.govt.nz> writes:

>I seem to recall mention of some such program for the ST, that would
>generate these "Stereo Gram" pictures. (Marketedin book-form as
>"Magic-Eye" pictures... In NZ at least). I was shown this on a

I believe that the program you're seeking is called STIS. I've seen it
around. I can never see those pictures no matter how hard I try!

Dana @ STReport International Online Magazine

2031. E-mail address for Epigraf/Redacteur WP

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 02:24:28 UTC
From: Doug Finch <76337.1067@CompuServe.COM>
Message-ID: <396t8slvr1@mhade.production.compuserve.com>
Source record: 177904

Does anyone know if there is an Internet E-mail address for Epigraf, the French developer of "Redacteur." It is a superb writing/editing tool and comes with some great utilities. Would like to know if Epigraf provides any on-line support to anyone's knowledge? The last address I had for them in 1991 was:

Epigraf
3 Rue Bertrand de Born
31000 Toulouse, France

I'm particularly interested to know if the company ever released the thesaurus module it was developing. Thanks. DF

Doug Finch On-Target Text
Address E-Mail to: ontarget%admiral.uucp@yale.edu (Usenet),
D.FINCH7@genie.geis.com (GEnie) or 76337.1067@compuserve.com (CIS)
--
Doug Finch On-Target Text
Address E-Mail to: ontarget%admiral.uucp@yale.edu (Usenet),
D.FINCH7@genie.geis.com (GEnie) or 76337.1067@compuserve.com (CIS)

2032. Re: Atari mpeg player

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 02:50:40 UTC
From: steve-j@teleport.com
Message-ID: <396uq0$o3v@sandra.teleport.com>
Source record: 177902

In article <3958ep$3s9@lyra.csx.cam.ac.uk>,
Steve Pope <"/G=AIDAN/S=GIBSON/O=BRITISH GAS PLC/PRMD=BRITISH GAS PLC/"@gold-400.gb>
wrote:

>Forwarded for Aidan:
>
>"Is there an mpeg player for the Atari Falcon?"

Yes, it's called PLAYMPEG and is currently up to v0.68 (only runs on
VGA monitors -- for RGB monitors/TVs, you need to use v0.60 until
v0.70 comes out). The unregistered version only runs in greyscale,
but it uses the Falcon's DSP to get up to 20+fps playback. It can
be FTP'ed from archive.umich.edu in the atari/Falcon/Graphics
directory.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@teleport.com	their feet on anything with 'Welcome'
or steve-j@genie.geis.com	written on it." -- Andy Partridge

2033. Re: Break the 6-ACC barrier?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 03:14:42 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <397072$fg1@mailer.fsu.edu>
Source record: 177908

Philips Dilworth Patton (darmok@leland.Stanford.EDU) wrote:
> Is there any shareware solution to get by the *idiotic* 6-accessory limit.
> (this is on a 14-meg Falcon).

Does Multidesk or Multidesk Deluxe (from the Codeheads) work on the Falcon?
If so, that is the ideal solution for ACC collectors. It is not shareware,
but it is available for very cheap on the used market (I saw a forsale ad
that offered it for $5 earlier today).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2034. Re: gemview.

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 03:54:42 UTC
From: steve-j@teleport.com
Message-ID: <3972i2$qp1@sandra.teleport.com>
Source record: 177905

In article <395seq$eoh@hippo.shef.ac.uk>,
Daniel Williamson <D.G.Williamson@Sheffield.ac.uk> wrote:

>COuld somebody tell me where to get the lataest copy of gemview on FTP
>or send it to me via e-mail please. Also which files would I need?

Try ftp.uni-kl.de.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@teleport.com	their feet on anything with 'Welcome'
or steve-j@genie.geis.com	written on it." -- Andy Partridge

2035. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 04:10:45 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3973g5$2nj@golem.wcc.govt.nz>
Source record: 177912

```
] Well, it's your own fault. If you are going to register a ShareWare-product
] then get in touch with the author first to be sure that nothing like that
] happens (for a example, the author may have moved, or perhaps sold his
] computer).

Of course it's not their fault. If they send the money, Aaron cashes
the check, and THEN decides to give up, as is what happened, then
Aaron is breaking the law (AFAIK). Most of the people complaining
sent him the money a fair while before he announced that he was
giving up on it.
```

2036. FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 04:12:55 UTC
From: bseburn@vaxxine.com
Message-ID: <CyMH1J.6t3@vaxxine.com>
Source record: 177934

```
K >
K > I think you mix something up here. I saw the message as well, (
K > and Aaron did not say anything like that, but another guy menti
K > a solution for the costumors who havn't received a key. But tha
K > illegal, unless it was posted by Aaron, which is was not.
K >

Could be. I actually got it second or third hand.. and you seem to
actually remember it (where I don't) so we'll say your right! :-)
Too bad though.. alot of people got screwed by what seems to be a
VERY GOOD programmer. :-\

Brian...

... WORLD TO END AT SIX O'CLOCK! Film at eleven.
___ Mountain Reader II - #Demo 001
```

2037. Atari User's Group, meeting in Columbus, Ohio.

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 04:32:44 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <3974pc$jfp@charm.magnus.acs.ohio-state.edu>
Source record: 177907

SAY WHAT !!!!

Announcing the meeting place for all Atari Users.

Learn where you can STILL buy the latest in Atari software and upgrades.

Join the ranks of other 8-bit ST, Mega ST, STe, TT030, Falcon, Lynx,
and Jaguar owners.

WHEN !!!!
During Membership renewal Month.

At 7:30 pm on Wednesday, November 9th.

WHO !!!

ATARI COMPUTER ENTHUSIASTS OF COLUMBUS
P.O.BOX 29103
COLUMBUS, OHIO 43229-0103

WHERE !!!
Meeting at the Chemical Abstracts Building
2540 Olentangy River Rd. 1/2 block north of Lane Ave.

NEXT COMING ATTRACTION!

Wednesday, December 14th, 1994 is the Swap Meet...

Raymond Collins	Atari TT030 4/4 MB ST/TT RAM 245 HD
rcollins@magnus.acs.ohio-state.edu	Travel By ZyXEL 19,200 bps
or rcollins@freenet.columbus.oh.us	Die Hard Atari Fan since 1983

2038. Re: [Q] Medusa incompatibilities?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 04:51:16 UTC
From: Lexicor@world.std.com
Message-ID: <CyMItG.3ss@world.std.com>
Source record: 177906

In article <H.eg.1ka7RSeJi3o@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>
>You might also want to point out the $$$ costs of a complete system.
>That PowerMac is probably at least $1000 cheaper than the Medusa. Not
>that I want to sound like sincrap here...

Chris,

that may be true for the USA, but not for Europe (Central counting
in Switzerland of course) for the most part. And besides the Medusa System
is meant for people who wish to continue their professional work with the
Software they know, they use and they have everything on. Especially for
the Graphics (animation) and DTP Market.

2039. Trade PC for STE

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 06:24:05 UTC
From: aaronlp@aol.com
Message-ID: <397ba5$j16@newsbf01.news.aol.com>
Source record: 177930

For trade: 386SX-25, Tower Case (mini),
300 watt power supply, No RAM, Phoenix
BIOS, Keyboard, Power Cables, 720K 3.5",
360K 5.25", Super VGA card, IDE card,
Serial/Par/Joystick card, No Hard disk.
TRADE FOR ATARI 1040STE CPU.
Will even add some cash to the deal!

Write to: Charles Kelley
12 North Lake Ave, #104
Duluth, MN 55802.

2040. Re: Seperate Keyboard/Case for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 06:44:37 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <R4-XDC1.johnhechtman@delphi.com>
Source record: 177932

Sam McGee <sammcgee@crl.com> writes:

>Michael Kelsey (michaelk@pacifier.com) wrote:
>: I am in to digital recording utilizing the FALCON. Needless to say I
>: have a few add-ons attached which make it impossible to move the
>: keyboard even slightly..... I assume there are STILL no economical
>: cases available in the U.S.A., so I was wondering if anyone has tried
>: the keyboard detachment kit sold in the US by ATY Computer, as
>: advertized in ST Informer ($85)??

Another possible alternative is the 19" rack mount case made by Wiztronics. It comes with a heftier power supply, so you can mod your Falcon to your heart's content and not have to worry about smoke signals. It comes with a built-in adapter (I think) so that you can plug in an external IBM-type keyboard. The case also has a _fan_ and pass-throughs for all the standard Falcon ports. I think the price I saw at the Conn, Atari show was about $375. Call Wizztronics (I looked and it's 2 z's) at 516-473-2507 and ask for Steve Cohen. If I owned a Falcon I think I'd go for one. ;)

2041. WTB: IMAGE Cat, Current Version.

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 07:36:19 UTC
From: bensmith@teleport.com
Message-ID: <397fhj$5fi@sandra.teleport.com>
Source record: 177936

I'm looking to Buy IMAGE Cat, A Current version, as Current as Possible. I'll buy from the Person with the Best Deal at the Best Price.

--Thanks--
---Ben---

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2042. Re: Printer Capture from Calamus 1.09

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 07:37:58 UTC
From: pmh@noddy.forestry.tas.gov.au
Message-ID: <pmh.81.2EB806E5@noddy.forestry.tas.gov.au>
Source record: 177943

>: In a message of <26 Oct 94 14:20:05>, Stephen Ticehurst (2:200/427.3) writes:

>: ST> I would like to capture the print output from Calamus to a file. There
>: ST> are a number of programs that do such a thing, but all the one's I have
>: ST> tried don't seem to work with Calamus's print routines.
>: ST>
>: ST> Any ideas etc... The reason why I want to do this is because I want to
>: ST> print using a LaserJet on the university system. So if I could print
>: ST> to a file I could put this file onto the univeristy system and just
>: ST> dumpit to the printer.

>: I had a litle acc file named PrintToDisc. I worked fine with calamus on a STE,
>: but now i have a Falcon and the acc doesn't work on it. Due to priv
>: instructions are different on the falcon.

>: The PrintToDisc acc saves the captured data in a compressed file format, so you
>: can get a full page on a 720k disc. There is a DOS exe file that decompress the
>: data file and sends it to one port on the PC.

: \Mattias Sk&#65533;ld
>: mask@p6.stacken.ct.se

>I have used the print spooler in the original version of Harlekin to
>this effect - to do so you must select "Output off" from within the
>Harlekin options....

>Beric..

Whoa, I'm a little confused, I've got Halekin 2, Printodisc.prg with Calamus
1.09. At work its a 486 with a very nice Laserjet 4 which I'd love to print
my Calamus stuff onto without bringing the Atari to work. Can you explain a
little how I might do this? From what I'm reading it's quite possible?

Thanx
Peter Hopson

2043. Re: [Q] Medusa incompatibilities?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 07:47:26 UTC
From: sinclair@ins.infonet.net
Message-ID: <397g6e$svo@insosf1.infonet.net>
Source record: 177939

In article <H.eg.1ka7RSeJi3o@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>In <199410261921.a10748@pb2.maus.de>, Hendrik Mylius writes:
>>The team of STC did a little POV-Ray-Benchmark with the same scene rendered on
>>every machine (all times in min:sec):
>>
>>*Medusa T40 6:28*
>>*TT 28:28*
>>*Mac II fx 17:59*
>>*PowerBook 180 24:16*
>>*PowerMac 7100 1:01 !!!*
>>*Amiga 4000 23:13 <g>*
>>*486/66 6:42*
>>
>>Judge for yourself.
>
>You might also want to point out the $$$ costs of a complete system.
>That PowerMac is probably at least $1000 cheaper than the Medusa. Not
>that I want to sound like sincrap here...

Whats stoping you?
>
>--
>------------------==------------------
> ||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
>/ | \ DO THE MATH Chris Herborth

I did and it aint 64 bits..

-Peter

2044. Re: ps files from Calligrapher

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 08:00:53 UTC
From: biot015@wrzx12.rz.uni-wuerzburg.de
Message-ID: <397gvl$r9f@winx03.informatik.uni-wuerzburg.de>
Source record: 177940

In article <199410301432.a16938@a2w.maus.de>, Ian_Taylor@a2w.maus.sub.org (Ian Taylor) writes:
>Graham Beint, 321 (graham@insignia.co.uk) wrote on 18.10.94:
>
>About printing postscript documents.
>
>Anyone know the path to a postscript viewer/converter for the STF?

Ghostscript 2.52 can handle all Postscript level 1 files which
are common to the adobe standard.
A port for Ghostscript 3.x which will support all PS level 2 additions
is still under construction.

If there are troubles using it (files not found) you should copy
all files of the distribution in one common directory.
For easier handling try to get GSview for the ST.

And now to Mr. Sheppard:

[some stuff deleted]
: Yes I am in the same boat, some one sent me some file and the are all
: in PostScript...

[flame on]
Aaahh. Interesting. Keine Ahnung haben aber gross die Klappe aufreissen!!
[flame off]

: you can play with Gostscript, but you end up bald
: trying to get it to work, plus I think it does not supports home type
: 9/24 pin printers...

This is not true. Ghostscript (2.52) works well and supports 9/24 pin
printers the same way like the Unix/Dos/MAC-Version.

: To me the Atari computers all models, are comming to be a big joke, even to
: run SLIP you need some 10 programs when a PC clone can do it with just one
: Terminal Program that have every thing built in, fax/scanner and all...

The second fault. On PC-Systems you need as well OSI-layer-supporting
socket drivers. Look for the software from FTP or Winsock or Novell ODI or
Mircosoft NDIS or ...
And this is no 'plug in and play' software!
The only exception is Linux. And the base system is robbed from better
machines. But that's the exception for use at home.

: They can't even use the CD disks that PC clones use...
Which are not compatible with the rest of the world! Very impressive!

SCSI-devicec used with the atari work well with MACs, SUNs, SGIs, all
the funny machines which are quiet better than a so called Standard-PC.
That for example PC-Users don't care about international standards (HTML) for
text browsing is another joke (Microsoft Windows is often called in German
Microschrott Windoof [get out yourself what it means]).
BTW: Microsoft is only able to copy good software from other programmers
in a buggy way.

: I no longer tell people that ask, what computer that I use as they just snigger
: and think you must be stupid, or no nothing about computers to be using such
: a stupid machine...
You do not mean a IBM compatible PC? Otherwise: ROTFL!

The stupid PC which isn't able to use it's memory in a straight forward
way is better? With a OS which only can handle up to 640 kB directly.
It's for laughing!

2045. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 08:10:17 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CyMs16.GH0@hpbbrd.bbn.hp.com>
Source record: 177913

Cornelius Krasel (krasel@alf.biochem.mpg.de) wrote:
> Ok, let's add a bit more of speculation. The fileselector runs
> in a dialog box, and event handling is generally disabled in dialog boxes
> (or in alert boxes). The same happens with alert boxes on the Mac, and
> therefore on the Mac most dialogs actually run in windows, where event
> handling is (necessarily) enabled. There are several GEM libs out there
> which move dialog functions to windows to achieve the same goal.

Dialogs do not block events. They prevent other applications from
writing to the screen, that's all.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

2046. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 08:12:28 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CyMs4t.H9H@hpbbrd.bbn.hp.com>
Source record: 177914

Kielhorn (c0031098@ws.rz.tu-bs.de) wrote:
> They blew KAOS 1.4 (KAOS 1.2 was grate) and now they are developing
> a whole incompatible OS. Is the atari market really that big that it
> can support 2 OS (not counting Linux which ist TT/Falcon only)?

Certainly not. But since Atari does no longer properly support TOS,
we need at least one OS that is up to date.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

2047. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 08:13:35 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CyMs6o.HAy@hpbbrd.bbn.hp.com>
Source record: 177915

```
Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
> NVDI and MagiC are *clones* of Atari/Novell code. If Novell started
> objecting to people cloning operating systems, then DR-DOS is in big
> trouble from you-know-who.

Side note: Novell just recently gave up on DR-DOS. DR-DOS is dead.
--
--clausb@hpbeo79.bbn.hp.com-----------------------------------------------
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>----------------------------------------------
```

2048. Re: Can't reach second harddisk !

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 08:20:39 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CyMsIF.KDF@hpbbrd.bbn.hp.com>
Source record: 177916

Thomas Letsch (tletsch@sky.itr.ch) wrote:
> After the installation of a second harddisk (a SH205) I can't use it through
> the GEM desktop on the Mega ST4.
> I can reach it with Atari's HDX.PRG, i.e. I can format and partition it, but
> when I try to "Install Disk Drive..." on the desktop and then to use this
> drive, I get always a drive unknown error.

What target number is your SH205 set to?
--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

2049. Re: What Toad?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 08:37:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411021037.a10962@pb2.maus.de>
Source record: 177917

On Sunday October 30th at about twenty to eight
fvdakker@sterbbs.nl (*fvdakker*) happened to write:

F>Dutch? That wonders me, because they speak *much* better English than
F>Dutch when I call them in Holland.

Well, the guys I've talked to over the phone spoke German with a very strong
Dutch accent.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2050. Re: Photochrome et al

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 08:49:31 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <397jqr$4n0@golem.wcc.govt.nz>
Source record: 177942

In article <3961r7$t5n@mailer.fsu.edu>, boyd@hardy.math.fsu.edu (Mickey Boyd) writes:
>I am curious about something. I noticed a blurb about Photochrome, in which
>What programs out there can display pictures on a stock STE in the manner
>described above? Do they all use some sort of yucky interlaced method of
>doing this? I didn't realize that one could get such features with anything
>less than a TT/Falcon. I have a rather large collection of GIF/JPEG pictures
>on my Sun, but I have never bothered to try and look at them on my STE.

Photochrome can be set for no Flicker, and it does give 9600 colours
on a ST..

The other Commercial one was Quantum Paint I-II, but I think that one
flickers, I have not used it for a long time, so may be some one else can put
you in the picture on that one..-:)...

>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2051. Re:Magic-Eye pictures

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 10:29:36 UTC
From: hofer@iam.unibe.ch
Message-ID: <397pmg$hcu@aragorn.unibe.ch>
Source record: 177947

In article gst@golem.wcc.govt.nz, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
> I seem to recall mention of some such program for the ST, that would
> generate these "Stereo Gram" pictures. (Marketedin book-form as
> "Magic-Eye" pictures... In NZ at least). I was shown this on a
> PC earlier today, and actually managed to see the example picture in
> 3D and was quite impressed. I missed the result of the thread,
> is there a program that will work in ST-Low/ST-Medium, on a 2meg
> STE, that will generate these pictures, or convert other pictures
> into them?
>
> These are the pictures that look like either black & white, or multi-
> colored static until you look at them in just the right way, and
> suddenly a 3D-image appears, looking almost holographic. Quite
> amazing! :)
>

In the october issue of ST Computer(a german ST Mag) they have just presented a
magic Eye Prg. for the ST. I don't remember how it was called. Details will soon
be posted...

I ||| is the best you can get! Sacha Hofer(hofer@iamexwi.unibe.ch) I
I / | \ Proud owner of: 2 800 XL, 1 130 XE, 1 520 STFM , 1 1040 STF , I
I 1 VCS 2600, 2 Lynx , 1 Falcon and 1 486 PC. Soon I'll get a Jag. I

2052. Re: Civilization

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 10:39:42 UTC
From: davidg@cee.hw.ac.uk
Message-ID: <CyMyy6.H94@cee.hw.ac.uk>
Source record: 177855

Glenda MOON (s9205525@otto) wrote:

: : Why doesn't the ST version have random worlds?

: : You can decide what sort of world you want i.e. age, climate and size.
These are not random, I am fed up of playing the same land masses over
and over again. Even start new world isn't random, I want to play a
world I have never seen before, as I can usually guess where some
races appear on certain "Random" worlds. Once I have gotten established
and then start to explore I soon recognise the world, its like playing Earth
where you know where good/bad areas are and where high concentraion
of other races are.

<sorry if this is a bit strong, I am in one of those moods>

Big Davie

P.S. Has anyone played the PC version, is that more random???
and is Colinization coming out on the ST????

2053. Re: Power Magazine 20

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 11:04:59 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <397ros$5l6@bs33n.staffs.ac.uk>
Source record: 177950

Ian Taylor (Ian_Taylor@a2w.maus.sub.org) wrote:
: Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote on 17.10.94:

: >For those of you who still havn't got into the 'Power' scene I have just
: >uploaded issue 20 of this superb little disk magazine. It can be found
: >on ftp.uni-kl.de and should be sorted into the right section anyday now.

: Thanks for the info. It would be helpful if you could post the full
: pathname/size and maybe the intro/index of this emag file.

At the time it was in pub/atari/incoming obviously, so I cannot determine
its eventual destination. A guess would indicate that you check out the
pub/atari/magazines section - it is a disk magazine after all. It packed
down to about 450K ZIP file if I remember correctly.

I didn't write it, just uploaded it.

Richard Davey
--
email here is hit and miss!
or: requiem@armory.com
As seen on Channel 4 :-)

2054. Re: "Magic-Eye" pictures.

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 11:07:03 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <397rsn$5l6@bs33n.staffs.ac.uk>
Source record: 177851

JVC Enterprises are distributing a new program, sorry I can't remember
the name, but it does exactly what is required for making those stereograms.
The sample they provided me with look very good, but as I can't see them
I couldn't say for sure X-)

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com
As seen on Channel 4 :-)

2055. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 11:07:48 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Nov2.110748.907@unix.brighton.ac.uk>
Source record: 177862

```
dpj@delphi.com wrote -
:"John Watkins" <jwatkins@cix.compulink.co.uk> writes:
:
:>>Why is a commercial program on a magazine cover disk????
:>>
:>> Dana @ STReport International Online Magazine
:>
:>Why not? As a dying product Working Title (the UK distributers) sold (?)
:>a number of copies to the magazine. It isn't PD.
:
:Well, I understand that the product is not being supported/upgraded any
:longer, but this seems to be a slap in the face for those who paid
:upwards of $200 for it only a couple of years ago. What's the disk/mag
:going for, $10-$15? <<sigh>>
:
: Dana @ STReport International Online Magazine

Well, that's life for you I suppose! :)
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-
```

2056. Re: GFA Basic Compiler/Interpreter

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 11:07:57 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.27.000B224B@cam.ac.uk>
Source record: 177948

In article <Cy0t0L.IEC@news.otago.ac.nz> bob@news.otago.ac.nz.earthlight.co.nz (Bob Brown) writes:

>GFA Basic v2.0 is Public Domain, right ... in that case, is it somewhere
>on the 'net, or would some kind atarian like to put it somewhere? All I
>really want (at the moment) is GFA Basic 2.0 (since i've got the compiler).

It isn't PD and I don't know whether they would allow distribution on internet. It is available from PD libraries and has appeared on magazine cover discs, but they have a licence to distribute it AIUI.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.cam (vacations)
/ \\ \\ *** Speed kills - use Microsoft windows ***

2057. Re: ps files from Calligrapher

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 11:15:57 UTC
From: graham@insignia.co.uk
Message-ID: <Cyn0ML.9z9@isltd.insignia.com>
Source record: 177949

In article 4t@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>In article <199410301432.a16938@a2w.maus.de>, Ian_Taylor@a2w.maus.sub.org (Ian Taylor) writes:
>>Graham Beint, 321 (graham@insignia.co.uk) wrote on 18.10.94:
>>
Bad bit of editing there .

>>About printing postscript documents.
>>
>>Anyone know the path to a postscript viewer/converter for the STF?
>>
>>Ian_Taylor@a2w.maus.de Hmmm, maybe time I had a new signature?
>
>
>Yes I am in the same boat, some one sent me some file and the are all
>in PostScript...
>
>
>I have been told that if you have a TT or better with 100 megs of Ram
>and 1 gig Hard Drive you can play with Gostscript, but you end up bald
>trying to get it to work, plus I think it does not supports Home type 9/24 pin
>printers...
>

Ghostscript runs quite happily from my STe (4Mb) + 127Mb HD. You only need a few meg of disk for
fonts. GS2.6.1 and GS 3.01 are already set up for use with epsons both mono and colour. I use
them to drive a Swift 24e.

>
>To me the Atari computers all models, are comming to be a big joke, even to
>run SLIP you need some 10 programs when a PC clone can do it with just one
>Terminal Program that have every thing built in, fax/scanner and all...

Then write one that does!

>
>They can't even use the CD disks that PC clones use...

Oh? ExtenDOS and Apple CD300 as sold by System Solutions would appear to manage quite well.

>
>
>I no longer tell people that ask, what computer that I use as they just snigger

>and think you must be stupid, or no nothing about computers to be using such
>a stupid machine...
>

OK so they don't know any better. Feel sorry for them. If German airports are quite happy to use an ST
for managing international air traffic movements ...

>
>
>***
>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
>* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
>***
>

Brain in neutral, mouth in gear again!

2058. Re: Atari mpeg player

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 11:16:33 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Nov2.111633.4990@bay.cc.kcl.ac.uk>
Source record: 177856

In article <3958ep$3s9@lyra.csx.cam.ac.uk>, slp10@cl.cam.ac.uk (Steve Pope) writes:
> Forwarded for Aidan:
>
> "Is there an mpeg player for the Atari Falcon?"
>
...and anyone know a player for the ST?

-Alastair M. udem148@bay.cc.kcl.ac.uk-

2059. Re: gemview.

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 11:18:51 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cyn0rG.M68@westminster.ac.uk>
Source record: 177859

Daniel Williamson (D.G.Williamson@Sheffield.ac.uk) wrote:
: COuld somebody tell me where to get the lataest copy of gemview on FTP
: or send it to me via e-mail please. Also which files would I need?

You may get a lateish version from HENSA. This is version 3.06. The
next version from that is 3.08, which is available on cix, which I will
download at the weekend, and put on hensa. I will announce it's
availablity here, when it is on-line.

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2060. Re: Help on my STF

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 11:22:38 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.28.000B60EA@cam.ac.uk>
Source record: 177854

In article <38u53s$m3u@newsbf01.news.aol.com> armstrongj@aol.com (ArmstrongJ) writes:

> I just bough an STf for $25 (yes $25). First, what is this huge
>port/card interface thingee next to my Midi ports?

It's supposed to be a ROM cartridge port. I only know of two actual cartridges released for it, both now obsolete; however it is used for a few hardware expansions such as scanners.

> Second, how can I copy between IBM and ST?

Easiest way would be just on disc - they have the same floppy format (depending how old the ST is it may not format discs in a PC compatible way, but if you format on the PC they can both use it)

> Third, can I hook up a hard drive with IDE or ST-506 interface?

IDE - not easily, System Solutions sell an adapter for the mega ST which theoretically would work in the STF but problems of soldering it in and fitting it in the case mean it probably isn't worth it. ST506 you can do by getting a SCSI host adaptor and a drive controller, but the cost of the controller is such that you would be much better off just buying a SCSI drive.

> Fourth, are there any magazines for the ST?

I don't know about US ones, there are two glossies in the UK, of which ST Review is the best, and a subscription only mag called ST Applications.
--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.cam (vacations)
/ \\ \\ *** Speed kills - use Microsoft windows ***

2061. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 11:35:34 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.29.000B981C@cam.ac.uk>
Source record: 177857

In article <avg.783637763@news.cwi.nl> avg@cwi.nl (Annius Groenink) writes:

>>Why? Just tell me *WHY*? Config files are very handy. Just a plain ascii
>>file which tells the system/app what to relate to. What's so stone age about
>>that.

>ASCII configuration files are stone age as nowadays any good application
>provides dialog-based support for all of its configuration files.
>Nobody wants to hack around in ASCII files (at least I'd rather not,
>I just want an application to be self-contained).

There will still be a configuration file, and it makes things a lot easier if
it is ascii. I agree though that you should have a dialogue to set the options
in.

>Yes there is. Precisely because it is stone age too. It requires
>lots of hacking around before it works (the most recent versions you
>even need to compile yourself as binary distribution is not allowed).
>Especially if you want things as MiNTnet.

Hopefully MiNT 1.11 will be released as binary soon.

>My opinion is if you leave 'the telnet stuff' to other applications
>(especially the flaky mintware currently around) *then* you will get a
>system that will do a lot of things but all of the 'half assed'. Next
>you propose that we should call TOSWIN for such a session---this will
>really make me roll on the floor laughing. (See the thread 'TOSWIN -
>it's crap... it is!)

No, we should have a GEM based telnet app, but using MiNTnet.

>People buying Mosaic will want an application that runs out of the
>box. They don't want to spend the first 3 weeks Webbing around to get
>the entire MiNT distribution, Gnu C, MiNTnet etc., spend the next 3
>weeks getting used to working with the Mintos system (you know, the
>masochistic one that never leaves the Auto folder...) the next 6 weeks
>to get these compiled, and finding out in the 13th week that it all sucks
>anyway.

I don't like mintnet either. But there is currently no alternative. If someone
comes up with a simple to install socket interface for the ST, then fine, use
that. But I would be against having it all built in as it limits you to that
one application, you can't have other programs such as newsreaders using the
same socket code; and because it limits you to SLIP, you can't extend it to
other network types by just installing a driver.

>We are aiming at building an application people can buy and use.
>Nobody will pay 30 pounds for a package that will only run well after
>5 other packages are installed.

It should be possible to produce a complete binary distribution of MiNT (well, when they finally allow binary distribution, hopefully not too far off), mintnet etc with an install routine.

As for the speed of MiNT, the slowdown is negligible and many functions are in fact faster. It's only the multi-AES that's slow and that should be much better.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.cam (vacations)
/ \\ \\ *** Speed kills - use Microsoft windows ***

2062. Re: What is a BGM partition?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 11:47:25 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.30.000BCAAE@cam.ac.uk>
Source record: 177860

In article <393k10$cav@mailer.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>Tos 1.0 and 1.2 were limited to 32,xxx sectors (due to a bug). With a
>default size of 512 bytes per sector, that equals 16mb max partition size.
>TOS 1.4 and beyond are limited to 64,xxx sectors, which yields a max of
>32mb per partition, _if_ the default sector size is used. BGM partitions
>use bigger sectors.

MSDOS also has this limitation BTW. Actually it's on the number of clusters
and MSDOS gets round it by using more sectors per cluster, which is a more
elegant way of doing it than big logical sectors as on the ST.

>> who want partitons larger than GEM allows, and I think this is an ICD
>> AdSCSI host thing. It might carry over to other SCSI hosts...dunno for
>> sure.

It was originally in AHDI 3. ICD adopted the same system.

Also...you can't boot from a BGM partition. It's strictly for
>> storage, and running non booted applications.

>use. In fact, they are. You can boot off a BGM (another myth is that
>you cannot do this, probably due to a typo in the ICD manual, or an early
>bug or something).

It says in the ICD manual that you can't, so I think that's where it came from.

>There is a gotcha with BGM partitions: You waste more space than with
>"normal" parititions. The smallest hunk of a disk that one can allocate is
>a cluster (uh, two sectors, I think). So, if you have a file that requires
>some number of clusters, plus one byte more, an entire cluster is wasted
>(minus the one byte) to complete the storage of the file.

To avoid this wastage, install MiNT and minixfs, then you can use 512 byte
allocation units for huge partitions.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.cam (vacations)
/ \\ \\ *** Speed kills - use Microsoft windows ***

2063. Re: What is a BGM partition?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 11:48:51 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.31.000BD0CC@cam.ac.uk>
Source record: 177861

In article <394cbc$t4c@mailer.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>I'm rather biased about the ICD software. If I were in your shoes, I would
>purchase the ICD Pro level utilities in a heartbeat. The software is
>vastly better than AHDI, IMHO. However, I think your current state should
>be one of bliss, in general.

But are they better than HDdriver which is about half the price? (it doesn't
contain as many utilties but the actual driver is at least as good).

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.cam (vacations)
/ \\ \\ *** Speed kills - use Microsoft windows ***

2064. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 11:54:17 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.32.000BE7FB@cam.ac.uk>
Source record: 177863

In article <h6yVzSl.dpj@delphi.com> dpj@delphi.com writes:
>
>>I've just installed Caligrapher Gold from an old ST Review coverdisk, but
>>I don't have the issue any more and so haven't got the first idea on how
>>to use it!
>
>Why is a commercial program on a magazine cover disk????

Because it is old and no longer supported, unfortunately.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.cam (vacations)
/ \\ \\ *** Speed kills - use Microsoft windows ***

2065. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 11:56:15 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.33.000BF05A@cam.ac.uk>
Source record: 177864

In article <3945hk$gbb@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>The other thing a lot of the New W.P. use Speedo GDOS and Fonts, I think
>a 4 meg machine is far to small, but that would depend on how many fonts are
>loaded, windows used etc....

Papyrus works fine on a 4Mb Falcon, which presumably has less free ram than a
4Mb ST. It even works, with lots of fonts, on a 4Mb ST with MultiTOS.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.cam (vacations)
/ \\ \\ *** Speed kills - use Microsoft windows ***

2066. FAQ for this group??

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 12:40:24 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3981bo$5sh@bs33n.staffs.ac.uk>
Source record: 177874

The subject say's it all... is there one??

Rich Davey
--
email here is hit and miss!
or: requiem@armory.com
As seen on Channel 4 :-)

2067. Re: Atari mpeg player

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 12:46:22 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3981mu$ruq@nyheter.chalmers.se>
Source record: 177870

```
In article <1994Nov2.111633.4990@bay.cc.kcl.ac.uk>,
<udem148@bay.cc.kcl.ac.uk> wrote:
>In article <3958ep$3s9@lyra.csx.cam.ac.uk>, slp10@cl.cam.ac.uk (Steve Pope) writes:
>> "Is there an mpeg player for the Atari Falcon?"
>>
> ...and anyone know a player for the ST?

The latest version of 1st guide plays mpeg...
You can find it at cnam.cnam.fr or atari.archive.umich.edu

Christer.

--
| Chalmers | USENET: d2cg@dtek.chalmers.se | "Today I've started |
| University | SNAIL: Christer Gustavsson | earning my second |
| of | Hasselvagen 6 | million. The first |
| Technology | S-430 91 H?N? | one failed." |
```

2068. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 13:00:15 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3982gv$qcs@infa.central.susx.ac.uk>
Source record: 177878
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: martin stacey (walusoft@cbbs.win-uk.net) wrote:
: : I recently had occasion to visit town and popped into the Silica
: : shop within a shop to be absolutley overwhelemed by the amount of
: : Atari stuff on display.

: : Ah ! whats this I spy tucked away in the corner ! practically
: : nothing. No Falcons No ST's to be seen any where at all.

: Martin, good to see you here :)

: Silica in Bristol DO have a few Falcon's on display. The trouble is they
: don't display anything (I doubt the staff know how to turn them on).
: At least the Jaguar there draws a good crowd I guess. But Atari has a
: bugger prescence at Silica than Commodore does, so things are looking up
: I guess :-)

I'm glad that you see a computer company still in business having more
machines on display than a company OUT oF business, as 'looking up'!!!!

: Richard Davey
: Falcon Owners Group (UK)
: --
: email here is hit and miss!
: or: requiem@armory.com
: As seen on Channel 4 :-)

2069. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 13:02:43 UTC
From: graham@insignia.co.uk
Message-ID: <Cyn5KJ.BHo@isltd.insignia.com>
Source record: 177875

In article dpj@delphi.com, dpj@delphi.com () writes:
>"John Watkins" <jwatkins@cix.compulink.co.uk> writes:
>
>>>Why is a commercial program on a magazine cover disk????
>>>
>>> Dana @ STReport International Online Magazine
>>
>>Why not? As a dying product Working Title (the UK distributers) sold (?)
>>a number of copies to the magazine. It isn't PD.
>
>Well, I understand that the product is not being supported/upgraded any
>longer, but this seems to be a slap in the face for those who paid
>upwards of $200 for it only a couple of years ago. What's the disk/mag
>going for, $10-$15? <<sigh>>
>
> Dana @ STReport International Online Magazine

I rather think that the purpose of putting an unsupported copy of Calligrapher on the cover disk was just a sales hook to try and get people to buy the fonts and PAKs.

The pricing of the offer was such that if you took up all of them you ended up paying the full price.

The font offers were particulary bad. The price breaks and time limit were fairly obviously designed to encourage you to buy the full set of 80 fonts for #2 each. This for a single use
proprietary format when commercial Speedo, Type 1 and Truetype fonts are available now on CD for less than #0.50 each.

I did get the flextext PAK the manual, dictionary and thesaurus but I will be probably switch
to Papyrus now that Speedo supports Type 1 fonts. (Note to HiSoft et al: Definitely if you provide
PostScript support.) Calligrapher is still worth having for the formulae creation facility built in.

Can't remember the exact prices but something like -

Calligrapher Manual & Dicts + (say 3) PAKs + 80 fonts #25 + #40 + #150 = #215
(Flextext #15, Indexer #10, Formula #15?)

Papyrus Upgrade offer + Speedo + 100 fonts #80 + #60 + #50 = #190
(less #50 if given the current upgrade offer.)

Plus the fonts can be used with other GDOS programs, where appropriate have complete families available and are in formats with a long future. With SGDOS 5.0 or NVDI 3 you have access to free fonts such as those given away on PC mag cover disks, the recent Type1's on

the late STUsers cover disks or the Indiana archive of PD fonts etc etc.

STReview were right to put Calligrapher on the cover disk but feel that they were less than fair to their
readers in not advising of the pros and cons of investing in the complete package. The other problem
is that the manual supplied had not been updated to reflect the version of Calligrapher on the cover disk.

2070. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 13:08:37 UTC
From: chainxor@kom.auc.dk
Message-ID: <39830l$cui@news.iesd.auc.dk>
Source record: 177531

In article 2@mettav.exnet, Graham.Irvine@mettav.exnet.com (Graham Irvine) writes:

> Contact 16/32 systems they are about to release LLamazap ,Steel Talons
> ,Road Riot ,and Dino Dudes. Starting with L'Zap in the next couple of
> weeks.Others to Follow by the end of the year (projected).

I also heard that - great news :-)

>
> Robinsons Requiem will be Falconised I beleive and The ST version running on
> the Falcon is very good ...the native version should be well worth having
> ..(Daze marketing)

ROBINSONS REQUIEM is out now for the Falcon! I`ve tried it at the Elmshorner
ATARI-happening. Good game, but a bit jerky on a standard 16 Mhz Falcon.

> All the Ishar Games have Falcon versions ,I3 I haven't seen so I don't know if
> thats out yet however.(Daze marketing Again)

ISHAR 3 is also out now. I`ve bought it. GREAT graphics. :-)

> Most of My Fav ST games run on the Falcon many of them greatly
> improved by the faster CPU...big exception Falcon itself :-(although the doc's
> for Backwards v2.70 claim it should do from V2.64 onwards ...does anyone know
> how ???

Same here...

Keep Cool and Flying...

ChainXOR...

* Falcon030, 4 MB Ram, 65 MB HDD, 36 Mhz 68030 CPU *

2071. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 13:10:07 UTC
From: djs@jet.uk
Message-ID: <1994Nov2.131007.23456@jet.uk>
Source record: 177880

In <h6yVzSl.dpj@delphi.com> dpj@delphi.com writes:

>Stephen Ticehurst <st39@unix.brighton.ac.uk> writes:
>
>>I've just installed Caligrapher Gold from an old ST Review coverdisk, but
>>I don't have the issue any more and so haven't got the first idea on how
>>to use it!
>
>Why is a commercial program on a magazine cover disk????
Because Working Title dropped Calligrapher, so they use an offer via the
cover disk to get rid of remaining stocks (the program is on the cover disk,
extra modules, fonts, manuals were sold via an offer in the mag).
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2072. 1st Word -> WinWord?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 13:11:08 UTC
From: vogt@nt.e-technik.uni-erlangen.de
Message-ID: <39835cEr1j@uni-erlangen.de>
Source record: 177879

Hi,

I'm in need for a program to convert 1st Word + files to a
format that Word for Windows is able to read.
(If possible, PD...)
I dimly remember something like 1stw2rtf, which produces Rich
Text Format, but couldn't find it in one of the archives.

Thanks for any tips,

Elmar

--

-From:-
|
|Elmar Vogt|Fahrradstr. 8|90429 Nuernberg|GERMANY|Ph.:+49-911/315258|
|vogt@nt.e-technik.uni-erlangen.de|vogt@sunrise.e-technik.uni-ulm.de|
|-Your message of the day:-
|"Even though it goes by so fast, that you can't tell what it is,
|you still can tell that it's cool!" :Butt-head

2073. Re: Dextrous Development - Assistance needed.

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 13:13:32 UTC
From: djs@jet.uk
Message-ID: <1994Nov2.131332.23576@jet.uk>
Source record: 177881

dbrewood@nest.demon.co.uk writes:
>- Speedo
>- True Type
>- Postscript
>
>If anyone can assist with the formats then they will be incorporated
>into Dextrous (who needs NVDI 3.00 or Speedo) ;-}
What is Dextrous, and why is it not compatible with Speedo and NVDI?
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2074. Re: Break the 6-ACC barrier?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 13:26:49 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-0211940826490001@flash.comm.mtholyoke.edu>
Source record: 177876

In article <CyM6yx.2tA@world.std.com>, azog@world.std.com (azog) wrote:

> darmok@leland.Stanford.EDU (Philips Dilworth Patton) writes:
>
> >Is there any shareware solution to get by the *idiotic* 6-accessory limit.
> >(this is on a 14-meg Falcon).
>
> >Alternatively, a source of good, useful CPXs would be handy. Thanx!
>
> As far as I can tell, only using something like MultiTOS allows you
> to get by the extereme limititations of the granted stupid 6 .acc
> limit. I couldnt vouch for Geneva and the like.

Geneva lets you load and unload (at any time) as many desk accessories as
you want (only limited by memory). Each accessory has full access to the
GEM environment. If you have more accessories than what would fit in the
left drop-down menu, scroll arrows will appear in the menu.

--
Rick Flashman, President Tel 413.247.5620
Gribnif Software Fax 413.247.5622
P.O. Box 779, Northampton, MA 01061-0779 rflashma@mtholyoke.edu
For information or technical support, contact "gribnif@genie.geis.com"

2075. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 13:29:58 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-0211940829580001@flash.comm.mtholyoke.edu>
Source record: 177877

In article <CyM8I8.20K@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk
("Graeme Rutt") wrote:

> >>I've just installed Caligrapher Gold from an old ST Review coverdisk, but
> >>I don't have the issue any more and so haven't got the first idea on how
> >>to use it!
> >
> >Why is a commercial program on a magazine cover disk????
>
> ST Review has always featured commercial programs on its cover disks -
> they're often one version off the latest, admittedly, but they're there
> and they're normally *fully* functional. They often come linked with a
> readers offer to buy the manuals/upgrade path from the supplier.
>
> Graeme

Not all these offers are legit. We got ripped off when a British magazine
decided to include our English version of Arabesque Pro without permission
(a program we were selling for $200). Needless to say, we lots plenty
because of that. Never saw a cent and it killed all sales of that program.
Hard enough to fight piracy when you have magazines doing the same thing.

--
Rick Flashman, President Tel 413.247.5620
Gribnif Software Fax 413.247.5622
P.O. Box 779, Northampton, MA 01061-0779 rflashma@mtholyoke.edu
For information or technical support, contact "gribnif@genie.geis.com"

2076. Re: Falcon Monitors (?)

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 14:09:43 UTC
From: contacts@mits.mdata.fi
Message-ID: <3986j7$ej@prime.mdata.fi>
Source record: 177882

In article <CyL27n.9xE@sci.kun.nl>, Sander Stoks <sanders@sci.kun.nl> wrote:

>If you *really* want professional video though, you might want to
>check if there's a `real' video card for the Falcon. I saw cards for
>the Mega ST for 350DM that can give you 1024*768*256@70NI. Don't
>think they come in Falcon versions, though.

I haven't seen any Pro video cards for Falcon! Why is that? These
enchancer-dongles aren't enough for serious work.

>Hope this helped. How is that MAG? I'm pretty interested in one. I
>have a 14" monitor now, but the letters get a bit small :-) The MAG
>is double the price, though :-(

I use mainly 960x640x16, (Hor: 41.5 KHz /Ver: 62Hz) and it gives
very sharp image, and I you can work hours with it without getting
you eyes tired. But it gives a sharper picture the more HZ:s and
KHz:s you give it.

The electronics in it are not as good as in Nokia or Eizo (it
is difficult to get both sides excactly straight), but the Trinitron
tube makes you forget any complaints. The LCD display is great for
testing purposes. Also, it can be connected to two computers
at the same time, and the input switch is in the front panel.

Note that all Sony Trinitron-tubes have two vertical "stripes" (darker
lines) that go horizontally accoss the screen (1/3 -height). So if you see
them there, that's not a fault in the monitor (in a way it's a proof that
it really is a Sony tube!). I got used to those two stripes, and I seldom
notice them during work.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.01/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

2077. TOS 1.62 -> TOS 2?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 14:41:30 UTC
From: mcsse2sw@dct.ac.uk
Message-ID: <1994Nov2.144130.1@dct.ac.uk>
Source record: 177884

I am contemplating upgrading my STe (TOS 1.62) to TOS 2.?? Has anyone out there done this type of upgrade? Does TOS 2 contain many bugs? Is it worth the money? A major problem with TOS 1.62 is you cannot set the system date to any year past 2000 AD. Can this be done on TOS 2? Do the switching devices which go between the old and the new operating systems hold both OSs in RAM at once thus limiting memory?

Any other comments would be much appreciated.

--
Simon Wilkinson
Abertay University (Dundee), UK

2078. Wanted: Supra DMA -> host cable

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 14:52:44 UTC
From: selick@bu.edu
Message-ID: <39893s$qht@news.bu.edu>
Source record: 177885

Title says it all. I am looking for any info on where to get a Supra DMA to SCSI host adaptor cable.

-Steve
<selick@acs.bu.edu>

2079. Re: Help

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 15:11:24 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CynBJ0.M4D@exeter.ac.uk>
Source record: 177886

In article <783731734snz@chowgar.demon.co.uk> smoore@chowgar.demon.co.uk (Simon Moore) writes:

> For some reason mt Falcon won't let me alter the desktop configuration.
> Well, it won't let me alter the settings for the single key press thing
> anyway. For no apparent reason the settings for create folder and close
> directory have been changed but the rest are the same and no matter what
> I do I can't sort it out. I've tried altering the settings and then
> savings the desktop but when I reboot it's still the same.

Sounds like the newdesk.inf file has become corrupted, there is a bug in TOS 4.01 that does this, and it can also happen if you use certain text editors on the file. Try deleteing it and building a new one from scratch.
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

2080. Re: ==> HELP!! <== Sampled sounds????

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 15:15:08 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CynBp9.MAF@exeter.ac.uk>
Source record: 177888

In article <39660m$jjr@jake.esu.edu> garnerg@esu.edu (George W Garner) writes:

>I'm a programmer and I'm desperately trying to figure out how to put sounds
>into my programs. I'd like to use sampled WAV, RAW, etc. type in my programs.
Which computer? STE or above then it's dead easy and doesn't slow the system
down. ST(F)(M) it is possible but is horrifically complicated and can slow
the machine to a crawl...
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

2081. New Atari-CD READ THIS

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 15:23:59 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Nov2.152359.5006@bay.cc.kcl.ac.uk>
Source record: 177918

In article <10833@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
! :>>I've heard some talk about a complete MiNT-distribution being released on CD
! :>>as well. With all the stuff needed for easy installation and even the whole
! :>>MintNet and sockets stuff.
!
! The CD contains just about everything MiNTy you could possibly imagine.

It has been brought to my attention that there are also some files of a dubious nature on the CD. Dubious enough to perhaps warrant a total recall and destruction of the CD. As of now this CD is no longer for sale. We are taking legal advice and hope to resolve the matter.

If anyone knows of a way to destroy part of a mastered CD, please get in touch with me at the address below.

Thanks in advance,

Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <

2082. SpeedoGDOS 5.2

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 15:54:27 UTC
From: mhsmith@ornews.intel.com
Message-ID: <398cnj$173@ornews.intel.com>
Source record: 177892

I was wondering if anyone has upgraded to this new version of
SpeedoGDOS. The latest STI indicates it is available now.

If anyone has, could you give us the 40,000 foot view of this package?
Specifically, can it use all truetype fonts (such as those found in
Windows) and, like Speedo 4.2 (??) do applications typically load
ALL the fonts into memory? Apps such as Atari Works takes an
excruciatingly long time (even with a very fast hard drive) when
lots of fonts are active in Speedo.

Thanks,

Michael

--
=-=-=-

2083. Re: Dextrous Development - Assistance needed.

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 16:01:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411021801.a10971@pb2.maus.de>
Source record: 177919

On Saturday October 29th at about two O'Clock
mnb20@cam.ac.uk (*Mark Baker*) happened to write:

MB>They won't get Speedo, which bitstream are very protective of. TW3 only

Why not? The Behne bros. got a license for their NVDI 3.0x. IMHO thats only
a matter of money.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2084. Re: ps files from Calligrapher

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 16:24:27 UTC
From: djs@jet.uk
Message-ID: <1994Nov2.162427.25364@jet.uk>
Source record: 177899

In <396nv5$4t@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>I have been told that if you have a TT or better with 100 megs of Ram
>and 1 gig Hard Drive you can play with Gostscript, but you end up bald
>trying to get it to work, plus I think it does not supports Home type 9/24 pin
>printers...
This is complete rubbish.

>They can't even use the CD disks that PC clones use...
So is this.

Seems to be that Roger is starting to get even more annoying than PSD. At
least the latter only does it in .advocacy
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2085. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 16:28:45 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <398ent$6mc@bs33n.staffs.ac.uk>
Source record: 177895
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steven Constantine (kaps3@central.susx.ac.uk) wrote:
: Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: : Silica in Bristol DO have a few Falcon's on display. The trouble is they
: : don't display anything (I doubt the staff know how to turn them on).
: : At least the Jaguar there draws a good crowd I guess. But Atari has a
: : bugger prescence at Silica than Commodore does, so things are looking up
^
opps | should be an 'i'

: : I guess :-)

: I'm glad that you see a computer company still in business having more
: machines on display than a company OUT oF business, as 'looking up'!!!!

Well, what the heck would YOU call it?! :)

Richard Davey

2086. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 16:34:41 UTC
From: dpj@delphi.com
Message-ID: <hc83Tq5.dpj@delphi.com>
Source record: 177894

Mark Baker <mnb20@cam.ac.uk> writes:

>Because it is old and no longer supported, unfortunately.

Well, I don't see the logic to that, but I hope that this is not to be an omen. There are a lot of great programs out there no longer being supported much, but to see them coming out on mag cover disks??? Unfortunate is certainly an understatement!

Dana @ STReport International Online Magazine

2087. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 16:39:33 UTC
From: dpj@delphi.com
Message-ID: <h+90ba1.dpj@delphi.com>
Source record: 177896

Graham Beint, 321 <graham@insignia.co.uk> writes:

>I rather think that the purpose of putting an unsupported copy of Calligrapher on
>the cover disk was just a sales hook to try and get people to buy the fonts and PAKs.
>

Well, I have to agree with you that the program being available on a cover disk is bait to try and make some quick cash selling the manual and other parts of the program. I'd rather see users buy available copies from dealers and CodeHead or Working Title rather than give their money to these mags.

Dana @ STReport International Online Magazine

2088. Re: X-Windows or X-Terminal for ST

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 16:40:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411021840.a10972@pb2.maus.de>
Source record: 177920

On Monday October 31st at about twenty past twelve
rgivan@cix.compulink.co.uk (*"Roland Givan"*) happened to write:

RG>What - on an *ordinary* ST?
RG>I know there was TT X-Server, but that was about it.
RG>Any more details on this new one?

Well, I mentioned the developers' adress in my previous mail, didn't I?

Some figures for the various models were stated in the article:

TT : 34.000 Xstones
STE: 10.000 Xstones
ST : 6.000 Xstones

No figures for the Falcon.

There are some different versions available. Prices range between 900,-- and
1.200,-- German Marks.

All versions support virtual screens and X11R5.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2089. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 16:42:38 UTC
From: dpj@delphi.com
Message-ID: <h+13DU2.dpj@delphi.com>
Source record: 177897

Rick Flashman <rflashma@mhc.mtholyoke.edu> writes:

>Not all these offers are legit. We got ripped off when a British magazine
>decided to include our English version of Arabesque Pro without permission
>(a program we were selling for $200). Needless to say, we lots plenty
>because of that. Never saw a cent and it killed all sales of that program.

I agree with you there, Rick. A similar situation occurred with MichTron
BBS was included on a coverdisk a year or so ago. Tim Purves still owns
the rights to the program and he never authorized its use on the coverdisk.
The mag made its money on subsequent manual sales. Purves never saw a dime.

Dana @ STReport International Online Magazine

2090. Re: Problems with PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 16:50:55 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <398g1f$25l@vishnu.jussieu.fr>
Source record: 177900

Yes, I think everybody has got problems. Register, you'll get the colour (very nice) version, bug free ! BTW, when will we (registered users) get the last registered version , Griff ??

MB.

2091. Re: Looking for a Calendar prg...

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 16:51:46 UTC
From: hjv@phil.ruu.nl
Message-ID: <398g32$iai@chico.staf.phil.ruu.nl>
Source record: 177801

Chuck.Grimsby@mypoint.flight.org (Chuck Grimsby) writes:
>In a message of 31 Oct 94 17:30:26, Roger Sheppard. wrote:
>RS> >> Have you tried TODAYS. It's up to version 2.00 now, and 2.01 is due
>RS> I dnloaded version 2.00B, but I find some Big problems with it, it does
>RS> not
>RS> use GEM at all, also there is a command file, that uses very long Text
>RS> lines, that I can't edit..
>RS> Also its no intended for the output to go to the screen, as there is no
>RS> paging option, Big minus here...

I missed the original posting, but a calendar/agenda program that's very good (imo) is CAL60 (not 100% sure about the number). It's a calendar, regular agenda and also supports recurring events, (like birthdays, 'paying the rent on the first monday of each month', 'make a hd-backup every friday', etc), cyclic events (do the dishes every 4 days :-), etc.
It comes with an auto-folder program that displays the upcoming events for the next X days (X is user configurable - even per event if you want) at startup.
Also supports event-priorities (some will be displayed at startup and some won't).

Oh, and it's an ACC of course. And no, I'm not the author, and neither get paid for the above :-)

Looked it up, and it's indeed CAL60.ACC (i.e. version 6.0)...

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)

... I'd rather die than find myself betrayed again ...

2092. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 16:55:50 UTC
From: avg@cwi.nl
Message-ID: <avg.783795350@news.cwi.nl>
Source record: 177802

mnb20@cam.ac.uk (Mark Baker) writes:

>In article <avg.783637763@news.cwi.nl> avg@cwi.nl (Annius Groenink) writes:

>There will still be a configuration file, and it makes things a lot easier if
>it is ascii. I agree though that you should have a dialogue to set the options
>in.

I see your point.

>Hopefully MiNT 1.11 will be released as binary soon.

Is there anyone who really believes it will ever be released? I don't
think Atari still care about TOS/MiNT at all. I suppose they have
realized that MTOS just isn't good, so what can they do? MiNT has
pretty much turned out to be the final stab for TOS. Obviously the
Macintosh-type multitasking would have had a much better effect...

>No, we should have a GEM based telnet app, but using MiNTnet.

Answer to that is simple: GEM + MiNT = go make yourself a cup of coffee

>I don't like mintnet either. But there is currently no alternative. If someone
>comes up with a simple to install socket interface for the ST, then fine, use

Why all those sockets? Atari systems are really simple things, mostly
single-user, so why not just grab that serial port and go ahead? I
don't see any need for sockets or similar stuff. How many people will
be running several net utilities at the same time? Only the MiNTnet
freaks, and they're already satisfied with Lynx. I'd rather aim for
the naive user who just wants a nice interface to the net...

>that. But I would be against having it all built in as it limits you to that
>one application, you can't have other programs such as newsreaders using the
>same socket code; and because it limits you to SLIP, you can't extend it to
>other network types by just installing a driver.

I don't believe there will ever be a substantial market for Atari +
something more sophisticated than SLIP. Let's be honest and admit that
Atari TOS is living in its final days (give it two years)...

>>We are aiming at building an application people can buy and use.
>>Nobody will pay 30 pounds for a package that will only run well after
>>5 other packages are installed.

>It should be possible to produce a complete binary distribution of MiNT (well,
>when they finally allow binary distribution, hopefully not too far off),
>mintnet etc with an install routine.

Hopefully is not good enough.

>As for the speed of MiNT, the slowdown is negligible and many functions are
>in fact faster. It's only the multi-AES that's slow and that should be much
>better.

Should isn't good enough. And applications supporting xfs become very
very slow even under single GEM + MiNT...

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2093. How to reach Obsessive coders ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 17:01:29 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <398gl9$25l@vishnu.jussieu.fr>
Source record: 177898

Are they reachable on the net ?

MB.

2094. Re: >16 colors on and STE???

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 17:06:40 UTC
From: pblagay@crash.cts.com
Message-ID: <CynGv5.8C2@crash.cts.com>
Source record: 177810

George W Garner (garnerg@esu.edu) wrote:
: ===> I just recently downloaded a GIF / PCS / PS1 etc. viewer from GEnie and I'm
: impressed, but still I'm lacking satisfaction. I have a craving for the kind of
: pictures I can get on my machine at school (256+color JPEG). So anybody know how
: to get greater than the 16 colors the STE allows at once? Do I need a different
: monitor (I have a SC1224). Do I need a graphics card of some kind? Any
: information/advice you can give will be greatly appreciated!

: --
: **
: "That's just the way it is. Some things will never change. That's just the
: way it is. * Oh, but don't you believe them *" - B. Hornsby, 1986

: If anything in the above message sounds interesting, please respond at:

: ===> garnerg@esu.edu ** George W. Garner **

: Thank you, drive through.
: **

Get PhotoChrome 4. It allows up to 19200 on screen colors on an Ste. This
is a static shot however but for the purposes of viewing Gifs, it is amazing!

Paul

2095. SCSI-tools

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 17:41:37 UTC
From: larserik@oslonett.no
Message-ID: <398j0h$ppt@hasle.oslonett.no>
Source record: 177921

I've been using the harddisk driver in SCSI-tools junior 6.02 for some while, but when I bought a SCSI-interfac I got SCSI-tools 6.06 full version and installed that harddisk driver instead. BUT the disk test both in the junior and full version says that the full version is slower:

Driver version:	SCSI-tools 6.06 full	SCSI-tools junior 6.02
Large block read:	749 K/sec - 750 K/sec	950 K/sec - 966 K/sec
Small block read:	204 K/sec - 204 K/sec	400 K/sec - 407 K/sec
Average seekrate:	22 ms - 24 ms	18 ms - 19 ms

I've tested several times with both drives and with both version's disk test routine, but the junior version is aways much faster !!! On small blocks it is almost TWICE as fast - Any explanation ????! In my opinion a full version should be faster than a small version

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

2096. Re: Help

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 17:56:52 UTC
From: schauvea@irisa.fr
Message-ID: <398jt4$bkb@irisa.irisa.fr>
Source record: 177922

In article 783731734snz@chowgar.demon.co.uk, smoore@chowgar.demon.co.uk (Simon Moore) writes:
>For some reason mt Falcon won't let me alter the desktop configuration.
>Well, it won't let me alter the settings for the single key press thing
>anyway. For no apparent reason the settings for create folder and close
>directory have been changed but the rest are the same and no matter what
>I do I can't sort it out. I've tried altering the settings and then
>savings the desktop but when I reboot it's still the same.

Kill your NEWDESK.INF, reboot,and save the desktop
There are probably some nasty lines :
Don't exchange the lines positions with a text editor.

Stephane Chauveau

2097. Re: What is a BGM partition?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 18:03:02 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <398k8m$df7@mailer.fsu.edu>
Source record: 177806

Mark Baker (mnb20@cam.ac.uk) wrote:
> In article <394cbc$t4c@mailer.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
> >I'm rather biased about the ICD software. If I were in your shoes, I would
> >purchase the ICD Pro level utilities in a heartbeat. The software is
> >vastly better than AHDI, IMHO. However, I think your current state should
> >be one of bliss, in general.
>
> But are they better than HDdriver which is about half the price? (it doesn't
> contain as many utilties but the actual driver is at least as good).

I don't know. One thing that skews ICD in my favor is that I can pick up
the phone and call them in times of weirdness. Also, software updates from
Genie/Compuserve are quite nice. Thus, the fact that I am in the states has
something to do with my recommendation (I believe the original poster is in
the US as well).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2098. Re: TOSWIN its crap!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 18:06:11 UTC
From: bug@eskimo.com
Message-ID: <CynJMI.L99@eskimo.com>
Source record: 177805

chainxor@kom.auc.dk (Henrik Lunardi Weide) writes:

>Is there a FTP site where I can find a binary of MiNT v.1.11 ???

Nope. Atari are restricting the distribution of MiNT versions > 0.95
to source only. DO NOT try to get a newer binary version of MiNT.
It is rumoured that Atari may allow distribution of MiNT 1.11 in
binary form in the (near?) future, but if they see binaries being
distributed before their time, Atari may decide not to lift the
restriction after all.

You either need to download the binary for MiNT 0.95 or buy MultiTOS
then grab the source for the latest version and compile it yourself.
Last time I looked, to get to v1.11 you need to download v1.10, plus
a _whole stack_ of patches to get to v1.11h2.

Since I never tried compiling MiNT under plain TOS, I don't know
if it's possible. I've seen reports that it will compile without
MinixFs, but I wouldn't want to try it personally. :)

Cheers, Steve
--
Home page under construction:
http://www.eskimo.com/~bug/

2099. Re: Break the 6-ACC barrier?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 18:11:47 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <398kp3$df7@mailer.fsu.edu>
Source record: 177807

Philips Dilworth Patton (darmok@leland.Stanford.EDU) wrote:
> Is there any shareware solution to get by the *idiotic* 6-accessory limit.
> (this is on a 14-meg Falcon).

I just remembered another one. Look for DC STuffer. I am pretty sure that it was shareware. Strangely enough, we don't seem to have it at atari.archive.umich.edu, so if you find it (and if it is in fact shareware or PD) please email me a copy. I seem to remember that it pushes the limit up to 32 ACCs.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2100. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 18:17:26 UTC
From: bug@eskimo.com
Message-ID: <CynK58.LLq@eskimo.com>
Source record: 177811

THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:

>come out, too.. But why change the camp, when we have MC 68060..???
>That thing is bloody fast, relatively cheap (some say..) especially compared to
>far too expensive 68040, and more or less compatible to current software.

>Fortunately, Atari has no Windows, nor System 7 (well, I don't like Macs at
>all) to slow things down. Put MagiC OS into a 68060 Falcon - and there we have
>one quite nice computer, I think =-) !

<cringe> Reminds me of the old adage of a company coming out with a new
computer that fits on your wrist, runs rings around a cray, but the
first question people ask is "But does it run DOS?"

I can assure you that if I had a machine with a 68060 in it, I wouldn't
be running TOS/GEM on the thing!

Cheers, Steve
--
Home page under construction:
http://www.eskimo.com/~bug/

2101. Re: bay area st software source

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 18:19:20 UTC
From: dtarico@OCF.Berkeley.EDU
Message-ID: <398l78$2e5@agate.berkeley.edu>
Source record: 177812

In article <Lamberson_Carl-011194122910@129.197.110.139>,
Carl Lamberson <Lamberson_Carl@mm.ssd.lmsc.lockheed.com> wrote:
>Does anyone in the South Bay (California) know of a source for inexpensive
>ST software? I used to go to Wierd Stuff, but they have pretty well closed
>out their ST stuff.
>

There is ATY Computer in Oakland, and Winner's Circle Systems in Berkeley.
I don't know about the south bay though.

Doug
dtarico@ocf.berkeley.edu

2102. Re: Looking for a Calendar prg...

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 18:36:23 UTC
From: swhatley@blkbox.com
Message-ID: <398m77$4si@news.blkbox.com>
Source record: 177809

Chuck Grimsby (Chuck.Grimsby@mypoint.flight.org) wrote:
: I've turned on almost _all_ the date info so you can have a look at it
: (Normally, I don't get out this much!) but it'll give you a display
: something like this (It's fully editable so you can get what you like):
[Printed output deleted...]

Wow! I guess it can even do Rush Limbough's Clinton presidentiol
countdown! :)

Later,
Steven Whatley

2103. Re: "Magic-Eye" pictures.

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 19:20:07 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <398op7$aam@golem.wcc.govt.nz>
Source record: 177923

```
] JVC Enterprises are distributing a new program, sorry I can't remember
] the name, but it does exactly what is required for making those stereograms
] The sample they provided me with look very good, but as I can't see them
] I couldn't say for sure X-)

Public Domain would be nice, no doubt this will be $15+ shareware....

I haven't been able to find STIS as yet, but I'll keep looking...
```

2104. uuencode/decode for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 19:23:59 UTC
From: gfisher@unlinfo.unl.edu
Message-ID: <398p0f$c8u@crcnis1.unl.edu>
Source record: 177924

Is there such a beast as uuencode/uudecode on the atari platform?

//
/ /
/ /
/ George J. Fisher Anyone and anything /
/ University of can fail, but brave /
/ Nebraska-Linclon good friends help. /
/ /
/ gfisher@unlinfo. Leto II /
/ unl.edu _God Emperor of Dune_ /
/ /
//

2105. TOSWIN certainly is crap!! (is: how to compile MiNT 1.11)

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 19:32:24 UTC
From: avg@cwi.nl
Message-ID: <avg.783804744@news.cwi.nl>
Source record: 177815

bug@eskimo.com (Steve Woodford) writes:

>You either need to download the binary for MiNT 0.95 or buy MultiTOS
>then grab the source for the latest version and compile it yourself.
>Last time I looked, to get to v1.11 you need to download v1.10, plus
>a _whole stack_ of patches to get to v1.11h2.

Wouldn't it be smarter to put a recent version of V1.11 on the
archives (source code, that is)?

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2106. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 19:37:34 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-0211941137340001@townblue.taligent.com>
Source record: 177355

In article <396icm$hbs@josie.abo.fi>, THIETAVUO@FINABO.ABO.FI (Tommi
Hietavuo TKKK) wrote:

|In <H.eg.Aw4ttkItUrE@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
|> A new PPC Falcon would be even worse than the current PowerMacs.
|> *Every* application you ran would be emulated, and there'd be no native
|> software coming out.
|
|I quite agree on that - even though some native code software would probably
|come out, too.. But why change the camp, when we have MC 68060..???
|That thing is bloody fast, relatively cheap (some say..) especially compared to
|far too expensive 68040, and more or less compatible to current software.
|
|Fortunately, Atari has no Windows, nor System 7 (well, I don't like Macs at
|all) to slow things down. Put MagiC OS into a 68060 Falcon - and there we have
|one quite nice computer, I think =-) !
|
|Tommi

And who in the world would buy it? The rest of the world demands a stable
software base on top of an operating system that is feature rich and reasonably
stable. TOS (or MagiC or whatever its called) still doesn't have long
filenames,
networking, decent user-interface capabilities, email support, etc. Customers
in the real world demand these sorts of features for their work/business.

What the hell good is a really fast piece of hardware that is hard to find, hard
to buy, and has NO SOFTWARE available for it?

Sure, the computer you described would probably sell to a couple hundred
hacker types throughout the world. That hardly makes a business case.

If you enjoy using the machine you have now.. great. Continue to enjoy it.
But if you think anyone else out there is going to put more money into
developing new Atari computers, you are wasting your time. There is no
money to be made there. The PC clones and lower price Macs have taken
any advantage that an Atari computer possibly had.

Don't get me wrong.. I am still jazzed about Atari. But I think they have a
good shot with the Jaguar machine. But, the computer products.. they
are dead.

Its time to wake up people.. Atari's computer products are now antiques.
Instead of finding Falcon and TT machines in your local dealer, you will
soon be able to find them at your local swap meets, garage sales, and

flea markets. The Atari ST computer line is following directly in the footsteps of its older realitives... The Commodore 64 and the Atari 800.

Welcome to the Past, folks. I hope you enjoy your stay here.

--
-- John Townsend "I want something, I just don't
Taligent, Inc. know what it is!"

Disclaimer: I don't speak for Taligent, I speak for myself.

2107. Re: Dave Cobbledick

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 20:21:31 UTC
From: popemerlin@delphi.com
Message-ID: <5o30Tcz.popemerlin@delphi.com>
Source record: 177819

We are one of the PD libraries who have supported Dave throughout his Dunces Cap career and have been given the Licenceware disk to distribute in thanks for this support. There are four games to every disk and so you actually get more f r your money than if you bought them as Shareware plus you keep one of the best programmers of quiz games on the ST. As for your feeble attempt to coerce unfavourable responses fom agrieved PDLs it is dispicable, why not speak to Da himself? He'll explain the reasons just as well as any of us can.

ANONYMOUS FROM HERE ON IN.

Why does ST Format always want to question motives and not just accept that people will charge what they feel is right. (Unlike STF's advertising dept.) Why the anti-Dave theme!? :(

Yours very disappointedly at this treatment of Dave

MERLIN

2108. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 20:22:47 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <01890OMCYQUBKQLEKWP@ars.ath.forthnet.gr>
Source record: 177925

IB> Robinsons Reqium
IB>

Has anyone seen this? Is it like the PC version? (the falcon version)

Michael Papadopoulos
mipap@ars.ath.forthnet.gr

--
Sent via ARS_FORUM ONLINE INFORMATION SYSTEM, ATHENS GREECE

2109. Re: Obsessive pinballing!!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 20:22:47 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <01897OMCYQUBKQLEKWP@ars.ath.forthnet.gr>
Source record: 177926

IB> There were some screen shots of it in ST Format. Looked like it
IB>could be good.

IB> Dan Ackerman
IB> baldrick@terminator.rs.itd.umich.edu

Get the demo.... it is fantastic! I'll sure buy it!
I hope it has 256 colors on falcon as they said a few months back...

Michael Papadopoulos
mipap@ars.ath.forthnet.gr

--
Sent via ARS_FORUM ONLINE INFORMATION SYSTEM, ATHENS GREECE

2110. Falcon Monitors (?)

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 20:22:48 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <01896ABKSWTAGKNNWXI@ars.ath.forthnet.gr>
Source record: 177927

IS>Hi. I would love to know exactly what the deal is with Flacon resolutions
IS>and monitor restrictions. Specifically:

IS>1) Can I get all resolutions on a SC1224 with the right cabling?

All the standard ones (listed on the desktop) plus with overscan.
That will take you to 768x480 useable with 65536 colors (very slow)
I use 16 colors on the above res for my everyday work with NVDI of
course at 60Hz. The flickering (on High res.) isn't so noticable.

IS>2) What good will my SM124 do? (none, probably)

On a standard falcon you'll get 640x400 monochrome. With Screenblaster
you can get bigger res. but still monochrome.

IS>3) I guess a MultiSync would be the best bet. Multisync VGA or SVGA?
IS> Or can I get a standard VGA or SVGA.

Multisync with Screenbaster. This is the right combination.

IS>4) How are the higher resolutions limited by certain monitors?

By the freq. they support. Of course if you have a standard falcon (
without Screenblaster or Blowup) all monitors produse 640x480 with 256
colors max.

Sorry for any mistakes in my writing.

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr

--
Sent via ARS_FORUM ONLINE INFORMATION SYSTEM, ATHENS GREECE

2111. Support FPU's

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 20:22:48 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <01889ABKSWTAGKNNWXI@ars.ath.forthnet.gr>
Source record: 177928

I've recently added a FPU to my Falcon set up, so I searched for
programs that support it.
The only programs I found are CAD or Raytracing type...

On the other hand I see programs like GEMView or Imagecopy try to do
all the math with the processor. I am sure that a math routine that uses
the FPU will make the programs go faster.

SpeedoGDOS for example or NVDI 3 have scalers for vector fonts.
I'll bet they don't use FPU if it is available.
Why? Is so much trouble to add a FPU math routine? It makes the program
so big? Please I'd like to here some opinions on that subject...

Michael Papadopoulos
mipap@ars.ath.forthnet.gr

--
Sent via ARS_FORUM ONLINE INFORMATION SYSTEM, ATHENS GREECE

2112. Re: ST and Jaguar Games: help!

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 20:28:56 UTC
From: popemerlin@delphi.com
Message-ID: <5M40L84.popemerlin@delphi.com>
Source record: 177821

Jean Jacques Duchene <duchene@9-800.frec.bull.fr> writes:

>I have heard of No Limit 2. This should be a ST pinball game, PD or
>shareware. Am I right? Is there a ftp site?

Hi there!
Merlin has got this game for you if you want to contact them on +44 453 882793.
Chers.
A bientot.

2113. Re: Obsession - What's the Deal?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 20:37:03 UTC
From: popemerlin@delphi.com
Message-ID: <5MxWDO3.popemerlin@delphi.com>
Source record: 177823

Merlin and jcaeurope are distributorS of Obsession, the demo is available from Merlin
and the game. Release date is now 1st Dec 1994 and costs 24.95GBP in uk. ST Review will carry another demo on the Xmas issue but no-one else will ahve it until MArch 95.

hope that clears it all up

2114. Re: How to reach Obsessive coders ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 20:39:20 UTC
From: popemerlin@delphi.com
Message-ID: <5O5WrUw.popemerlin@delphi.com>
Source record: 177824

No, sorry they aren't, but contact us on +44 453 882793 with your question
and we'll get it to them!

A bientot.

2115. Re: "Magic-Eye" pictures.

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 20:43:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199411022243.a18767@a2w.maus.de>
Source record: 177929

ben corr (bjcorr@delphi.com) wrote on 01.11.94:

>Yes, the program you want is called STIS and is in the Atari Advantage
>database on Delphi for one. It works best in high res (it supports
>color, but is a LOT tougher to see the images.) You can make your own 3D
>pictures from Degas files. Pretty cool.
Is this the Version 2? I have only seen Version 1 and that is pretty
kewl too!

I keep hearing lots of good things about the Delphi database, but
AFAIK there is no sensible way to access it here in Europe. Is there
any chance that some kind person might transfer STIS V2.0 and maybe a
few hundred other good Atari programs over to a.a.u.e or *any* ftp
server, *please*

Ian_Taylor@a2w.maus.de Ok, ok here is my new signature.

2116. Re: bay area st software source

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 20:43:23 UTC
From: bhtran@cory.EECS.Berkeley.EDU
Message-ID: <398tlb$6t9@agate.berkeley.edu>
Source record: 177825

In article <Lamberson_Carl-011194122910@129.197.110.139>,
Carl Lamberson <Lamberson_Carl@mm.ssd.lmsc.lockheed.com> wrote:
>Does anyone in the South Bay (California) know of a source for inexpensive
>ST software? I used to go to Wierd Stuff, but they have pretty well closed
>out their ST stuff.
>
>Thanks in advance.

In the South Bay there are 3 Atari stores if I'm not mistaken.
Haven't been to one of them in over 3+ years so I dont know if they are still
alive and open.

San Jose Computer
on Alma Ct. in San Jose near Spartan Stadium

Best Electronics
on The Alameda in San Jose near Santa Clara Univ.

BC Computervisions
on Kiefer in Sunnyvale/Santa Clara ... near Fry's Electronics, Weird Stuff, and
Price Club.

Also, there are a few in the East Bay near UC Berkeley as someone has already
mentioned in a follow-up.
They didn't mention Zephur/Micro-something on University Ave in Berkeley.
(though I heard there were legal problems and such with this store)

Bryan
--
_____ \._____.___ ___._____._______ bhtran@cory.EECS.berkeley.edu {~._.~}
| | _/_ __ \ \| |__ \ \ bhtran@soda.CSUA.berkeley.edu _(Y)_
| | \ | | \/___ | / /_ /| | \ bhtran@uclink.berkeley.edu (:_CAL_:)
|_______// |_// /____//(____//|___|_// bhtran@ocf.berkeley.edu (_)-(_)

2117. Re: TOSWIN its crap!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 21:09:30 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <398v6a$1sc@nyheter.chalmers.se>
Source record: 177833

In article <38oag2$gqk@news.iesd.auc.dk>,
Henrik Lunardi Weide <chainxor@kom.auc.dk> wrote:
>Is there a FTP site where I can find a binary of MiNT v.1.11 ???

Mint 1.11 is in the beta stage right now, but the final version will be
available as binary. When it comes it will probably be available at most
atari sites, so you will probably not miss it!

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

2118. Re: "Magic-Eye" pictures.

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 21:14:17 UTC
From: acurtis@theshack.demon.co.uk
Message-ID: <AADDB1A996682E881@theshack.demon.co.uk>
Source record: 177829

In article <394aeu$gst@golem.wcc.govt.nz>,
wells_s@kosmos.wcc.govt.nz (Steve Wells) wrote:

>I seem to recall mention of some such program for the ST, that would
>generate these "Stereo Gram" pictures. (Marketedin book-form as
>"Magic-Eye" pictures... In NZ at least).

Hi There,

JCA Europe are marketing a commercial Autostreogram maker for £29.95.

It it supposed to be very good.

Email me if you need more info.

Cheers!

2119. Re: 16 bit Sampeling on an STe?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 21:14:26 UTC
From: acurtis@theshack.demon.co.uk
Message-ID: <AADDB1B296682EAB8@theshack.demon.co.uk>
Source record: 177830

In article <3927bo$gok@Tut.MsState.Edu>,
bjr2@Isis.MsState.Edu (Brian J. Roland) wrote:

> Is it possible for me to make 16 bit samples on my Atari 1040STe?
> If so...can I get them into SDS (MMA Sample Dump Standard) format
> so I can send them via MIDI to my sample play back machines?

Hi Brain,

Hi Soft/AVR do a cartridge and software called replay 16, this will give you credible 16-bit sampling on an STe. As for the conversion, I doubt that the quality would justify it, i also believe that it would be very hard to do.

Cheers.

2120. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 21:25:17 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <39903t$bal@golem.wcc.govt.nz>
Source record: 177931

In article <Cyn5KJ.BHo@isltd.insignia.com>, graham@insignia.co.uk (Graham Beint, 321) writes:
>In article dpj@delphi.com, dpj@delphi.com () writes:
>>"John Watkins" <jwatkins@cix.compulink.co.uk> writes:
>>
>>>>Why is a commercial program on a magazine cover disk????
>>>>
>>>> Dana @ STReport International Online Magazine
>>>
>>>Why not? As a dying product Working Title (the UK distributers) sold (?)
>>>a number of copies to the magazine. It isn't PD.

>I rather think that the purpose of putting an unsupported copy of Calligrapher on
>the cover disk was just a sales hook to try and get people to buy the fonts and PAKs.
>
>The pricing of the offer was such that if you took up all of them you ended up paying the
>full price.
>
>The font offers were particulary bad. The price breaks and time limit were fairly
obviously

The Fonts are far to dear, and if you brought all the packs not including
the fonts you ended up paying 50% more that the Gold version price, so I think
this was a bit of a have....

I find its far cheaper to get the USA version from Codehead for $99, and I
think you get a extra font from them...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2121. Re: Falcon Monitors (?)

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 21:26:23 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <1919KCLALEVROXLRDR@ars.ath.forthnet.gr>
Source record: 177933

> Again, there's apparently things that can be done
> to tell the Falcon that the VGA monitor is a RGB one so that it will
> try & display the RGB modes on it.

Try telling that to a demo. Don't forget that ST LOW on VGA monitor has
31 Khz horizontal instead of 15 that an RGB monitor uses.
Then some demo's use overscan. VGA monitors don't support overscan.

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr

--
Sent via ARS_FORUM ONLINE INFORMATION SYSTEM, ATHENS GREECE

2122. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 21:55:47 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cynu90.FHL@cix.compulink.co.uk>
Source record: 177522

>Well, have a look at the Edith system. All dialogs fit on a 320x200
>screen, mainly due to the use of a proportional Swiss font for text
>fields. I see no reason why a web browser would need a screen wider
>than 40 characters for its dialogs. A GEM dialog is always required
>to fit within 40 characters. Creating larger ones (unless they are
>sizable of course) is simply bad design practice.

An interesting point-of-view. I kind of have mixed feelings about it.
On one side, good program design dictates that any program should work
adequately on all the permutations of the machine it's written on. And
on the other side, the flexibility of a program - and therefore it's
capabilities - could well be marred by programming for the lowet common
denominator.

That said, you needn't do either, or rather you can do both [g]. In
that, you can write code which takes advantage of all the features
available on the machines and ignores those features which are missing.
It just takes more effort on the part of the programmer.

>>has. So, if Annius does the same, Falcon people can, for example, use
>>one of the MPEG players to play back any downloaded MPEGS.
>
>The first version of the Atari browser will probably only support
>'save as...' for unknown document types. Our priority is to get the
>basic framework running first.

Yup - no-one expects you to bring out, on day one, the biggest, best
most fully featured piece of software ever. We expect this maybe a few
days after [w].

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2123. Re: TOS 1.62 -> TOS 2?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 22:02:06 UTC
From: azog@world.std.com
Message-ID: <CynuJJ.M5q@world.std.com>
Source record: 177935

mcsse2sw@dct.ac.uk (Simon Wilkinson) writes:

>I am contemplating upgrading my STe (TOS 1.62) to TOS 2.?? Has anyone out there
>done this type of upgrade? Does TOS 2 contain many bugs? Is it worth the
>money? A major problem with TOS 1.62 is you cannot set the system date to
>any year past 2000 AD. Can this be done on TOS 2? Do the switching devices which
>go between the old and the new operating systems hold both OSs in RAM at once
>thus limiting memory?

>Any other comments would be much appreciated.

If youve got an STe of late vintage, chances are youve got a two-ROM
TOS, which makes installation a snap: pull the old, snap in the new,
and set a jumper.

I never did the two TOS thing, altho it looked rather easy. Apperently
a switch would bring in the address lines for one TOS, and bring out
the address line for the old, so only one TOS was in memory at once.
I dont have the schematic (anymore, or I just cant find it), but if
youre familiar with things, it should be easy.

Couldnt tell you about the 2000 AD thingy, I never tried it :-)

--
Billy D'Augustine azog@world.std.com

Let the joyous celebrations of Hell begin

2124. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 22:25:18 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <CynvM6.J76@cix.compulink.co.uk>
Source record: 177937

> <CyM8I8.20K@cix.compulink.co.uk> <rflashma-0211940829580001@flash.comm.mthol

yoke.edu>
Organization: The Celery Patch @ CIX
X-Newsreader: CixRead/CixComm

In response to rflashma@mhc.mtholyoke.edu's message:

> > > Why is a commercial program on a magazine cover disk????
> >
> > ST Review has always featured commercial programs on its cover disks
>
> Not all these offers are legit. We got ripped off when a British
> magazine decided to include our English version of Arabesque Pro
> without permission (a program we were selling for $200).

And not all offers are bogus either. In fact this is the only one I'm aware of in all the years that it's been done and the whole mag was withdrawn from the back issue lists because of it. I know that's no consolation to you since you got so badly burned because of it, but there you are.

In the case of Calligrapher, the authors dumped out on the Atari scene quite some while ago, preferring to do spreadsheets and stuff for PC's.

For most companies it's been a pretty useful outlet for getting shot of their old junk titles, clearing good but outdated stuff for far more than they'd have got if they kept it at full price and also giving an injection of interest for a product immediately before a major upgrade. The whole thing works both ways - 40ukp for the manuals for Arab_Pro was still pretty hefty and isn't a new version coming out soon too?

What effect it has on competitors titles that cover similar ground is open to question too, so it's also a good way of getting the users' attention but potentially damaging to commercial software in general.

Users are pretty happy about it over here, it goes without saying.

****
* InterNet: sidcelery@cix.compulink.co.uk *
regards * *
%%%%%%%%%%% * also: 100:1011/0.16@turbonet.org *
% Harry S % * 2:254/108.16@fidonet.ftn *
%%%%%%%%%%% * 90:102/140.16@nest.ftn *
* 51:502/100.16@atarinet.ftn *
****

2125. Re: HDDriver v3.50

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 22:25:21 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <CynvM9.J7x@cix.compulink.co.uk>
Source record: 177938

$hco@josie.abo.fi> <seimet.783686707@acp5>
Organization: The Celery Patch @ CIX
X-Newsreader: CixRead/CixComm

In response to seimet@chemie.uni-kl.de's message:

> BTW, the current version of OUTSIDE (still 3.3) includes the latest
> version of the HDDRIVER hard disk driver, HDDRIVER 3.50.

What's changed since v3.12 Uwe? That's the last version I got here in the
UK. I'm hoping for Sense Errors to be reported inthe same way that ICD
software does - also I got caught out when first installing it because it
didn't report that it hadn't found my drive due to the default being set
up for a different arrangement of ID numbers.

****
* InterNet: sidcelery@cix.compulink.co.uk *
regards * *
%%%%%%%%%%% * also: 100:1011/0.16@turbonet.org *
% Harry S % * 2:254/108.16@fidonet.ftn *
%%%%%%%%%%% * 90:102/140.16@nest.ftn *
* 51:502/100.16@atarinet.ftn *
****

2126. Re: What is Atariworks?

Newsgroup: comp.sys.atari.st
Date: 1994-11-02 23:07:34 UTC
From: fox@nrlssc.navy.mil
Message-ID: <CynxKn.LrF@usenews.nrlssc.navy.mil>
Source record: 177941

Timothy Miller (millert@scheifler.csee.usf.edu) wrote:
: Actually, I've found quite a number of bugs in Atari Works. I could list
: some of them some time.

Could you? I'm thinking of getting it for Christmas for a friend
of mine who is using separate word processing, database, and spreadsheet
programs to run his business and it seems like the integrated
approach of AW would be preferable... The only problem I've ever
heard documented was "black page" and understood that had been
either fixed (or at least linked to low-memory, and he as a 4 MB
machine with pretty small documents and spreadsheets so probably
wouldn't encounter this particular one...).

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
+--+

2127. New version of SuperSam - announcement!

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 01:06:22 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <Cyo32n.51A@exeter.ac.uk>
Source record: 177944

Well this should be in comp.sys.atari.announce by appears to have not
passed the moderator so it's going here...

```
**********************************************************************
** **
** S U P E R S A M **
** **
**********************************************************************
** The Superb Sample Editor v1.08 **
**********************************************************************
** A Terrosaur Systems Production for the Falcon030 **
** (C) Copyright 1994 by Daniel Hastings **
**********************************************************************
```

Yes, finally the new version of SuperSam is here!

It has been or soon will be uploaded to the following FTP sites:
ftp.uni-kl.de
ftp.cnam.fr
ftp.funet.fi
atari.archive.umich.edu
micros.hensa.ac.uk

It has been or soon will be uploaded to CIX and hatched into BBS file
echos.

Registered users of 1.01 can upgrade for free!

Main additions since version 1.01:

* Direct to disk recording, playback AND editing!
* Support for 16 bit mono samples!
* Support for virtual/alternative RAM!
* 4 new sample formats - DVS, AIFF, AIFC and 8SSP!
* Many improvements to the interface!
* Many bug fixes!

The SuperSam features list now includes:

* Handles 10 sample file formats - AVR, WAV, VOC, AU, IFF, SPL,
AIFF, AIFC, DVS and RAW!
* Handles 8 bit mono, 8 bit stereo, 16 bit mono
and 16 bit stereo samples
* Almost all operations can be performed direct to disk
* Clipboard cut, copy, load, paste, replace, overlay
* Ability to import/export from the GEM clipboard
* Ability to sign and unsign samples

* Ability to fade in/ fade out samples
* Ability to boost volume by 25% or to the max possible
* Ability to reduce volume by 25% or to zero
* Ability to zoom in for finer editing
* Flexible deleting
* Ability to swap the channels on a stereo sample
* Ability to pan the stereo image left to right or vice versa
* Ability to edit only the left or right stereo channel
* Ability to shift sample playback frequency
* Ability to create samples from the MIC input either to RAM or
direct to disk
* Supports all Falcon playback frequencies
* Customisable
* Can be installed as an application to play samples when they
are double clicked
* Will play or load a sample dropped on its desktop icon
* Online HELP system
* Batch conversion between all file formats
* Jukebox mode to play all samples in a folder
* Fully GEM legal programming
* MultiTOS compatible
* Supports virtual and alternative RAM
* Dynamic Memory Allocation

Contact Daniel Hastings at cs93dlh@dcs.ex.ac.uk for more details.
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

2128. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 01:32:08 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cyo49K.ECH@cix.compulink.co.uk>
Source record: 177945

>> ST Review has always featured commercial programs on its cover disks -
>> they're often one version off the latest, admittedly, but they're there
>> and they're normally *fully* functional. They often come linked with a
>> readers offer to buy the manuals/upgrade path from the supplier.
>>
>> Graeme
>
>Not all these offers are legit. We got ripped off when a British magazine
>decided to include our English version of Arabesque Pro without permission
>(a program we were selling for $200). Needless to say, we lots plenty
>because of that. Never saw a cent and it killed all sales of that program.
>Hard enough to fight piracy when you have magazines doing the same thing.

As you know, this wasn't a problem with the magazine involved (ST
Format) it was a problem between your UK distributors. I think it's
very unfair of you to suggest that it was in any way STF's fault.

I'd like to make it clear that I've never so much as written a word for
STF - unless you count a rather silly letter of mine they published in
'87.

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2129. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 02:22:26 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <399hh2$h08@josie.abo.fi>
Source record: 177946

In <783483868.2@mettav.exnet> Graham.Irvine@mettav.exnet.com writes:

> Most of My Fav ST games run on the Falcon many of them greatly
> improved by the faster CPU...big exception Falcon itself :-(although the doc's
> for Backwards v2.70 claim it should do from V2.64 onwards ...does anyone know
> how ???

Yes, many do - with aid of Backwards.. But some just don't: Sensible Soccer, Spindizzy Worlds, Flight of The Intruder, ... =-(

BTW: Is Backwards out of FTP-sites today? I haven't seen anything since 2.52 - and THAT is sad ;-(

Could someone owning it, upload it to UMICH, cnam.cnam.fr (great place), or into ftp.uni-kl.de ? Thanks!

BTW 2: Thanks for your Formula 1 GP comments in a different message. It isn't slow on falcon, no - but it was kinda depressing to see that the PC VGA (256 color) version runs as fast - on a 12 MHz 286 (!) .... Not much left to say, is there ? Sigh; a 68030-optimized version sure would be something.

I'd like to say: F&&& MicroProse for letting us down.. But by abandoning Atari users now, they hurt themselves. I won't buy their products in the future - even if I own some sexy Pentium 90 PC. Once betrayed, always bitter - but they don't seem to understand it. Or maybe they simply don't care a shit..

Business!

Pity.

2130. Re: uuencode/decode for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 03:55:35 UTC
From: gregor@eskimo.com
Message-ID: <CyoAwv.EGp@eskimo.com>
Source record: 177852

```
In article <398p0f$c8u@crcnis1.unl.edu>,
george fisher <gfisher@unlinfo.unl.edu> wrote:
>Is there such a beast as uuencode/uudecode on the atari platform?
>
esscodXX.zip/lzh/zoo - available just about anywhere.
(XX=version)

--
Gregory Sumner Meet the new boss,
gregor@eskimo.com The same as the old boss.
Seattle, WA
```

2131. Re: Dextrous Development - Assistance needed.

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 03:56:30 UTC
From: tdcflcn@infinet.com
Message-ID: <399n1f$fkq@rigel.infinet.com>
Source record: 177853

```
: >If anyone can assist with the formats then they will be incorporated
: >into Dextrous (who needs NVDI 3.00 or Speedo) ;-}
: What is Dextrous, and why is it not compatible with Speedo and NVDI?

Check out ST Format issue 62, page 12.....

"Dextrous is a totally different kettle of fish, replacing the monstrously
bad GEM, and finally giving Falcon users an interface they can understand
and use to do more than just copy the occasional file. In fact, Dextrous
looks like it takes off where GEM stops (thats right at the beginning, then).
Billed as the cyber-iconic file manager....."

I can not wait for it.. Does anyone know if there is a demo of this yet..

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
======================================================================
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
======================================================================
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant
```

2132. Captain QWK

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 04:11:10 UTC
From: bseburn@vaxxine.com
Message-ID: <CyoBMM.18n@vaxxine.com>
Source record: 177858

s > If anyone know wher eI could get a good copy, or the address of
s > author: Dirk Hoeschen, please let me know, as it look slike an
s > interesting program.
s >

Hi Joseph,

I've tried Captain's QWK. If you get a working version.. PUT IT TO THE TEST for awhile before registering. I tried it for a SHORT time.. but it bombs a fair bit for no reason! After reading a number of messages.

Have you tried Mountain Reader II? I'm using it right now, and its great. I havn't had one thing act wierd on this one at all. The author has been good, when I asked questions as well. Its on sale right now, registration is $20.00 US.. normally $40.

Brian...

___ Mountain Reader II - #Demo 001

2133. Re: Break the 6-ACC barrier?

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 04:30:35 UTC
From: sammcgee@crl.com
Message-ID: <399p1b$d1h@crl2.crl.com>
Source record: 177686

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: Philips Dilworth Patton (darmok@leland.Stanford.EDU) wrote:
: > Is there any shareware solution to get by the *idiotic* 6-accessory limit.
: > (this is on a 14-meg Falcon).

: Does Multidesk or Multidesk Deluxe (from the Codeheads) work on the Falcon?

Yes, Multidesk Deluxe 3.4a works great on a Falcon.

2134. VGA/RGB on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 04:35:23 UTC
From: kfason@csn.net
Message-ID: <399pab$43i@burgundy.csn.net>
Source record: 177865

I'm wanting a new monitor for my Falcon030. I have BLowUP030 and want to get AT LEAST 1024x768 but still be able to go low enough (scan rates) to do RGB modes for Demo and TC...

Any suggestions? specially something with a decent pixel size like .28 or .29... I have NEC I MultiSync now, but it only does 800x600i.

thanks!
--

- Kevin Fason "kfason@CSN.ORG"

```
__ aka __ __ __ ____
/\ \ __/\ \/\ \ __/\ \__ Go RAMS! /\ _`\ AIESEC CSU
\ \ \/\ \ \ \ \ \___ /\_\ \ ,_\ __ \ \ \L\_\ __ ___ __
\ \ \ \ \ \ \ _ `\/\ \ \ \/ /'__`\ \ \ _\/'__`\ /' _ `\ /'_ `\
\ \ \_/ \_\ \ \ \ \ \ \ \ \ \_/\ __/ \ \ \/\ \L\.\_/\ \/\ \/\ \L\ \
\ `\___x___/\ \_\ \_\ \_\ \__\ \____\ \ \_\ \__/.\_\ \_\ \_\ \____ \
'\/__//__/ \/_/\/_/\/_/\/__/\/____/ \/_/\/__/\/_/\/_/\/_/\/___L\ \
Atari Falcon030 14/1.5gig|USR Courier v.Everything|Atari Jaguar /\____/
\_/__/
```

2135. Re: Help

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 04:39:50 UTC
From: sammcgee@crl.com
Message-ID: <399pim$d9g@crl2.crl.com>
Source record: 177684

Simon Moore (smoore@chowgar.demon.co.uk) wrote:
: Hello everybody

: For some reason mt Falcon won't let me alter the desktop configuration.
: Well, it won't let me alter the settings for the single key press thing
: anyway. For no apparent reason the settings for create folder and close
: directory have been changed but the rest are the same and no matter what
: I do I can't sort it out. I've tried altering the settings and then
: savings the desktop but when I reboot it's still the same.

: Any ideas ?

The Newdesk.inf file is easily corruptible. If you have edited it with a text editor that is the problem. There must be a specific number of spaces after each line.

If you use a boot manager then you may be changing the wrong Newdesk.inf file. The one in the root directory is not necessarily the one that loads.

Try deleting the Newdesk.inf file just before you save it. I think the save function appends to the old Newdesk.inf file.

BTW, this same problem gave me headaches for months.

Sam

2136. Re: Falcon Monitors (?)

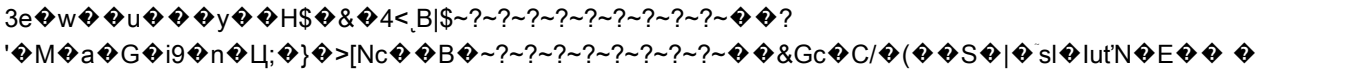
Newsgroup: comp.sys.atari.st
Date: 1994-11-03 05:03:31 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <399qv3$32c@usenet.INS.CWRU.Edu>
Source record: 177866

OK-

What cables are you guys using to hook up all these monitors? I looked in the TOAD catalog and their adapter states that you nedd a multisync capable of displaying 15.75KHz horizontal. What do they mean by that? Is that for ST resolutions only?

Also, can an ST program be run in a higher resolution on a Falcon? Can a Falcon program be run in several resolutions. (i.e. does the graphics operating system adjust this independent of the program?).

Thanx!

3e 
'

2137. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 05:13:32 UTC
From: jonaeson@algonet.se
Message-ID: <399rhs$pb8@aristotle.algonet.se>
Source record: 177867

Rick Flashman (rflashma@mhc.mtholyoke.edu) wrote:

: Not all these offers are legit. We got ripped off when a British magazine
: decided to include our English version of Arabesque Pro without permission
: (a program we were selling for $200). Needless to say, we lots plenty
: because of that. Never saw a cent and it killed all sales of that program.
: Hard enough to fight piracy when you have magazines doing the same thing.

: --
: Rick Flashman, President Tel 413.247.5620
: Gribnif Software Fax 413.247.5622
: P.O. Box 779, Northampton, MA 01061-0779 rflashma@mtholyoke.edu
: For information or technical support, contact "gribnif@genie.geis.com"

Same thing happened to Anders Nilsson, a.k.a. AN Cool with his TCB-tracker.

Apparantly, the owner of MPH, xxxxx Phillips gave the program away, and
the mag became so excited they didn't even bother checking who owned the
rights for the program.
The rights belonged to Anders Nilsson of course.

Regards, Tommy

2138. Re: Looking for a Calendar prg...

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 05:16:20 UTC
From: Chuck.Grimsby@mypoint.flight.org
Message-ID: <caf_9411040535@flight.org>
Source record: 177804

In a message of 02 Nov 94 13:36:23, Steven Whatley wrote:

SW> Chuck Grimsby (Chuck.Grimsby@mypoint.flight.org) wrote:

SW> : I've turned on almost _all_ the date info so you can have a look at it
SW> : (Normally, I don't get out this much!) but it'll give you a display
SW> : something like this (It's fully editable so you can get what you like):

SW> [Printed output deleted...]

SW> Wow! I guess it can even do Rush Limbough's Clinton presidentiol
SW> countdown! :)

Yep. Or if you're a Clinton fan, you can do a Clinton count up! <Grin>
--
| Internet: Chuck.Grimsby@mypoint.flight.org
| FlightLine Public Access Mail Gateway [MSP]

2139. Re: Adspeed ST/e latest software, 68882

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 05:23:17 UTC
From: howard@lloyd.com
Message-ID: <399s45$ha9@harry.lloyd.com>
Source record: 177868

In article <38h5tc$s2f@news.bu.edu>, <selick@acs4.bu.edu> wrote:
>I recently purchased a used ADSpeed STe board, and the software is v2.02 I
>believe, copyright 1991. Is this the latest version? Is there support for a
>68882 FPU chip, or only a 68881 still?

The 68882 is pin-compatible with the 68881. If you have an 882 handy, plug
it on in, it'll work the same as the 881. For the most part it is software
comaptible too, just that it can execute 2 operations at once while the 881
can only do 1 at a time.
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

2140. Re: bay area st software source

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 05:26:06 UTC
From: aspect@cats.ucsc.edu
Message-ID: <399s9e$ifc@darkstar.UCSC.EDU>
Source record: 177869

I just got a mialing from B & C. They've just moved. Their new address
is:
1725 De La Cruz #7
Santa Clara, 95050
(408) 986-9960

They seem to still carry quite a bit of stuff, including lots of lynx games
really cheap (like under $10!)

Also, whoever didn't mention Microworld was doing a good deed. They are crooks
and I cannot stress enough to not do business with them.

~Chris

2141. mega st2 for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 05:38:48 UTC
From: hbven022@huey.csun.edu
Message-ID: <399t18$838@nic-nac.CSU.net>
Source record: 177871

[No readable article body recovered]

2142. Re: TOS 1.62 -> TOS 2?

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 05:39:43 UTC
From: jonaeson@algonet.se
Message-ID: <399t2v$ph6@aristotle.algonet.se>
Source record: 177872

azog (azog@world.std.com) wrote:
: mcsse2sw@dct.ac.uk (Simon Wilkinson) writes:

: >I am contemplating upgrading my STe (TOS 1.62) to TOS 2.?? Has anyone out there
: >done this type of upgrade? Does TOS 2 contain many bugs? Is it worth the
: >money? A major problem with TOS 1.62 is you cannot set the system date to
: >any year past 2000 AD. Can this be done on TOS 2? Do the switching devices which
: >go between the old and the new operating systems hold both OSs in RAM at once
: >thus limiting memory?

: >Any other comments would be much appreciated.

: If youve got an STe of late vintage, chances are youve got a two-ROM
: TOS, which makes installation a snap: pull the old, snap in the new,
: and set a jumper.

TWO jumpers!!! Otherwise it might get nasty...

: I never did the two TOS thing, altho it looked rather easy. Apperently
: a switch would bring in the address lines for one TOS, and bring out
: the address line for the old, so only one TOS was in memory at once.
: I dont have the schematic (anymore, or I just cant find it), but if
: youre familiar with things, it should be easy.

Double-TOS's is really quite easy.
Here is how to do!
Normal TOS 1.62 comes on 128 kb EPROMS (2*128=256kb), while TOS 2.0x
comes on 256kb EPROMS (2*256=512kb).
To get both TOS's into one set of EPROMS, you need 512kb EPROMS, and burn
TOS 1.62 in the upper half of each EPROM, and 2.06 in the lower half (or
vice versa of course).
Then you extract the highest adress-pin on each EPROM, and connect a
switch to it. Voila! Yuo can now switch between TOS 1.62 and 2.06!

Parts needed for this is 2 EPROMS (27C020) and a switch.

But a warning is in place here...
DO NOT SWITCH TOS WHILE YOUR STE IS RUNNING!

So a small circuit that prohibits TOS-switching while the computer is
running is in order.

I really recommend getting TOS 2.06, I've installed it in my STE, and I
haven't found a program worth having that didn't work on TOS 2.06.
(But I did find a few that didn't run on TOS 2.05)
You get a TOS with a lot more features that is esential in my opinion if
you intend to use your computer for other things than playing games.

Mentioning a few, you get the drag&drop protocol and keyboard shortcuts.
Both of which I consider more important than whisky!

And while you're at it, get a WINX modified TOS 2.06!

Regards, Tommy

2143. Re: TOS 1.62 -> TOS 2?

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 05:44:54 UTC
From: jonaeson@algonet.se
Message-ID: <399tcm$pk8@aristotle.algonet.se>
Source record: 177873

Tommy Jonaeson (jonaeson@algonet.se) wrote:
: Mentioning a few, you get the drag&drop protocol and keyboard shortcuts.
: Both of which I consider more important than whisky!

Sorry, got a little carried away, NOTHING is more important than a good
bottle of whisky! ;-)

Regards, Tommy

2144. ATARI CDROM FAQ

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 07:36:54 UTC
From: brarda@vxclia.cern.ch
Message-ID: <brarda-031194083506@128.141.55.218>
Source record: 177883

Feel free to mail me for all the errors you see (in the contents and also
in the form because I am French and the English language if no my first
one) or for other information that can be interesting.

You can find all the PD or shareware programs for CD-ROMs at ftp.cnam.fr in
the directory : /pub/atari/cd-rom

Loic

New since last version :
- ISO-FS
- AudioStreams
- CD-Tools Jr
- WinRec 1.4 and WinRec Pro
- MusicChannel 1.51
- Demo Mania CD
- Whiteline Alpha CD

ATARI CD-ROM FAQ

31/10/1994

0 - Contents
1 - What driver should I use with my Atari system ?
2 - What discs are available ?
3 - Can I use Photo-CD on my Atari ?
4 - Can I play Audio-CDs on my Atari ?
5 - How do I program the CD-ROM drive ?
6 - Appendix A : User's configurations

1 - What driver should I use with my Atari system ?

There are several drivers available :

MetaDos :
Free software from Atari Corp.
Available from atari.archive.umich or ftp.muenster.de (metads24.zip)

The filesystem drivers support ISO9660 and High Sierra CDs, but not
multisession CDs.
The device driver only works for the Atari CDAR504 connected to the
ACSI bus or with generic SCSI CD-ROMs connected to the TT SCSI port.
(Answer from Julian Reschke)

CDROM.XFS :
Free software (Copyright 1992,1993,1994 Eric R. Smith, Michael Bernards

u. Gunther Leis)
Available from atari.archive.umich and other ftp sites.

This driver is a Mint extended filesystem and works on TTs and Falcons.
CDROM.XFS version <0.7 does not work with Mint/Multitos > 1.04.
The current version (0.7) is said to work on Mint/Multitos > 1.04.
It seems to be true on TTs but it does not work with any Mint version
on my Falcon.

CD-Tools :
Commercial solution from Hard & Soft, Obere Muensterstrasse 33-35,
D-44575 Castrop-Rauxel, Germany, Phone: ++49 2305 18014, Fax: ++49 2305
32463

Includes MetaDOS with GEM-based installation program, audio player with
PCM audio data import (only some drives) and custom devices and
filesystem drivers (support for Atari CDAR504 and generic CD-ROMs
connected to ACSI through host adapter, TT-SCSI, Falcon-SCSI,
multisession support (only some drives)).
(Answer from Julian Reschke)

With CD-Tools, you also have a GDPS module and the program Scan-It that
can handle Photo-CD Pictures.
CD-Tools is in German and costs 99 DM.

CD-Tool jr :
Commercial solution from Hard & Soft

CD-Tools without digital audio copy, GDPS and Scan-It.
CD-Tool jr costs 49 DM.

ExtenDOS v1.21:
Commercial solution from Anodyne Software, 6 Cobbler Court, Ottawa,
Ontario K1V 0B8, Canada.
Available in UK : System Solutions.

Support ST, STe, Mega, TT, and Falcon. Read ISO9660 and High_Sierra
CD-ROMs. It now runs just fine under MultiTOS with no restrictions;
memory protect is OK, and you can run programs directly from CD. It
also runs fine with Mag!X 2.01, with the restriction that the
EXTENDOS.CNF file must be in the root directory.
Support for Multisession Photo-CDs (with Multisession drives).
Configurable cache.

The next update will have an installation/setup program, plus support
for more drives.

Extendos v1.21 costs $29.95(North America).
(Information updated by Roger Burrows / Anodyne Software)

ExtenDOS Pro:
Commercial solution from Anodyne Software, 6 Cobbler Court, Ottawa,
Ontario K1V 0B8, Canada.
Available in UK : System Solutions.

Like ExtenDOS 1.21 with audio support.

Extendos Pro costs $39.95(North America).

F030_CD :
Fairware from Peter Hilbring, Dietrich Ottmar Stra�e 16, 59597
Erwitte, Germany
Available on ftp.tu-clausthal.de
(/pub/atari/falcon/systools/f030_cd.zip)

This package includes a BOS driver for MetaDOS, MetaDOS 2.3, a
low level SCSI driver (TT & FALCON) and a program named
cd_explorer as exemple of the access of the low level driver.
(Info from Vincent Lefevre)

I�ve just tried these drivers on my falcon with an Apple
CD-300 cdrom and it works without problem.

ICD Pro :
Old versions came with a MetaDOS driver named ICDCDROM.BOS.
The new ones comes with a mint extended filesystem.

Egon CD-Utilities :
Commercial solution from EDV-Service Bontenackels (Germany);
Fax : 02405-74369
Available from several german shops (Ex.: Softhansa Gmbh, Untersbergstr.
22,
81539 Munchen, Tel : 089/6972206, Fax : 6924830)

Multisession MetaDos driver with audio-CD player.
Works with ST(E)/TT/Falcon.
ISO9660 and High Sierra.
Program and CPX for Audio Play.
Audio track to Hard Drive copy in AVR or DVS format.
Support of the Pure C Metados Library.

Egon CD-Utilities costs 79 DM.

If you have some experience with this new driver, mail me.

CD-ROM ROM:
FromCompo (Tel.: Germany : 030-623 82 92; Holland : 04454-6 38 88;
Switzerland : 01-784 89 47; France : 1-47 35 89 66; UK : 0487-35 82;
USA : 415-35 50 862)

It�s a Driver plus an interface witch can go in the cartridge port of
every Atari computer and can handle IDE CD-ROM drives.

In Germany, CD-ROM ROM costs 150 DM.

ISO_FS :
From Erling Henanger <erlingh@idt.unit.no>

This new Mint/Multitos CD-ROM driver will be released as shareware as
soon

as mint 1.11 is released.
- FAST
- Supports several mounted CDrom drives.
(ie. CD-shifters or just more than one drive)
- Works on Falcon and TT scsi + acsi.
- Supports rock-ridge extensions (Long filenames on CD-roms that
are made with this in mind - like the GNU/X11 CD-rom)
- Is made ready to do disk-transfers in the background as soon as
mint is up to it.
It comes in two parts :
- A generic scsi/acsi driver that talks to the
hardware.(scsi.xdd/acsi.xdd)
- The filesystem itself.(isofs.xfs)
In addition it comes with a GEM based configuration program.
Limitations:
- It needs mint.prg with a version number >= 1.08

2 - What discs are available ?

There are five Atari specific CD-ROMs :

GEMini CD-ROM :
From Walnut Creek CDROM, Suite 260, 1547 Palos Verdes Mall, Walnut
Creek, CA 94596, USA, Phone: +1 510 674-0783, Fax: +1 510 674-0821,
Email: info@cdrom.com, Ftp: ftp.cdrom.com
Available in Germany from Ingenieurburo Praefcke, Holtzvogtkamp 55,
24220 Flintbeck, Phone: (04347) 7531.

You can find the index of the GEMini CD-ROM on atari.archive.umich.edu.

Bernd Lohrum CD-ROM :
From Bernd Lohrum, Schlossbergstrasse 36, D-66440 Blieskastel, Germany,
Phone: (0171) 4210222

There are two CDs from Bernd Lohrum :
Drachenstarke software : 300 Mb
Tigerstarke software : 500 Mb

Each CD-ROM costs 69 DM (59 DM for MAUS net users).

Wohlfahrtstatter CD-ROM :
From Wohlfahrtstatter, Irenenstr. 76c, D-40468 Dusseldorf, Germany,
Phone: (0211)429876.
This CD-ROM costs 89 DM.

Power CD Volume 1 :
From Compo.
This CD-ROM costs 79 DM.

Atari Mega Archive :
From Systems Solutions, Brandt Fernandes (Europe) Ltd, The Desktop
Centre,
17-19 Blackwater St., London SE22 8RS., England;

Tel.: +44 181 693 3355; Fax : +44 181 693 6936;
Email : rperry@cix.compulink.co.uk or gdrayson@cix.compulink.co.uk

This CD is composed of the vast majority of the Atari archive at
umich.edu.
The only things missing are the 8bit section and the GNU minix tools
(whose
filenames are difficult to convert to 8.3 format). The disk contains
some
480Mb of compressed programs, and a further ~115Mb of .mod files which
(hopefully) can be played direct from the CD.

The CD cost 29 pounds (with VAT & Posting). Systems Solutions can take
credit
cards etc. which ought to make things easier for you lot, and they're
used to
importing/exporting, so they're more likely to get it right.

(Text taken from the announce on a.a.u.e)

Two other CDs will come out soon :
- Demo Mania CD from Akzente Computer, FrauenStrasse 40, 890783 ULM,
Germany
Demonstration versions of commercial software.
Costs 19.95 DM.
- Whiteline Alpha CD from Delta Labs Software, Rembrandtstrasse 1,
42329 Wuppertal, Gertmany
Sharewares and PD, 500 TrueType fonts, Atari Linux.
Costs 79 DM.

You can also use all the ISO-9660 CDs that exists for the PCs. You won't
run the PC programs but you will access all the text, pictures, and sound
files on it.
The discs already tried are :

Corel Artshow 91 :
~ 1000 scans of paintings (like Manet, Van Gogh,) in 16 and 256
colors PCX files;
All the images from the 91 Corel draw contest in CDR and DIB format;
some midi files.
The PCX and DIB files can be read with Dieter Fiebelkorn's Gem-View
3.xx .

Source Code CD-ROM (Walnut Creek):
660 Mb of program source for MSDOS, windows and Unix.
The March 94 version does not contains the COMP.SYS.ATARI.SOURCES any
more.

Compo sells a cd-rom from Bitstream with 500 Type 1 and True Type Fonts
for 99 DM. Looks great for Speedo-GDOS v5 and NVDI 3.0 owners.

Clipart Warehouse

Compton's New Media M.O.S.T. CD-Roms :
Doctor's Book of Home Remedies
KGB-CIA World Fact Book
The Pill Book
The King James Bible
U.S. Presidents

You can view all these M.O.S.T. CDs with Brian Grier Perkp's
program. (MOST.ZIP, the demo version is on ftp at
Atari.archive.umich.edu).

3 - Can I use Photo-CD on my Atari ?

Of course You can !
To have full use of the photo-cds, you'll need a multi-sessions drive and
driver and also a program that can handle PCD files.

CD-TOOLS :
The driver from Hard & Soft can read multi-sessions discs and have all
the needed stuff to handle the Photo-CDs.

ColorDisc PCD :
Commercial software from Color Concept, Im Alten Breidt 4, D-53797
Lohmar Breidt, Germany, Phone: (02246) 7132

This program allows you to manipulate the photos on your Photo-CDs, and
save them on hard-disc. It handles Portfolio CDs.
If my understanding is good, it works with metados and a special BOS
file (both included).
It also includes a CD-Audio player.

A demo version is available at ftp.tu-clausthal.de.
ColorDisc PCD works on TTs and Falcons and costs 99 DM.

Studio Photo :
Commercial software from Eurosoft.
This french program can manipulate Photo-CDs.

Gemview v3.xx :
Shareware from Dieter Fiebelkorn, Gr'ner Weg 29a, W4370 Marl-Brassert,
Germany, Email : fiebelko@bonny.informatik.uni-dortmund.de

Gemview is also capable of handling PhotoCD's. Only in two resolutions
(Base and Base/4 I think)
The Gemview v3.xx license costs 40 DM.

4 - Can I play Audio-CDs on my Atari ?

Of course You can !

The following programs are available :

CD-TOOLS :
The driver from Hard & Soft includes a player for CD-Audio discs. The
drive must understand SCSI2 instructions(Or CDAR504 or the Apple

CD150).

ColorDisc PCD :
It also includes an audio Player.

Audio CD Master 3.0 :
Commercial software from It's All Relative Software, 2233 Keeven Lane,
Florissant, MO 63031, USA.

This program can play CD-Audio discs on SCSI2 and Nec drives. On
falcon and with some drives, it allows you to control and pipe your CD
audio sound into the Falcon for DSP effects using software like the
Audio Fun Machine that comes with your Falcon 030.

Audio CD Master 3.0 costs $29.99 US, postpaid, worldwide.

Audio CD player 2.0 :
Older shareware version of Audio CD Master 3.0 from Nima Montaser, P.O.
Box 52127, Ottawa, Ont. K1N 5S0, Canada

Does not work on my falcon.

Egon CD-Utilities :
This package contains a program and a CPX for CD-Audio Play and allow
the
copy of the audio tracks to the hard drive.

ExtenDos Pro :
This driver contains a program to play CD-Audio.

AudioStreams:
From Erling Henanger <erlingh@idt.unit.no>

- Includes a CD-database that will recognize CDs and favourite
tracks.
- Works as program or accessory, with or without mint/multiTOS.
- Works on TT and Falcon scsi ports.
- Should work on ST's with ICD's SCSI-2 capable host interface, but
this is not tested.
- Works on all SCSI 2 compatible CD ROM drives, as well as Pioneer
and AppleCD 150 drives. Can be configured to work with any CD ROM
device through external drivers. Drivers can be made with a
supplied compiler program. They are made from simple ASCII files,
and example files are included for SCSI 2 and AppleCD.

WinRec 1.4 et Winrec Pro:
From Andreas Binner, Eichholzstrasse 12, 90587 Veitsbronn, Germany
Email : andreas_binner@n.maus.de

Winrec 1.4 is a shareware and Winrec Pro is the commercial version with
more functions. The main function is direct_to_disk.
They now containsan CD-AUDIO player that works with MetaDos.
The Winrec 1.4 license costs 30 DM.
Winrec Pro costs 129 DM.

MusicChannel 1.51:
Shareware from Stephan Bold, Paray-le-Monialstr. 16, 67098 Bad D�rkheim,
Germany; Email : stephan_bold@lu.maus.de

CD-AUDIO player and �.MOD� selector.
Works with MetaDos and Paula.
Also contains a CD-AUDIO database.
The MusicChannel 1.51 license costs 10 DM.

5 - How do I program the CD-ROM drive ?

Some bindings exists to access the cd-rom drive. They can be found on
ftp.muenster.de (under \pub\atari\Programming\CDBIND01.ZIP).
They can be only used with some drivers (CD-TOOLS and ExtenDOS can be used,
CDROM.XFS not).

6 - Appendix A

These are some users configurations :

TT, MultiTOS 1.04, CDROM.XFS
TT, MultiTOS 1.08/9, CDROM.XFS v.0.7
TT, MetaDOS

These do not work:

TT, MultiTOS 1.08/9, CDROM.XFS < 0.7
TT, MultiTOS, MetaDOS

Drive : NEC Multispin, external (84-1).

Discs : GEMini Atari CD ROM from Walnut Creek
Clipart Warehouse

MSTE -> ICD MicroSCSI -> ICD AdSCSI+ -> NEC CDR-37
but the first host adapter in the chain has nothing to do with driving the
CD-ROM, its for a hard disk. The AdSCSI+ also has a hard disk running from
it as well as the CD-ROM

Drive : NEC CDR-37

Software :

ICDCDZ2.XFS as supplied on the ICD Pro utilities disk. This only seems to
work under MiNT <= 1.04. None of the other freely available CD-ROM drivers
(MetaDOS etc.) seem to work. I haven�t tried Extendos or CD-Tools.

For audio playing, I�m using Nima Montasser�s �Audio CD Master 3v0�. This
is the commercial release of the AUD_CD20.ACC audio CD player. Both work
fairly well for me, but I haven�t got all the features to work yet.

In order to CD Player configuration to work (the default NEC CDR-37 one
didn�t work! with AUD_CD20.ACC) I contacted NEC(UK). They very kindly
sent me a copy of their �SCSI 1 Spec� free of charge. This is a 90 page

photocopied document which lists all the SCSI 1 commands for a CD-ROM and
what they do. I m sure its pretty out of date now, especially as NEC must
be onto SCSI 2 by now.
I used the SCSI.PRG from the ICD Pro disk to send SCSI commands to the
CD-ROM to get the combination right.

```
-----------------------------------------------------------------
Atari Falcon030, 4MB RAM, 127MB Internal IDE drive, 270MB external
SCSI drive, Viper 105S Tape Streamer.

Drive : NEC 2xi
```

Non-working drivers: MetaDOS 2.3 (no BOS drivers for Falcon).
ICD Pro Utilities (didn t see the drive at all).
Atari CDROM driver, v0.6 (gave read errors).

```
Working drivers : ExtenDOS v1.11 (commercial, available in the UK from
Systems Solutions, price about 30 pounds).

Discs : Gemini Atari CD-ROM.
Cover disk from a PC CD-ROM magazine. The files read OK, but obviously
the PC-specific executables do not run. I got loads of TIF pictures etc
off of this disk.
The NEC 2xi is about the same price as an Apple CD300 (160 pounds + VAT).
But people seem to have had less hassle getting the Apple drive running.
I chose the NEC because is an internal drive, so slotted into my
mini-tower comfortably.

-----------------------------------------------------------------
TT030 4 Mb ST Ram, 4 Mb TT Ram, 210 Mb HD
Mint (1.04) + MultiTOS

Drive: NEC 210 (also known as NEC55j?)
(double speed SCSI internal drive)

Driver: CD-Tools 1.08 from Hard&Soft Computerzubehor GmbH
```

DOS discs tried: - The Best of Demo (Comptec Multimedia)
contains lots of GIF/BMP/MOD/TXT files
- Monster Media issue 2 1993 (by Monster Media?)
contains also lot s of GIF/BMP/MOD/TXT files
- TOP 101 shareware programs (came along with the drive)
hardly usable, only DOS stuff.
- Music Box 1994 (Powersource inc)
tons of MOD and VOC (about same as WAV) sound files.
Atari discs tried:
- DTP Grafiken (by Werbedesign Schutz)
contains tons of clipart files in IMG and (DOS) PCX
format, disc was made for Atari and DOS

Other drivers I ve tried are several earlier releases of Metados from
Atari, a modified Metados for the Falcon and some XFS drivers for
Mint/MultiTOS (ICD and Atari).

Most of them work OK but for some discs (for example the DTP Grafiken disc)
the older drivers cannot cope with the large amount of files in a
subdirectory (with DTP Grafiken there are folders with over 700 files!)
Clicking on the folder icon just doesn't open the folder
The driver from Hard&Soft seems to work for all of my current CD-ROM discs.

The XFS driver for Mint/MultiTOS is slow The Metados drivers seem to
buffer much more data, problem with Metados is that it's supposed NOT to
work with Mint/MultiTOS. However, I haven't got any problems yet.

TT030, MetaDos, Apple CD300
But it seems that the TT does not recognize a media change, and I get
some "not-responding" messages. After clicking <CANCEL> the loading is
performed perfectly.

```
>I chose the NEC because is an internal drive, so slotted into my
>mini-tower comfortably.
```

It is very easy to remove the Apple CD300 from it's casing. It just holds
an Sony CDROM player which can then be mounted in a tower without any
problems.
(I've done so) The casing can then be used to hold a old HardDisk which was
left
over from a upgrade to be able to transfer data between friends (Works
perfectly!)

```
PS. I bought my Apple CD300 here in the NL for about Fl.470,- which is ca.
$250
-----------------------------------------------------------------
TT, MagiX 2.00, MetaDOS 2.30
-----------------------------------------------------------------

Thanks to all the users that mailed me their experience.
```

2145. HP compress DAT drives

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 08:45:02 UTC
From: markb@Name
Message-ID: <39a7ue$de4@hpwin055.uksr.hp.com>
Source record: 177887

What software available is there to use an HP DAT drive with an ST - using ICD Link II. I have got Gemar 2.20 and partly translated it, but I saw a message recently where someone said that they had to alter something to work with a DAT drive (I think it might have had something to do with compression)

--

Mark Bridgett
Systems Consultant

Unix Mail : markb@hpmanb83.uksr.hp.com Hewlett-Packard Limited
HP Desk : Mark Bridgett/HP8005/BA Heathside Park Road
Telephone : +44-61-495-5091 Cheadle Heath
Fax : +44-61-405-5112 Stockport
Voice Mail: +44-344-368151 Cheshire
Internal Telnet & Voice Mail: 55091 SK3 0RB

2146. Re: CaTTamaran

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 09:28:24 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <39aafo$5hs@percy.cs.bham.ac.uk>
Source record: 177889

azog@world.std.com (azog) writes:
>Looking for anyone whos installed the CaTTamaran accelerator for the
>TT, and wanted to get some ideas.
>
>For only $100, it seems like it cant be beat. Ive downloaded the
>demo software, and went thru the 'run me first' installation
>tutor, and it looks pretty simple. It states that installation in
>a Rev G system is easiest, but I dont have a Rev G. The demo didnt
>mention anything less than this, altho I would hope that the
>install instructions would cover such things (dunno what rev my
>system is) I am not afraid of a soldering iron, but am afraid of
>screwing things up.

The biggest potential problem is with your TT Fast RAM board. My
unaccelerated TT gets TT RAM from a MegTT board 1.4 times faster than
from an Atari TT RAM board (timed using GEMbench). This causes the
CaTT a few problems, although mods are apparently possible to get them
both working together happily.

I'm looking forward to having a CaTT (meow!)

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2147. Re: Obsession - What's the Deal?

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 09:28:30 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39aafu$93f@bs33n.staffs.ac.uk>
Source record: 177890

Mike Goodman (mgoodman@goody.demon.co.uk) wrote:
: Anyone know just who is distributing Obsession.

Merlin PD without a doubt, you should see all the advertising they have
done for it! I remember adverts from like a year ago for this game....

: I received a demo today from JCA Europe.
: The label is marked:

: **Offical Demo - Please Copy & Distribute**

: One of the conditions in the readme says it may not be put on
: any sort of cover disk until March 1995.

It means don't put it on ST Format basically.
I can understand why, they'd make money from sales of the magazine.
However it would also help to make awareness of Obsession grow and secure
an even larger sales. Last I heard there were 2000 PRE-orders for it.

: ST Review says it's on next months!
: Whats the score?

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com
As seen on Channel 4 :-)

2148. Re: TOS 1.62 -> TOS 2?

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 09:30:45 UTC
From: pi92pob@pt.hk-r.se
Message-ID: <1994Nov3.093045.27412@nomina.lu.se>
Source record: 177891

In article ph6@aristotle.algonet.se, jonaeson@algonet.se (Tommy Jonaeson) writes:
-----> snip
> : If youve got an STe of late vintage, chances are youve got a two-ROM
> : TOS, which makes installation a snap: pull the old, snap in the new,
> : and set a jumper.
>
> TWO jumpers!!! Otherwise it might get nasty...
>
-----> snip
> Double-TOS's is really quite easy.
> Here is how to do!
> Normal TOS 1.62 comes on 128 kb EPROMS (2*128=256kb), while TOS 2.0x
> comes on 256kb EPROMS (2*256=512kb).
> To get both TOS's into one set of EPROMS, you need 512kb EPROMS, and burn
> TOS 1.62 in the upper half of each EPROM, and 2.06 in the lower half (or
> vice versa of course).
> Then you extract the highest adress-pin on each EPROM, and connect a
> switch to it. Voila! Yuo can now switch between TOS 1.62 and 2.06!
>
> Parts needed for this is 2 EPROMS (27C020) and a switch.
>

This sounds like an idea I had about piggy backing the old 2 roms on the 2 new ones and pulling out the chipselect and switching with that...

What I wonder is, the two jumpers needed, if they're fitted, will the old tos work?
What exactly is the jumpers for?

/PO ~ happy when I get a working DMA chip for my STe....
~~~~~~
pi92pob@pt.hk-r.se Villa Flora | Musicians have more fun?!?
+46 (0)457 26165 372 36 Ronneby |
~~~~~~
~~~~~~~~~~~~ WWW homepage http://www.pt.hk-r.se/~pi92pob ~~~~~~~~~~~~
~~~~~~~~~~~~

2149. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 10:39:43 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <39aelf$680@nyheter.chalmers.se>
Source record: 177760

In article <avg.783795350@news.cwi.nl>, Annius Groenink <avg@cwi.nl> wrote:
>>No, we should have a GEM based telnet app, but using MiNTnet.
>
>Answer to that is simple: GEM + MiNT = go make yourself a cup of coffee
>
A very very quick cup of coffee then. When I run MiNT without MultiTos Gem is
NOT slow.

If you want to run something slow: go ahead and make Mosaic! If you intend to
run it over a modem line you will see something slow!

>>As for the speed of MiNT, the slowdown is negligible and many functions are
>>in fact faster. It's only the multi-AES that's slow and that should be much
>>better.
>
>Should isn't good enough. And applications supporting xfs become very
>very slow even under single GEM + MiNT...
>
I haven't noticed any slowdown! I've been running MintNet + MinixFS for a few
months now and I'm satisfied by the way it works...

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

2150. Re: Support FPU's

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 10:44:51 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <39aev3$qv7@m1.cs.man.ac.uk>
Source record: 177761

In article <01889ABKSWTAGKNNWXI@ars.ath.forthnet.gr>, mipap@ars.ath.forthnet.gr writes:
|>
|> I've recently added a FPU to my Falcon set up, so I searched for
|> programs that support it.
|> The only programs I found are CAD or Raytracing type...
|>
|> On the other hand I see programs like GEMView or Imagecopy try to do
|> all the math with the processor. I am sure that a math routine that uses
|> the FPU will make the programs go faster.

Doesn't Gemview use the DSP on the Falcon? (There is a DSP option in one of the menus) The documentation that I have says that this is faster than a 16Mhz FPU - and all falcons have them (unlike FPU's).

|>
|> SpeedoGDOS for example or NVDI 3 have scalers for vector fonts.
|> I'll bet they don't use FPU if it is available.
|> Why? Is so much trouble to add a FPU math routine? It makes the program
|> so big? Please I'd like to here some opinions on that subject...

??? Speedo should use the FPU, but does it?? (I doubt it.)

|>
|> Michael Papadopoulos
|> mipap@ars.ath.forthnet.gr
|>
|>

Anthony Jacques

jacquesa@cs.man.ac.uk

2151. Re: HELP! I need MiNT UUCP!

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 11:00:18 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.jZEfm_6Cg66@albemuth.equinox.gen.nz>
Source record: 177893

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <H.ekBL.Rx_bu39Py8_@albemuth.equinox.gen.nz>, John Collis writes:
>>Okay, I think you are right about the ease of portability, but most
>>software I've seen from *IX for mail and news handling via UUCP, doesn't
>>really need to be running in a multi-tasking environment as the concept
>>of queueing data by files is the whole point of a UUCP-Mail/News system.
>>(I agree that for IP connectivity that multi-tasking with daemons
>>waiting on certain ports is part of the design). There are ways of
>>porting *IX stuff to TOS with a little forethought.

>The whole point of porting UUCP stuff to MiNT is to use the minix
>filesystem though; linking (or sym-linking) files is much faster than
>copying them, and minix filesystems don't die when you drop a couple
>thousand small files into a directory...

Okay, I can see some point in that, but a good UUCP system doesn' _have_
to be able to cope with a major feed. If you really want to have that
sort of capability you really shouldn't be running an Atari in the first
place. I see UUCP on the Atari as a good way of dealing with a few (up
to 50 say) newsgroups, where there isn't going to be a huge demand on
system disk resources. Hell I ran UUCP with a small newsfeed on a dual
floppy system for over a year (not that I'd recommend it to anyone
though).

The problem I see, is that it is fine if you can run MiNT, GCC and the
MinixFS and configure things so that you have something that looks like
a Unix directory structure to the software that you compile; but this
does require a certain amount of expertise from the user. My argument is
that there should be really good flexible, interoperable software that
doesn't impose limits if you want to get it to do fancier things. UPoint
is a nice self contained system, but it will only do the basics and you
have to use it's own builtin Newreader etc. Hermes is much more
flexible, but even it has limits which are mainly to do with it having
been made to be backwardly compatible with Mercury. (The biggest
complaint I have with Hermes at the moment is the way that the mail and
news transport agents work by writing "magic" config files which are of
a very fixed nature. There also really ought to be a UUXQT type of program.)

The PC world and in particularly the Amiga world have quite a lot of
UUCP/Mail/News software that is interoperable (i.e. various programs
from different programmers work together without too much hassle),
without requiring that one completely change the character of your
operating environment and system setup, which is something that using
MiNT etc. *does* force you to do.

Just some thoughts! :-))

Cheers,
John
--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

2152. Re: Support FPU's

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 12:05:46 UTC
From: djs@jet.uk
Message-ID: <1994Nov3.120546.4266@jet.uk>
Source record: 177768

In <39aev3$qv7@m1.cs.man.ac.uk> jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

>Doesn't Gemview use the DSP on the Falcon? (There is a DSP option in one of the menus) The
Both GemView and ImageCopy 3 can use the DSP JPEG decoder if installed.

--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2153. Re: Compiling MiNT v1.10

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 12:06:27 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.35.000C1BE4@cam.ac.uk>
Source record: 177765

In article <38vv90$26g@mercury.dur.ac.uk> M J Maisey <M.J.Maisey@durham.ac.uk> writes:

>: You are compiling MiNT 1.10 without patches i guess?
>: Try to patch up to h9.

>I had done that, and I've now patched beyond that to 1.11h2. The problems
>remain.

I couldn't get the patches to work, it failed every single hunk.

So I compiled the unpatched 1.10 without problems but now whenever it tries to
run anything including the desktop and any DAs it gives an illegal instruction.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

2154. Re: HD Format problem...

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 12:11:11 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.36.000C3018@cam.ac.uk>
Source record: 177766

In article <37vp4r$m1g@rc1.vub.ac.be> sforseil@vub.ac.be (FORSEILLES STEPHAN) writes:

> I knew there was a way to make a SCSI HD partition usable by both
>MSDOS and TOS. But the program I used to format the HD didn't accpet partitions
>larger than 32Mb.

> So here's my problem. A customer has a 500Mb Digital SCSI external HD
>wich should be used by both his Atari and his PC. Not concurently of course.
>He just wanna use his falcon to record huge d2d sounds and then exploit them
>later on the PC. He had sounds as large as 110Mb. So there is a problem.
>I wasn't able to format the HD so that partitions larger than 32Mb were
>recognized by both MSDOS and TOS.

Basically both MSDOS and TOS use the same filesystem which is limited to
32kclusters. Up to that point they are compatible; but to get round that limit
they use different methods.

MSDOS puts more sectors per cluster, so a 256Mb partition would have 16 normal
size sectors per cluster, making 8kb clusters.

Whereas TOS uses large logical sectors, so a 256Mb partition would have 2 4kb
sectors per cluster, again making 8kb clusters.

The two are incompatible, although the behaviour of TOS here depends on the
driver and it would be theoretically possible to write an MSDOS compatible
driver.

I'm not sure how compatible the HD formats are anyway, even though within each
partition they are the same (apart from this sector size quirk).

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

2155. Re: alt.mags.st-action.die.die.die

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 12:15:30 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.37.000C4281@cam.ac.uk>
Source record: 177767

In article <199410231638.AA01213@moroder.demon.co.uk> robotron@moroder.demon.co.uk (Stephen K Mulrine) writes:

>I notice that the new-look ST Review incorporates eight pages' worth of
>ST Action inherited from ST User. Now, it seems to me that if ST Action
>had been any good it wouldn't have been closed down and incorporated into
>ST User in the first place. So why must it now be passed to ST Review like
>a parcel with extruding wires and a distinct ticking sound?

Or have they just inherited the name? It doesn't seem to be much different than the games section in ST review was anyway, and ST Action is a better name than whatever it was they used to call it (obviously very memorable :) IMO.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

2156. Wanted: Software

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 12:21:40 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39akkk$k66@dux.dundee.ac.uk>
Source record: 177770

I am looking for the following titles:-

Borland Pure C (UK version if it exists)
Lattice C (Falcon Version)
A-Train
Railroad Tycoon

Rod

--
==
Roderick McCall \ 3rd Year Computing Sci. & Accounts
\ University of Dundee, Scotland
\
==

2157. Re: PGP-Shell available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 12:24:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411031424.a11019@pb2.maus.de>
Source record: 177803

On Saturday October 29th at about five to eight
renfro@bnr.ca (*Randy Hoekstra*) happened to write:

RH>This is the first report of it being 'quite buggy', so if it would
RH>help if you send me more details. The latest released version is 0.9

Well, I received the 0.9 yesterday. When I've checked it out I'll get back to
you personally, ok?

RH>If want to register I may even send you a pre-release of
RH>v1.0 (hopefully not near as buggy

Is the 1.0 available for the public yet?

T2UL8R!

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2158. Re: JOVE Emacs clone Need *Help*

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 12:39:33 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.38.000CA927@cam.ac.uk>
Source record: 177771

In article <H.ekBL.9&zdb1GYO8s@kora.pn.com> info@kora.pn.com (Dave Gilden) writes:
>If anyone knows where their are any Docs, Man.pages or readme files
>for the JOVE editor <Emacs clone> Please let me know.

Well I don't know about Jove, but Emacs docs, along with other, are available
by http (converted from TeXinfo). Try one of (there are others, but these are
the only ones I have the URLs for)

http://www.cis.ohio-state.edu:85/info/dir
http://www.cl.cam.ac.uk/texinfodoc/dir.html

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

2159. Re: Printer Capture from Calamus 1.09

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 12:41:12 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Nov3.124112.137@unix.brighton.ac.uk>
Source record: 177786

Peter Hopson (pmh@noddy.forestry.tas.gov.au) wrote -

:Whoa, I'm a little confused, I've got Halekin 2, Printodisc.prg with Calamus
:1.09. At work its a 486 with a very nice Laserjet 4 which I'd love to print
:my Calamus stuff onto without bringing the Atari to work. Can you explain a
:little how I might do this? From what I'm reading it's quite possible?

:Thanx
:Peter Hopson

The idea is, if you have a good printer spooler that allows you to
capture print output of a program and hold it in memory and allow you to
save it to disk, then it is possable to use any printer. All you do is
select the driver for the printer you want to use, print it to the
spooler, save the spooler contents to disk, take this disk to a machine
with the desired printer, copy this file direct to the printer.

In my case, I use a Laserjet driver, save the spooler contents to disk,
upload this file to the university's UNIX system, then issue the command
lpr <filename>. The file is now printed on the laser.

Problems come about when the program you use uses it's own faster print
routines (like Calamus) and the spooler doesn't capture anything.

Although keep reading this thread.......
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-

2160. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 12:44:36 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Nov3.124436.405@unix.brighton.ac.uk>
Source record: 177785

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote -

:The other thing a lot of the New W.P. use Speedo GDOS and Fonts, I think
:a 4 meg machine is far to small, but that would depend on how many fonts are
:loaded, windows used etc....

Bit of a prob, the STe can only go up to 4meg! I think Speedo GDOS is
more for owners of Falcons, other Atari users have to continue with GDOS
:(
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-

2161. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 12:45:06 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.39.000CC0D7@cam.ac.uk>
Source record: 177772

In article <38g2ld$4j7@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>Well, I finally got to play with TOS 5 (well, TOS 4.92a - dated June 93).

The iconify on it isn't compatible with that that will be in released versions
of MultiTOS. I don't know why but they changed which bit they use in the
window kind. There have been other changes to the AES since this version.

>Using a MiNT 1.11h2-beta kernal, the speed improvement over multiTOS is
>unbelievable. It actually feels as fast - if not faster, than using straight
>TOS4.02.

And do you get all the multitasking etc?

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

2162. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 12:46:52 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.40.000CC85E@cam.ac.uk>
Source record: 177773

In article <Cy6F85.F0@sci.kun.nl> sanders@sci.kun.nl (Sander Stoks) writes:

>>Well, I finally got to play with TOS 5 (well, TOS 4.92a - dated June 93).
> ^^^^^^^
>Huh? I'd all but given up hope on TOS 5. And then this date... Is it
>*really* coming out? Don't play cruel games please...

TOS 4.92 (presumably a beta of TOS 5) has been around for a long time, and Atari have shown no sign of actually releasing TOS 5. Similarly newer versions of the Multi-AES have been around for over a year and have still not been released.

>Hopefully awaiting,

Aren't we all?

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

2163. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 12:48:42 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Nov3.124842.620@unix.brighton.ac.uk>
Source record: 177787

Rick Flashman (rflashma@mhc.mtholyoke.edu) wrote -
:In article <CyM8I8.20K@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk
:("Graeme Rutt") wrote:

:> >>I've just installed Caligrapher Gold from an old ST Review coverdisk, but
:> >>I don't have the issue any more and so haven't got the first idea on how
:> >>to use it!
:> >
:> >Why is a commercial program on a magazine cover disk????
:>
:> ST Review has always featured commercial programs on its cover disks -
:> they're often one version off the latest, admittedly, but they're there
:> and they're normally *fully* functional. They often come linked with a
:> readers offer to buy the manuals/upgrade path from the supplier.
:>
:> Graeme

:Not all these offers are legit. We got ripped off when a British magazine
:decided to include our English version of Arabesque Pro without permission
:(a program we were selling for $200). Needless to say, we lots plenty
:because of that. Never saw a cent and it killed all sales of that program.
:Hard enough to fight piracy when you have magazines doing the same thing.

I must admit, when all the mags were busy doing this, I did get a bit fed
up when packages I had bought that year were suddenly appearing for free!

It also gave the mags an excuse to put the prices up once again.
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=

2164. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 12:49:15 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.41.000CD280@cam.ac.uk>
Source record: 177774

In article <38k2ka$e5o@josie.abo.fi> THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
>Btw; all Atari multitasking systems seem to have one problem in common: when a
>fileselector pops up, all other processes freeze up =-(. While doing some data
>transfer this simply isn't acceptable, because: pause -> timeout -> problems...
>The same thing occurs when you use menus, or the disk drive reads or writes.
>Can anyone tell me, why these things can't be improved - when e.g. Mac OS
>handles them better?

They are fine. Just get some decent software that uses the facilities of MiNT
to handle the serial port stuff in the background.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

2165. Re: Help !!

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 12:52:51 UTC
From: michaelm@cogs.susx.ac.uk
Message-ID: <39amf3$i6v@infa.central.susx.ac.uk>
Source record: 177777

Simon Moore (smoore@chowgar.demon.co.uk) wrote:
: Hello there,

: About five minutes ago I powered up the Falcon and reveived a message telling
: me there was a bad CRC check on ROM E or something like that. The desktop
: came up okay and I then cold booted to see if it would happen again. No. Then
: I remembered about an hour ago I was doing nothing in particular and my screen
: suddenly corrupted badly. So badly I couldn't see anything on the screen. I
: quickly cold booted and everything was fine.

: The $60,000 question is, what the hell happened ? Should I be worrying about
: it ? Any ideas anybody ?

: --

: Simon Moore

I have no idea what the error means (but it sounds pretty serious), but its
definately *not* supposed to happen so I would talk to your supplier about
a repair/replacement. It will still be under warranty.

Michael

: smoore@chowgar.demon.co.uk

2166. Re: [Q] Advice needed-comms prg/X-windows,UUCP etc.

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 12:56:50 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.42.000CF2DD@cam.ac.uk>
Source record: 177775

In article <393m73$c04@holmenkollen.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:

>So, now while I'm here, having full Internet access for free, I want
>to download the software I need for that.
>I have no clue as to what software I need, and what "standard".
>The terms UUCP, SLIP, QWK etc. doesn't tell me a thing.
>What do I need?

There are three ways you can get internet access

1) a full tcp/ip connection (using SLIP)

On the Atari this either means using Mint-net, or using the horrible KA9Q stuff. Actually Mint-net is pretty horrible ATM but it should be possible to write gem based versions of ftp etc in future.

All the time you are connected you can do anything you can from a full internet site.

2) Via UUCP

With this you go on once a day to transfer packets containing mail and news, and possibly other files.

You want either Upoint or Hermes.

3) Terminal

Much as you've been doing with your university's system, dialing in. This way you can run text based versions of web browsers, newsreaders etc. All you need for software is a terminal program; but this way isn't as flexible and doesn't allow for offline reading.

QWK is a format for offline reading that originated on fidonet type BBSs, and which some terminal based internet providers will let you use, so giving offline reading. It is not really ideal for usenet as fido systems only have 16 characters for the area name (ie. newsgroup). The best QWK reader is probably MT-QWK, although a lot of people will disagree with me here.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

2167. Re: Civilization

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 13:22:20 UTC
From: doucet@ripolin.laas.fr
Message-ID: <39ao6d$bsp@hal.cerfacs.fr>
Source record: 177784

In article EJ5XDFUT@warpcon.ersys.edmonton.ab.ca, leslieh@warpcon.ersys.edmonton.ab.ca (Leslie Hartmier) writes:
(In <CyE02u.JtE@cee.hw.ac.uk> David Greenlees wrote :
(>
(>Why doesn't the ST version have random worlds?
(>
(Actually, it does.
(

Yes, it seems it does, but most often it's the same "random" world.
I remember having played on a different world only once in a huge lot of games. Anyway, you can set climate, mass land, and such things to rearrange (?) the world.

Now, something different: has anybody seen "very unhappy people" ?
They're in red, opposite to "normal" unhappy people who are in black.
I've heard of those VUP on the IBM version of Civ, and I was very surprised to see some of them in the population roster of some cities.
(I played a despotic conquest strategy at king level.)

In the same game, I also discovered the (in)famous "undefended city bug", that I also used to believe it was a PC only feature; and, to come back to the initial subject, I think it was not __exactly__ the same random world as usual ;-)

I'm pretty sure there are at least two versions of CIV for the Atari:
how does one can find what version number he got?

Thanks for any help on this.

-- _____ _____
__| | ___| \ doucet@laas.fr (Jean-Etienne Doucet)
| | | ___| | |
_____|_____|_____/ LAAS-CNRS / Toulouse / France

J'aime bien la nature, mais les fourmis plein le pate', la` je dis stop.

2168. Falcon--PureC--color palette -> HOW?

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 13:27:24 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.783869244@sakura>
Source record: 177791

Dear everybody,

I've tried for several hours now, but I can't set the colors in the
palette of my Falcon with PureC...

I simply want to have 256 (or at least 16) greyscale colors instead of
the default...

Any help greatly appreciated!

Christian

2169. color emulation for mono monitors?

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 13:30:03 UTC
From: ac125@cfn.cs.dal.ca
Message-ID: <Cyp1I4.Hyn@cs.dal.ca>
Source record: 177782

I have an ST with mono monitor and have been given some games.
Unfortunately they all require a color monitor. Does anyone know of a
program that allows a high res mono monitor to emulate a med res color
monitor so that I could run these games??

Also I know there is a shareware program that allows mono
monitors to use the whole screen; i.e. it uses the black rim around the
outside of the screen. Has anyone any experience with this? DOES IT
REALLY WORK??

Cheers!

--

2170. Want to buy Atari SC 1224 Monitor (Japan Made Model)

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 13:55:16 UTC
From: Victory@panix.com
Message-ID: <Victory.1134258556B@198.7.0.1>
Source record: 177808

Looking to by this monitor.....with the "sloped" top/back casing, etc.

Willing to pay $100 + shipping for a monitor in good condition (operationally), no burned out pixels, etc. Cosmetic apprearance is not a concern...

Vic.

2171. Re: Obsessive pinballing!!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 14:21:46 UTC
From: s9205525@otto
Message-ID: <39arlq$t2j@aggedor.rmit.EDU.AU>
Source record: 177796

What i want to know, is where can this demo be ftp'd from?????

--

****
* *
* John Moon *
* *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* *
* *
****

2172. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 14:23:20 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-0311940923200001@flash.comm.mtholyoke.edu>
Source record: 177792

In article <Cyo49K.ECH@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk
("Graeme Rutt") wrote:

> >Not all these offers are legit. We got ripped off when a British magazine
> >decided to include our English version of Arabesque Pro without permission
> >(a program we were selling for $200). Needless to say, we lots plenty
> >because of that. Never saw a cent and it killed all sales of that program.
> >Hard enough to fight piracy when you have magazines doing the same thing.
>
> As you know, this wasn't a problem with the magazine involved (ST
> Format) it was a problem between your UK distributors. I think it's
> very unfair of you to suggest that it was in any way STF's fault.
>
> I'd like to make it clear that I've never so much as written a word for
> STF - unless you count a rather silly letter of mine they published in
> '87.

That's not true. Our UK distributor, Compo, was not aware of this until
they saw a magazine show up in their mailbox. They were quite pissed, as
they had just ordered several dozen units from the U.S. It is hard to
calculate what portion of that month's sale was generated due to the
included program, but it is impossible to calculate the total loss we
suffered due to that type of exposure. The program simply stopped selling,
overnight. Nobody wanted to buy what they could get on a magazine cover
disk.

--
Rick Flashman, President Tel 413.247.5620
Gribnif Software Fax 413.247.5622
P.O. Box 779, Northampton, MA 01061-0779 rflashma@mtholyoke.edu
For information or technical support, contact "gribnif@genie.geis.com"

2173. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 15:00:45 UTC
From: paul@xciv.demon.co.uk
Message-ID: <783874845snz@xciv.demon.co.uk>
Source record: 177813

In article <rflashma-0211940829580001@flash.comm.mtholyoke.edu>
rflashma@mhc.mtholyoke.edu "Rick Flashman" writes:

> > ST Review has always featured commercial programs on its cover disks -
> > they're often one version off the latest, admittedly, but they're there
> > and they're normally *fully* functional. They often come linked with a
> > readers offer to buy the manuals/upgrade path from the supplier.
>
> Not all these offers are legit. We got ripped off when a British magazine
> decided to include our English version of Arabesque Pro without permission
> (a program we were selling for $200). Needless to say, we lots plenty
> because of that. Never saw a cent and it killed all sales of that program.
> Hard enough to fight piracy when you have magazines doing the same thing.

How did they manage this, did they just put it on or as I heard somewhere
put the wrong version on, and not the intended cripplied demo version?

Did you get any compensation from this magazine?

I speak as someone who had some text published in STF without permission or
payment.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) IRC: Civ */
/* ST & PC A woman needs a man like a fish needs a bicycle */
/* Owner "Beware of Trojans, they're complete smegheads!" - RD5 */

2174. Re: program to play sampl

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 15:15:42 UTC
From: d92jk@efd.lth.se
Message-ID: <39auqu$fqb@nic.lth.se>
Source record: 177814

>It plays ANYTHING. WAV, AVR, SPL, SAM, SEG, etc. etc.

I understand it doesn't play mpeg audio files (MP1, MP2). Is there a program
for the falcon that does? That would be something really cool.

2175. Re: TOS 1.62 -> TOS 2?

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 16:11:15 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <Cyp8yr.HrD@oucsace.cs.ohiou.edu>
Source record: 177816

Several people have mentioned that you just need to swap the chips
and move two jumpers on an STe. I'd like to add a warning that not
all STe's are like this. Some older models, like mine, have
soldered-in resistors instead of jumpers. You have to cut one end
of each resistor, and then move and solder that end to a new location.
Or, you can remove the resistors and solder in jumpers. Either way,
it's not plug and play; best to check your motherboard before you buy.

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

2176. Re: Civilization

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 16:36:22 UTC
From: khladky@nessie
Message-ID: <39b3i6$b6j@yama.mcc.ac.uk>
Source record: 177521

David Greenlees (davidg@cee.hw.ac.uk) wrote:
: Glenda MOON (s9205525@otto) wrote:
:
: : : Why doesn't the ST version have random worlds?
:
: : : You can decide what sort of world you want i.e. age, climate and size.
: These are not random, I am fed up of playing the same land masses over
: and over again. Even start new world isn't random, I want to play a
: world I have never seen before, as I can usually guess where some
: races appear on certain "Random" worlds. Once I have gotten established
: and then start to explore I soon recognise the world, its like playing Earth
: where you know where good/bad areas are and where high concentraion
: of other races are.

Could it be that the random generator takes the machine clock time as
its seed ? I'm sure that the worlds have become more random ever since
I fitted one of those real time clock cartridges and started to run Civ
off the hard disk. Or am I wrong ?

Karel
--
++Karel Hladky+(khladky@umist.ac.uk)+CAPCIS Ltd.+Manchester+England++

2177. Re: TOS 1.62 -> TOS 2?

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 16:37:56 UTC
From: Rod@ivecoft.demon.co.uk
Message-ID: <783880676snz@ivecoft.demon.co.uk>
Source record: 177817

In article <1994Nov2.144130.1@dct.ac.uk>
mcsse2sw@dct.ac.uk "Simon Wilkinson" writes:

> I am contemplating upgrading my STe (TOS 1.62) to TOS 2.?? Has anyone out there
> done this type of upgrade? Does TOS 2 contain many bugs? Is it worth the
> money? A major problem with TOS 1.62 is you cannot set the system date to
> any year past 2000 AD. Can this be done on TOS 2? Do the switching devices which> go
between the old and the new operating systems hold both OSs in RAM at once
> thus limiting memory?
>
> Any other comments would be much appreciated.
>
> --
> Simon Wilkinson
> Abertay University (Dundee), UK
>

IMHO you would be better off with MagiC instead

Rod Keen Std disclaimer applies
to all comments made above

2178. Re: HDDriver v3.50

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 17:15:24 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.783882924@acp5>
Source record: 177818

sidcelery@cix.compulink.co.uk ("Harry Sideras") writes:

>What's changed since v3.12 Uwe? That's the last version I got here in the

The main points are support of XHDI 1.25 and bus arbitration. Bus arbitration is for TT SCSI and Falcon SCSI only, not for ACSI. In bus arbitration mode drives like the Quantum Empire 1080S or the MOD Fujitsu M2512A can be connected to TT or Falcon. This wasn't possible before.

>UK. I'm hoping for Sense Errors to be reported inthe same way that ICD

This is not planned but I'll keep this in mind.

>didn't report that it hadn't found my drive due to the default being set
>up for a different arrangement of ID numbers.

HDDRIVER only reports the drives it has found, i. e. you know that a drive wasn't found if HDDRIVER doesn't tell you its name during booting. I think this clue is enough to tell that you didn't configure the correct SCSI IDs.

```
*************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
*************************************************************************
```

2179. ST Report! Where can I get it??

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 17:42:08 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-0311940942080001@townblue.taligent.com>
Source record: 177390

Hello everyone.. I used to get ST Report off CompuServe or GEnie, but I recently gave up my CIS account and my GEnie account was recently cancelled. Therefore, I am finding it hard to read ST Report these days.

Does anyone know of an internet site where I can find current issues? Can I get someone from ST Report to mail it to me? Does ST Report even exist anymore?

--
-- John Townsend "I want something, I just don't
Taligent, Inc. know what it is!"

Disclaimer: I don't speak for Taligent, I speak for myself.

2180. Re: Looking for a Calendar prg...

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 18:00:50 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941103Z180050.173dbrewood@nest.demon.co.uk>
Source record: 177820

In article <757_9411010535@flight.org>
Chuck.Grimsby@mypoint.flight.org "Chuck Grimsby" writes:

> Version 2.01 was released on 10/29/94, but all my attempts to send it out
> failed. (Hung hosts, hung systems, and a bizare crash to the desktop! Gee,
> ain't computers fun?!?)

Any chance you could UUencode it and email it over?

--


```
=============================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
=============================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Screen Eye and Audio/Photo CD =
= Beta testing on the Falcon.......: Extendos PRO / Apex Media / Super SAM =
= F-Search / CB-Zone / CD Sound / GEM Bench. =
= FTN system beta testing: JetMail, Semper, LFA, AutoFile, and Tidyfile. =
=============================================================================
```

2181. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 18:24:41 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CypF5E.K4q@nntpa.cb.att.com>
Source record: 177822

Netscape is out in Beta now - its one of the "newer" versions of what mosaic might become. Blazingly fast compared to mosaic in some of its operations - and new operations have been added. It might be better to shoot for that instead of just getting us to where technology has been (although that's still better than nothing.) Ideally you want to aim for where technology will be when you introduce your product, now where it was when you started working.
Wayne

2182. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 18:58:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411032058.a11028@pb2.maus.de>
Source record: 177826

On Tuesday November 1st at about twenty-five past two
sheppard_r@kosmos.wcc.govt.nz (*Roger Sheppard.*) happened to write:

RS>The other thing a lot of the New W.P. use Speedo GDOS and Fonts, I
RS>think a 4 meg machine is far to small, but that would depend on how
RS>many fonts are loaded, windows used etc....

That's simply not true.

I work with a 4meg MegaSTE with NVDI 3.01 and at the moment I've *lots* of
fonts installed. No problems whatsoever with my WP or any other software which
uses GDOS and the scalable fonts.

With my current setup I have about 2,6 megs free when I'm on the desktop.
Thats plenty for what I'm doing. When I need all the memory I can get, I use
SuperBoot to quickly alter my config.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2183. Re: What is a BGM partition?

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 19:09:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411032109.a11029@pb2.maus.de>
Source record: 177827

On Tuesday November 1st at about twenty-five past four
boyd@math.fsu.edu (*Mickey Boyd*) happened to write:

Hey there, working late Mickey ;-?

MBB>understanding is that devices hooked to the TT SCSI port use the same
MBB>partition structure as those hooked to the DMA port, but I cannot

There is no difference in the logical partition structure on any port. Not on DMA, nor on SCSI, neither on IDE. And as always there is an exception to this: When you use e. g. an SyQuest- *IDE* 270meg removable harddisk with media formatted on the PC, the High-/Low-Byte is swapped! Thats the Intel-way of doing it. Atari wasn't intelligent enough to fix this directly in their IDE-adaptors. The driver has to do all the work now.

The bootsectors might be slightly different on those ports, though! I think I've read s. th. like this somewhere in the ICD docs.

Important note:

Not all versions of TOS can handele those larger sectors and high numbers of sectors. All versions =< 1.04 were limited to 32.767 sectors.

TOS =< 3.06 can handle up to 65.536 sectors with a maximum of 8.192 bytes/sec. That gives you a max. of 512 megs/partition.

Only the Falcon-TOS (current and future versions of Mag!C as well) can handle sector sizes of up to 16 kb. That would allow partitions of 1,073,741,814 (1GB) bytes :-)

But with such large sectors you waist a lot of HD-space as every tiny little file costs you 16kb!

But there is on glitch doing this with all versions of TOS prior to 4.0x. In *very rare cases* the _file_ using the sectors of cluster 32.767 could be damaged. *The rest of the partition stays intact*.

To prevent this from happening the sector at the 32.767 limit should be marked 'bad`.

Claus Brod, Juergen Lock and Julian Reschke discovered this bug.

The limitations I mentioned above are not actually caused by TOS, but by the GEMDOS. But as I'm not aware of the GEMDOS versions in the different OS-versions I just referrdd to it as TOS.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2184. Program for Atari ST similar to LYNUX

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 19:27:13 UTC
From: npetrlik@public.srce.hr
Message-ID: <39bdih$1du@nippur.irb.hr>
Source record: 177828

Is there some program for ST that similar to Lynux
(Lynux is some sort of unix like operating system (PC)).
It should be very useful when i be able to watch
gif's when i'm connected on some gopher (i mean
when gopher should be able to show gif directly
to my screen on Atari) ...

Any mail on this subject would be appreciated ...

2185. Re: uuencode/decode for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 19:44:33 UTC
From: contacts@mits.mdata.fi
Message-ID: <39bej1$644@prime.mdata.fi>
Source record: 177831

In article <398p0f$c8u@crcnis1.unl.edu>,
george fisher <gfisher@unlinfo.unl.edu> wrote:
>Is there such a beast as uuencode/uudecode on the atari platform?

Try EssCode 6.2 (esscd62.zip)- it's the most advanced and fastest.
It's a full GEM-program, and also handles MIME, SHIP, and BTOA-
coding, all with user-definable segmentation (if allowed by the
protocol).

There are also TTP-based coders (UUE.TTP UUD.TTP), and at least
one other GEM-based (Murks 1.05).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.01/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

2186. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 19:46:11 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <39bem3$ncu@acmez.gatech.edu>
Source record: 177832

azog@world.std.com (azog) writes:

>BDOS calls of CP/M are duplicated _exactly_ in MS-DOS. Considering
>the implications, its a wonder that DR didnt sue Microsoft in
>the first place! (and not vice-versa!)

The recently deceased Gary Kildall was the author of CP/M and founder
of Digital Research. There were many CP/M clones out but DR never
sued. Most OEMs wanted real CP/M. Microsoft did not write DOS.
Another company developed a CP/M clone that ran on the 8088/8086.
Microsoft bought out that company when they "won" DOS development from
IBM for the PC. DR didn't have CP/M-86 at the time. IBM did sell
CP/M-86 but priced it about 3 times what they sold DOS for. Needless
to say, this spelled the end of CP/M and the birth of the MS monopoly.
Considering the IBM-MS conflict going on now, I'm sure IBM regrets this.
--
David Forrai
Internet: gt1448b@prism.gatech.edu

2187. Re: PS & GIF PC Files..

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 19:58:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411032158.a11030@pb2.maus.de>
Source record: 177834

On Monday October 31st at about five to two
sheppard_r@kosmos.wcc.govt.nz (*Roger Sheppard.*) happened to write:

RS>How can I print these files out on my system, ie, what do I need, the
RS>GIF I think is a high resolution mono pic...

GemView should handle the GIF part.

Try GhostScript for the PS. But your 2 megs might be a problem, at least for
the GS.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2188. MiNT problems (1.10h8/1.11h2)

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 20:04:50 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <783893090snz@bigbox.demon.co.uk>
Source record: 177074

Hi all,

I am having trouble with MiNT. My system is a Mega STE (4Mb), MiNTos 1.4, tcsh,
and MiNTnet 0.53.
MiNT 1.10h seems to have problems jamming up in io over sockets. ping doesn't
seem to work over the serial port (could just be something else), it seems to
drop the majority of its packets. ntalk jams up, though this seems to be
solveable by continually typing on both ends of the connection. Telnet jams
up as soon as a login prompt appears.
MiNT 1.11h2 jams up in all io I have tested after a random amount of time.
Under tcsh you can type ^C to wake it up again, but not under other programs.

Also, I can't seem to su to root, even though I am in group 0 in both
/etc/passwd and /etc/group.

Any help appreciated.

--

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	---
bjb	email: bjb@bigbox.demon.co.uk
_/	The only person in history to take a shortcut in the 100m sprint.
+---+

2189. B & C Computervisions

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 20:54:15 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <17063B584S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 177835

Just a note of interest - one of the few remaining Atari computer stores left in the S.F. Bay Area has moved to a smaller location, and recently mailed out a catalogue of sorts. B&C Computervisions of Santa Clara, California, has moved from its Scott Ave. location to a new, very small storefront at 1725 De La Cruz Blvd, #7, Santa Clara, Ca., 95050-3011 - telephone (408) 986-9960 - fax telephone (408) 986-9968. They are now open only three days a week, Thursday, Friday, and Saturday. Theey have lots of Atari stuff including ST, Falcon, Jaguar, 8-bit, etc. Check 'em out. --Mark van Wyk

2190. Re: color emulation for mono monitors?

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 20:56:48 UTC
From: jonaeson@algonet.se
Message-ID: <39biqg$dhp@aristotle.algonet.se>
Source record: 177836

Nick Mattison (ac125@cfn.cs.dal.ca) wrote:
: I have an ST with mono monitor and have been given some games.
: Unfortunately they all require a color monitor. Does anyone know of a
: program that allows a high res mono monitor to emulate a med res color
: monitor so that I could run these games??

: Also I know there is a shareware program that allows mono
: monitors to use the whole screen; i.e. it uses the black rim around the
: outside of the screen. Has anyone any experience with this? DOES IT
: REALLY WORK??

Yes, it does work. It is a very simple hardware-modification you do to
your ST's motherboard. It requires some software to work though.

All of you with overscan-modification should have a look at a program
called LaceScan, it is a very nice overscan-soft.

2191. Re: B & C Computervisions

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 21:06:30 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <17063B85BS86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 177837

Addendum to this post: Please note that B&C Computervisions TELEPHONE hours are Tuesday through Saturday. Their retail store hours are Thursday through Saturday.

Just a note of interest - one of the few remaining Atari computer stores left in the S.F. Bay Area has moved to a smaller location, and recently mailed out a catalogue of sorts. B&C Computervisions of Santa Clara, California, has moved from its Scott Ave. location to a new, very small storefront at 1725 De La Cruz Blvd, #7, Santa Clara, Ca., 95050-3011 - telephone (408) 986-9960 - fax telephone (408) 986-9968. They are now open only three days a week, Thursday, Friday, and Saturday. Theey have lots of Atari stuff including ST, Falcon, Jaguar, 8-bit, etc. Check 'em out. --Mark van Wyk

2192. Re: Civilization

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 21:20:45 UTC
From: Paul Purdom <pwp@cs.indiana.edu>
Message-ID: <1994Nov3.162049.20964@news.cs.indiana.edu>
Source record: 177838

doucet@ripolin.laas.fr (Jean-Etienne Doucet) writes:

>Yes, it seems it does, but most often it's the same "random" world.
>I remember having played on a different world only once in a huge lot of
>games. Anyway, you can set climate, mass land, and such things to
>rearrange (?) the world.

I am just guessing with regard to Civilization, but it may well use the time to seed the random number generator. If that is the case, then (unless you set the computer to the correct current time (on which ever of the various clocks the ST keeps that is used by Civ.) your random world my well depend on how many pairs of seconds go by from when you start the computer to when you start the game. Thus, if you turn on the computer and then start the game, if my guess is right you will see very few different worlds, but if you turn on the computer, walk around the block and then start the game you will see various starting positions.

2193. Re: Obsessive pinballing!!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-03 22:09:26 UTC
From: popemerlin@delphi.com
Message-ID: <hk0VbDO.popemerlin@delphi.com>
Source record: 177685

Hi. Merlin Here.
Glad to see that you enjoyed the demo, however there is a copy up here already
in the comp.sys.atari.st archive, i think. Look forward to your order!

All the best

2194. Re: ST and Jaguar Games: help!

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 00:22:02 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <783908522snz@chowgar.demon.co.uk>
Source record: 177839

In article <5M40L84.popemerlin@delphi.com> popemerlin@delphi.com writes:

> Jean Jacques Duchene <duchene@9-800.frec.bull.fr> writes:
>
> >I have heard of No Limit 2. This should be a ST pinball game, PD or
> >shareware. Am I right? Is there a ftp site?
>
> Hi there!
> Merlin has got this game for you if you want to contact them on +44 453 882793.
> Chers.
> A bientot.
>
Is version 2 as bad as version 1? That game was awful.

--

Simon Moore

smoore@chowgar.demon.co.uk

2195. Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 01:07:55 UTC
From: mrathwel@uoguelph.ca
Message-ID: <39c1hb$2gj@nermal.cs.uoguelph.ca>
Source record: 177840

Is it just me, or does anyone else have the same pet peeve as I have? I personally get irked when people say "they have an 'Atari' for sale" or are looking for an "Atari". Like ... be more specific people! Atari does make more than one machine, and ignorant people often don't realize this. Do they mean:

- The Atari 2600 VCS?
- The Atari 5200 Super-System?
- The Atari 7800 Pro-System
- The Atari Lynx?
- The Atari Jaguar?
- The Atari 400 or 800?
- The Atari 1200XL/800XL/600XL?
- The Atari 130XE or 65XE?
- The Atari Xe Game System?
- The Atari Portfolio?
- The Atari 520 or 1040ST?
- The Atari Mega ST?
- The Atari TT?
- The Atari Falcon030?

Sorry folks, but "an Atari" won't cut it. Please be more descriptive about what your describing.

>> Mark <<

2196. Populated 4-meg Falcon mem board

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 02:32:10 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <39c6fa$sl2@nntp.Stanford.EDU>
Source record: 177841

I have a populated, 4-megabyte RAM board for the Falcon. Just snap out your old 1-meg board and snap this in. I want to sell it for $125 obo. Email me: darmok@leland.stanford.edu

cya!@

2197. US/European Mega keyboards: diffs?

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 02:34:44 UTC
From: swhatley@blkbox.com
Message-ID: <39c6k4$lg8@news.blkbox.com>
Source record: 177842

Uh oh, somehow I accidentally posted this on comp.binaries.atari.st.
Didn't mean to. Sorry. Well here goes.

One thing I have not understood (among many) is why the differences between
the US and European Mega ST keyboards. According to the User's Manual
the US keyboards (which I have) has five keys above the cursor keys and the
European one has six. I know this is a trivial question but I am simply
curious. What is this sixth key?

Thanks,
STeven Whatley

2198. Re: Upgrade TOS 1.02 -> TOS 5. How?

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 02:46:22 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <39c79u$6in@cxc1.cl.msu.edu>
Source record: 177843

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>> There is one really big advantage of TOS-versions >= 1.04. It *dramatically*
>> improves harddisk performance!

>I cannot tell the difference between TOS 1.2 with FATSPEED installed (a
>tiny freeware auto folder program that fixes the crappy FAT lookup routines
>with nice zippy ones) and TOS 1.4 or greater (which has better FAT routines
>built-in). Without FATSPEED, I would definitely agree with you, but with
>it the difference is slight, if anything.

The ability to MOVE files, and to auto-launch GEM programs not-with-standing,
I'd have to agree with you here with the exception that there are programs
which will not run with FATspeed installed. Of course you know that I
can't name any of them right now!
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2199. Cubase V3.11 ST for Sale Cheap!

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 02:48:54 UTC
From: acurtis@theshack.demon.co.uk
Message-ID: <AADF5196966883A58@theshack.demon.co.uk>
Source record: 177844

Hi There!

Because I am re-routing my music work onto the Mac (whilst retaining both my ST's) it would appear that my copy of Cubase is up for grabs.

The price is £125 including shipping in the UK.

Email me if you are interested. All manuals, dongle etc. Included.

Overseas buyer may need to pay excess shipping.

Cheeers!

--
From the workstation of Andy Curtis <acurtis@theshack.demon.co.uk>
MIDI & Music freelancer and Sysop of The Ad.Lib BBS 01 913 702659

2200. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 03:03:00 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <39c894$gs4@msuinfo.cl.msu.edu>
Source record: 177845

I asked about memory upgrades for the MegaSTE on GEnie a couple of weeks ago, and the answer I got is that there is a RAM expander comming out that will be called BigRAM. It's supposed to be very good, but I have no idea when it's due or how much it'll be.

Tom
hopper_t@msupa.pa.msu.edu

2201. Atari-ST MIDI Software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 03:08:52 UTC
From: michaelk@pacifier.com
Message-ID: <39c8k4$e5u@pacifier.com>
Source record: 177743
Cross-posted to: rec.music.makers.marketplace,rec.music.makers.synth,comp.music,comp.sys.atari.st

Atari-ST MIDI software for sale

Dr. T's COPIST: V1.5 -- Notation Software $10

Dr T's FX PAC-1 -- effects processor editor/librarian: works with SPX90,SPX90II,LXP-1, DSP-128 & Multiverb $20

MIDI DRAW by Intelligent Music, draw with mouse & artwork is "played" back by your Midi synths (does not work with STE) ...$20

OMNI-BANKER ST -- Universal Midi Librarian, patch/bank librarian covering LOTS of synths $20

SynthView Editor/Librarian for the Korg DW/EX8000 .....$15

SynthDroid Editor/Librarian for the Korg DW/EX8000 .....$15

GENWAVE, sample editor supporting: Emax,EIII,SP-1200,SCI Vs, 2000.2002,3000,Yamaha TX16W, Roland S50/550/330, Korg DSS/DSM, Dynacord ADS/ADD-1/2, Casio FZ-1,10M, Ensoniq EPS, Peavey SP (via Midi sample Dump), OBERHEIM dpx-1 & Prommer, Akai S900 (12 & 16 bit),S950/1000, Frontal Lobe/PCM Channel and it supports SDS!!

Quoting directly from the December, 1994 issue of Keyboard Magazine:

" ....You actually get two programs: Genwave/12 talks to 12-bit samplers, including Akai S900/950, E-mu Emax, Korg DSS/DSM [etc etc]......Genwave/16 talks to 16-bit samplers including...Casio FZ series, Roland S-770/750 [etc etc].......On several samplers, real-time loop editing is supported, so you can hear you edits directly out the sampler as you make them..........The looping screen is thoughtfully designed with two waveform windows, a close-up view and a full overview. A pointer marks the area on the overview that's currently under the microscope. The windows are linked, so as you scroll the close-up view, the arrow on the full view moves.....Both GenWave/12 and 16 feature EQ, enveloping, and FFT spectrum analysis; Genwave/16 also gives you sample-rate conversion, time compression/expansion, time-variant EQ drawing, a noise/sine generator,and pitch detection and drawing. Importation of Macintosh and Atari ST Sound Designer files is supported."

I was even able to get Genwave to work on my Falcon in ST MODE. $150

all programs have the manuals ..... Buyer pays shipping, will ship C.O.D.

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

2202. Re: Communication program which split window when chating

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 03:10:01 UTC
From: Julian Gifford <julian@loose.apana.org.au>
Message-ID: <Pine.LNX.3.90.941104140510.7536F-100000@loose.apana.org.au>
Source record: 177846

Apology, the 2 persom comms program that I was talking about is JEKYLL,
not Chatmidi. It is thru the serial port to the modem as normal on both
programs.
Chatmidi also has split screen chat and it allows you to play someone's
midi setup, remotely from yours, over the phone line. It does not do file
transfer.
The name mess up was not my fault, it was caused by a bottle of red wine :-)
Regards, Julian.

julian@loose.apana.org.au

2203. Re: color emulation for mono monitors?

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 03:57:14 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <39cbeq$rki@golem.wcc.govt.nz>
Source record: 177847

In article <Cyp1I4.Hyn@cs.dal.ca>, ac125@cfn.cs.dal.ca (Nick Mattison) writes:
>I have an ST with mono monitor and have been given some games.
>Unfortunately they all require a color monitor. Does anyone know of a
>program that allows a high res mono monitor to emulate a med res color
>monitor so that I could run these games??

Why not use a TV, Colours can be a big problem with a mono monitors,
similar colours can look the same...

>
> Also I know there is a shareware program that allows mono
>monitors to use the whole screen; i.e. it uses the black rim around the
>outside of the screen. Has anyone any experience with this? DOES IT
>REALLY WORK??

Its called Overscan, its hardware mod, can work with some programs but not with
Games..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2204. Re: SM124 is Dying

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 05:26:30 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <he-Xj7G.johnhechtman@delphi.com>
Source record: 177848

Maths and Computer Science <djsime@dux.dundee.ac.uk> writes:

>My Atari SM124 Hi-res monitor has white horizontal lines across it
>when I switch it on. The screen also flashes brightly at first, a
>bit like there is a lightening storm going on inside it. It does
>seem to stop after about 10 mins though. Anyone else had a similar
>problem?

I had one of my sm124's die twice from having 2 non-poarized capacitors die
at different times. The symptom was either a vertical or horizontal _single_
white line - depending on which cap went. I replaced the old caps with ones
that had the same value (2.2 microfarads) but a higher voltage rating and all
has been well since then. Be sure to replace n-p caps with _only_ n-p caps,
I found the spares I needed at Radio Shuck. ;)

2205. Re: HP compress DAT drives

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 06:45:29 UTC
From: biot015@wrzx13.rz.uni-wuerzburg.de
Message-ID: <39cla9$akh@winx03.informatik.uni-wuerzburg.de>
Source record: 177751

Mark Bridgett (markb@Name:hpmanb83) wrote:

: What software available is there to use an HP DAT drive with an ST -
: I have got Gemar 2.20
This is quiet good!

: someone said that they had to alter
: something to work with a DAT drive (I think it might have had something
: to do with compression)
GEMAR and HP DAT are good coworkers.
The only thing is that with 2.20 there is 'til now no possibility to
switch between compression / non-compression mode of the HP DAT.

Ciao
Joachim

2206. Re: Compiling MiNT v1.10

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 07:30:56 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.KXYuR2mW0H2@pluto.ping.de>
Source record: 177849

In <mnb20.35.000C1BE4@cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
> In article <38vv90$26g@mercury.dur.ac.uk> M J Maisey <M.J.Maisey@durham.ac.uk> writes:
>
> >: You are compiling MiNT 1.10 without patches i guess?
> >: Try to patch up to h9.
>
> >I had done that, and I've now patched beyond that to 1.11h2. The problems
> >remain.
>
> I couldn't get the patches to work, it failed every single hunk.
>
> So I compiled the unpatched 1.10 without problems but now whenever it tries to
> run anything including the desktop and any DAs it gives an illegal instruction.

I assume that you have an mc 68030 inside. If this is the case, rename
MINT.PRG in your AUTO folder to MINTNP.PRG to turn off memory protection.

cu, michi
--
* *
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

2207. Re: Developing Mosaic for

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 07:35:22 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.k32OqXqkPr6@pluto.ping.de>
Source record: 177850

In <39bml3$jar@ugle.unit.no>, erlingh@nova.pvv.unit.no (Erling Henanger) writes:
>
> I'd say this would be a ***HUGE*** amount of unneccessary work. Mintnet
> has all of this, so why not use it ?
> Right, it needs MiNT >= 1.10, but the public version of 1.11 must be out
> before you are able to get a gem'ed Mosaic up and running - even in beta.
> So - nothing is stopping you from including mint and mintnet (+ an
> easy-to-use-even-for-lusers installation program) as long as you follow the
> GPL.
>
> MiNT+MiNTNet is/will be the standard OS extension - like it or not. So if
> you do decide to include your own drivers, please make it possible to use
> mintnet as well. Who knows, someone might even make a SCSI-ethernet driver
> for it as well someday...
>

And, in addition to that, there already is a usable www-browser available.

BTW, Mosaic is public domain, the copyrights are by NCSA, the sources are
available.

> Just my thoughts...
>

cu, michi
--
* *
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

2208. Re: Mint 1.11

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 07:46:36 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.rkz9H8XSbxc@pluto.ping.de>
Source record: 177752

In <1994Nov3.163318.7758@rzu-news.unizh.ch>, abro@amath.unizh.ch (Arnt Broska) writes:
> Hi MintFreaks
>
> When and where can I get Mint 1.11? - If possible in binary ditribution? :-)
>

GOOD QUESTION, NEXT QUESTION.

Now, getting serious. MiNT 1.11 final is to be distributed when the work on it is finished. Not ealier, not later.

BTW, the typical answer of the Atari Corp. to questions like the obove one, was:

This piece will be available before Xmas. (but they never mentioned the year)

cu, michi
--
* *
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

2209. Re: TOS 1.62 -> TOS 2?

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 08:05:31 UTC
From: jonaeson@algonet.se
Message-ID: <39cq0b$r63@aristotle.algonet.se>
Source record: 177753

Gregory Bernath (gbernath@oucsace.cs.ohiou.edu) wrote:
: Several people have mentioned that you just need to swap the chips
: and move two jumpers on an STe. I'd like to add a warning that not
: all STe's are like this. Some older models, like mine, have
: soldered-in resistors instead of jumpers. You have to cut one end
: of each resistor, and then move and solder that end to a new location.
: Or, you can remove the resistors and solder in jumpers. Either way,
: it's not plug and play; best to check your motherboard before you buy.

That's true. BUT the resistors are 0 ohm resistors, thus not real resistors!
The jumpers/0 ohms resistors are located just to the right of the
ROM-sockets.
I had 0 ohms resistors in my STE, which I exchanged for a single switch.

Regards, Tommy

2210. Re: Program for Atari ST similar to LYNUX

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 08:07:56 UTC
From: hkjdv93@hv.se
Message-ID: <39cq4s$m15@liberator.et.tudelft.nl>
Source record: 177754

There is a m68k verision of LINUX for the Atari. But you need a 68030 with a PMMU and a FPU type 68881/2, and a lot of HD space...

Henrik
hkjdv93@hermes.hv.se

May the schwarz be
with you...

2211. Re: US/European Mega keyboards: diffs?

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 08:09:30 UTC
From: jonaeson@algonet.se
Message-ID: <39cq7q$r79@aristotle.algonet.se>
Source record: 177755

Steven Whatley (swhatley@blkbox.com) wrote:
: Uh oh, somehow I accidentally posted this on comp.binaries.atari.st.
: Didn't mean to. Sorry. Well here goes.

: One thing I have not understood (among many) is why the differences between
: the US and European Mega ST keyboards. According to the User's Manual
: the US keyboards (which I have) has five keys above the cursor keys and the
: European one has six. I know this is a trivial question but I am simply
: curious. What is this sixth key?

I live in Europe, and I'd like to know what your fifth key is, since I
only have 4... :-)
(insert, help, undo, clr/home)

Regards, Tommy

2212. Re:Magic-Eye pictures

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 08:26:22 UTC
From: hofer@iam.unibe.ch
Message-ID: <39cr7f$8o8@aragorn.unibe.ch>
Source record: 177756

The program is called Magic Pictures, works in all ST resolutions and on the Falcon in true color. M.Pictures is about 40DM (~20$).

```
--------------------------------------------------------------------------
I ||| is the best you can get! Sacha Hofer(hofer@iamexwi.unibe.ch) I
I / | \ Proud owner of: 2 800 XL, 1 130 XE, 1 520 STFM , 1 1040 STF , I
I 1 VCS 2600, 2 Lynx , 1 Falcon and 1 486 PC. Soon I'll get a Jag. I
--------------------------------------------------------------------------
```

2213. Network...

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 08:43:44 UTC
From: sforseil@vub.ac.be
Message-ID: <39cs80$75o@rc1.vub.ac.be>
Source record: 177757

Is there a way to put an ST and a TT together in a network, so
that they can access each other's HD? The TT has a net port, but the
ST doesn't have one.

Thanks.


```
++============================================================++
|| Forseilles Stephan || sforseil@ulb.ac.be ||
|| Av. FRISSEN 1/14 || ----------------------------||
|| 1160 Bruxelles || Fido: 2:291/705.3503 ||
|| BELGIUM || Phone: +32 2 675-61-09 ||
||------------------------------------------------------------||
|| Home Page at http://rcibm.ulb.ac.be:8000/~sforseil ||
||------------------------------------------------------------||
|| Anarchy is not disorder. Anarchy is the absence of orders. ||
++============================================================++
```

2214. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 09:35:26 UTC
From: sanders@sci.kun.nl
Message-ID: <CyqLB3.DrK@sci.kun.nl>
Source record: 177758

In <39c5jh$er0@josie.abo.fi> THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:

>In <CynK58.LLq@eskimo.com> bug@eskimo.com writes:

>> >come out, too.. But why change the camp, when we have MC 68060..???
>> >That thing is bloody fast, relatively cheap (some say..) especially compared to
>> >far too expensive 68040, and more or less compatible to current software.
>>
>> >Fortunately, Atari has no Windows, nor System 7 (well, I don't like Macs at
>> >all) to slow things down. Put MagiC OS into a 68060 Falcon - and there we have
>> >one quite nice computer, I think =-) !
>>
>> <cringe> Reminds me of the old adage of a company coming out with a new
>> computer that fits on your wrist, runs rings around a cray, but the
>> first question people ask is "But does it run DOS?"
>>
>> I can assure you that if I had a machine with a 68060 in it, I wouldn't
>> be running TOS/GEM on the thing!

>So what would you run on it ? System 7 ? Linux? CP/M ;-) ?

>People in the USA seem lo love the Mac - one thing I'll probably never
>understand... After using a nicer OS (TOS 4). But as they say, there are many
>different tastes. I like TOS/GEM, even with its problems - and I'm expecting
>that the new MagiC might be just what I need...

>Well - many people use Atari computers, because they (like me) think that
>they're a joy to use. Mostly... So, why wouldn't the same people want a
>computer that is a joy to use - and FAST ? =-)

>Greetings,

>Tommi (disbeliever in REAL computers :-)

I read in this month's ST Computer that the Medusa T60 (guess what
processor is inside that one :-) is ready, and that some company is
working on accelerator boards for *any* ST, incorporating 030, 040 or
even 060's. The 030 board would be <300$.

I would certainly like a 060 in my Falcon. Wow.

Regards,
Sander STоks.
--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+

```
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

2215. Re: gemview.

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 10:17:55 UTC
From: fpf@wmwap1.uni-wuppertal.de
Message-ID: <39d1oj$n2t@wmwap1.math.Uni-Wuppertal.DE>
Source record: 177759

Daniel Williamson (D.G.Williamson@Sheffield.ac.uk) wrote:
: COuld somebody tell me where to get the lataest copy of gemview on FTP
: or send it to me via e-mail please. Also which files would I need?

Hi Daniel,
SITE: ftp.tu-clausthal.de [139.174.2.10]
SUBDIR: /pub/atari/graphics/viewer
GEM-View (sub-dir bw/co lots of types (very best!) 3.08)

Get the whole sub-dir, but at least gvw3inst.app and gvw_v308.pax.
Best regards, Peter (fpf@math.uni-wuppertal.de).

2216. Re: Compiling MiNT v1.10

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 10:26:12 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Nov4112614@issan.informatik.uni-dortmund.de>
Source record: 177762

In article <mnb20.35.000C1BE4@cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:

|> In article <38vv90$26g@mercury.dur.ac.uk> M J Maisey <M.J.Maisey@durham.ac.uk> writes:
|>> : You are compiling MiNT 1.10 without patches i guess?
|>> : Try to patch up to h9.

|>> I had done that, and I've now patched beyond that to 1.11h2. The problems
|>> remain.

|> I couldn't get the patches to work, it failed every single hunk.

This is most probably because of whitespace differences (especially
CRLF vs. LF). Apply them with `patch -l' (loose).
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

2217. Re: SpeedoGDOS 5.2

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 10:29:29 UTC
From: rengbers@ix.netcom.com
Message-ID: <39d2e9$6n@ixnews1.ix.netcom.com>
Source record: 177763

In <398cnj$173@ornews.intel.com> mhsmith@ornews.intel.com (Michael H Smith) writes:

>I was wondering if anyone has upgraded to this new version of
>SpeedoGDOS. The latest STI indicates it is available now.
>
>If anyone has, could you give us the 40,000 foot view of this package?
>Specifically, can it use all truetype fonts (such as those found in
>Windows) and, like Speedo 4.2 (??) do applications typically load
>ALL the fonts into memory? Apps such as Atari Works takes an
>excruciatingly long time (even with a very fast hard drive) when
>lots of fonts are active in Speedo.

It's a misprint. The current version is 5.0c. Version 5.0c supports the Type 1 and TrueTyps standards, and has lots of workarounds for non-standard fonts. You should be able to use any Type 1 or TrueType font.

SpeedoGDOS 5 caches the 'load font' data, so applications (like Works) load the font list almost instantly when they launch.

Robert Engberson, COMPO Software

2218. Re: US/European Mega keyboards: diffs?

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 10:37:56 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Nov4113756@issan.informatik.uni-dortmund.de>
Source record: 177764

In article <39cq7q$r79@aristotle.algonet.se>, jonaeson@algonet.se (Tommy Jonaeson) writes:

|> Steven Whatley (swhatley@blkbox.com) wrote:
|> : Uh oh, somehow I accidentally posted this on comp.binaries.atari.st.
|> : Didn't mean to. Sorry. Well here goes.

|> : One thing I have not understood (among many) is why the differences between
|> : the US and European Mega ST keyboards. According to the User's Manual
|> : the US keyboards (which I have) has five keys above the cursor keys and the
|> : European one has six. I know this is a trivial question but I am simply
|> : curious. What is this sixth key?

|> I live in Europe, and I'd like to know what your fifth key is, since I
|> only have 4... :-)
|> (insert, help, undo, clr/home)

AFAIK, the only difference between the keyboards (apart from the
different labels) is an additional key between the left shift and the
'z' key (or 'y' on German keyboards). At least on German keyboards it
is labeled '<'/'>'.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

2219. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 11:13:37 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cyqpup.2FH@westminster.ac.uk>
Source record: 177769

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: are looking for an "Atari". Like ... be more specific people! Atari does
: make more than one machine, and ignorant people often don't realize this.

I agree with you there. In most people's eyes, an Atari means a ST.
many people do not even know about the TT, let alone the Falcon.

I was talking to my cousin yesterday, and he asked me what computer I
would buy if i sold my Atari (he meant ST). He said that looking at my
Atari, he thinks the PCs are much better....just compare the
graphics...

Uh oh, I thought, here we go again....another PC minded person. I had
to explain to him, that the ST I have is of really old
technology....mid 80s...68000 processor Why was he comparing his
Pentiums at work with the likes of my ST. He should compare it to say,
a TT, or a Falcon, or maybe even a medusa.

The only reason he's buy a PC was because everyone had them....equating
to more software (ie free commercial stuff). Whatever happens, unless I
can get a Pentium for say 50 Pounds, I would not buy one...and even
then, I would use it as a Linux machine. I just can't see why my
cousing likes Windows and DOS so much. He hasn't even tried Unix, cos
once he's tried that....he will never look back at DOS (IMHO).

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2220. Re: Help

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 11:44:17 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <39d6qh$6sk@percy.cs.bham.ac.uk>
Source record: 177776

smoore@chowgar.demon.co.uk writes:
>Hello everybody
>
>For some reason mt Falcon won't let me alter the desktop configuration.
>Well, it won't let me alter the settings for the single key press thing
>anyway. For no apparent reason the settings for create folder and close
>directory have been changed but the rest are the same and no matter what
>I do I can't sort it out. I've tried altering the settings and then
>savings the desktop but when I reboot it's still the same.

It sounds like your newdesk.inf file is corrupt. This is easy to do
with a text editor which deletes trailing spaces on lines - one line
in newdesk.inf *must* have trailing spaces.

Delete your newdesk.inf, restart your desktop, and do a save desktop.

Another possibility is that your newdesk.inf is too big for your
internal shell buffer... There is a utility to increase this called
SHBUF.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2221. Motif->Atari Porting WAS:Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 11:45:23 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <39d6sj$2j2@whitbeck.ncl.ac.uk>
Source record: 177778

In article <CyL46z.7K@novell.co.uk>, plord@novell.co.uk (Peter Lord) writes:
>Just a thought on Mosaic ... is it possible, do you think, to write some
>kind of Motif -> GEM convertor (either a source code translator, set of
>macros or libraries).
>
>If so, then this would be quite a neat way to get Mosaic on the ST ... and
>indeed, other Motif progs as well.
>
>Such a translator wouldn't attempt to copy the "look-and-feel", but say an
>open window function call would open a GEM window instead of a motif
>window.
>
>
>The first problem I see (apart from examining all the Motif and possibly some
>X calls and convert them) is that X tends to work differerntly to GEM - ie.
>you write the functions and then setup a callback so when an action is
>performed (such as a mouse click, pull down menu option etc) then the
>corresponding function is called. I don't think GEM really works in that
>way (you tend to write a loop waiting for each event to happen).
>
>

My DU_LIB GUI library for Lattice C (& HiSoft Basic2) provides support for
callback functions:

Single & Double click events can have seperate callbacks.
Redraw functions can be associated with objects (a redraw function is
a callback which is called automaticly whenever an object is redrawn).

It's not really suitable for use in porting Motif stuff (I don't think so
anyway) - but it does illustrate that you can quite easily move the emphasis
in a GEM program away from the event loop and into an object->function model
quite easily. The GUI library owns the real GEM event loop, and parses AES
events for you, calling callbacks where appropriate.

The arrangement I use is to have a series of

Set_object_callback(dialog, object, &routine);

statements to set up the links. Dialog also includes menu.

When the routine is called, several globals will be valid:

this_object: The object the routine is being called for.
this_dialog: The dialog the routine is being called for.
cr_wind_handle: The window containing the dialog in case there are
multiple copies of a dialog open at once (eg. the dialog form

is being used as a toolbar at the top of an editor window).
plus several others giving details of the objects screen location.

You could probably use a similar approach to create an X porting library?
The amount of additional work would still be really severe though.....

As an additional note, someone mentioned a while ago that they had
developed an X interface library for GEM AES calls, for compiling GEM
applications to run under Unix+Xwindows - has anyone come accross it yet?

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

2222. Re: Civilization

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 12:11:37 UTC
From: davidg@cee.hw.ac.uk
Message-ID: <CyqsJD.Krq@cee.hw.ac.uk>
Source record: 177779

Paul Purdom (pwp@cs.indiana.edu) wrote:
: doucet@ripolin.laas.fr (Jean-Etienne Doucet) writes:

: >Yes, it seems it does, but most often it's the same "random" world.
: >I remember having played on a different world only once in a huge lot of
: >games. Anyway, you can set climate, mass land, and such things to
: >rearrange (?) the world.

: I am just guessing with regard to Civilization, but it may well use the time
: to seed the random number generator. If that is the case, then (unless you
: set the computer to the correct current time (on which ever of the various
: clocks the ST keeps that is used by Civ.) your random world my well depend on
: how many pairs of seconds go by from when you start the computer to when
: you start the game. Thus, if you turn on the computer and then start the
: game, if my guess is right you will see very few different worlds, but if you
: turn on the computer, walk around the block and then start the game you will
: see various starting positions.

Thanks, I will try this tonight, I can't beleive was such a simple thing.

I will let you know if this is the case

Big Davie.

2223. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 12:15:08 UTC
From: chainxor@kom.auc.dk
Message-ID: <39d8kd$dnp@news.iesd.auc.dk>
Source record: 177368

In article 2FH@westminster.ac.uk, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
> Mark Rathwell (mrathwel@uoguelph.ca) wrote:
> : are looking for an "Atari". Like ... be more specific people! Atari does
> : make more than one machine, and ignorant people often don't realize this.
>
> I agree with you there. In most people's eyes, an Atari means a ST.
> many people do not even know about the TT, let alone the Falcon.
>
> I was talking to my cousin yesterday, and he asked me what computer I
> would buy if i sold my Atari (he meant ST). He said that looking at my
> Atari, he thinks the PCs are much better....just compare the
> graphics...
>
> Uh oh, I thought, here we go again....another PC minded person. I had
> to explain to him, that the ST I have is of really old
> technology....mid 80s...68000 processor Why was he comparing his
> Pentiums at work with the likes of my ST. He should compare it to say,
> a TT, or a Falcon, or maybe even a medusa.
>
> The only reason he's buy a PC was because everyone had them....equating
> to more software (ie free commercial stuff). Whatever happens, unless I
> can get a Pentium for say 50 Pounds, I would not buy one...and even
> then, I would use it as a Linux machine. I just can't see why my
> cousing likes Windows and DOS so much. He hasn't even tried Unix, cos
> once he's tried that....he will never look back at DOS (IMHO).
>
> Danny

I perfectly agree with you in every part of the above. :-)

DOS and Windows SUCKS!!!!!!!!!! PC sucks in another kind of way.

Keep Cool and Flying....

ChainXOR.

** Falcon030, 4 MB ram, 65 MB Hdd, 36 Mhz 68030 CPU **

2224. Re: ps files from Calligrapher

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 12:16:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411041416.a11046@pb2.maus.de>
Source record: 177780

On Wednesday November 2nd at about five to two
sheppard_r@kosmos.wcc.govt.nz (*Roger Sheppard.*) happened to write:

RS>I have been told that if you have a TT or better with 100 megs of Ram
RS>and 1 gig Hard Drive you can play with Gostscript, but you end up bald
RS>trying to get it to work, plus I think it does not supports Home type
RS>9/24 pin printers...

Oh Roger, come on.

Do you believe in everything some sh*t tells you? Well go figure ...

The whole GEM-GS 2.61 with all the fonts and a nice shell consumes about 6
megs on my HDD. On my MegaSTE it's not blisteringly fast, but it works ok.

And there are so many printer drivers included.

RS>To me the Atari computers all models, are comming to be a big joke,
RS>even to run SLIP you need some 10 programs when a PC clone can do it
RS>with just one Terminal Program that have every thing built in,

Well, if the machine is that stupid, Roger, why are you still using it? Go buy
a PC and spare us your bloody remarks and comments in the atari groups. If
you cannot handle a simple installation on your Atari, *you* certainly won't
be able to configure a PC with networking-tools, drivers for HDD and grafix-
cards and all this stuff.

RS>They can't even use the CD disks that PC clones use...

Have you tried to connect a CD-ROM which came with a Sound-Blaster to another
adaptor or Soundboard? Well have fun. Those *cheap* CD-ROM's usually only work
with the shipped controller. They have not the standard IDE-interface commonly
used for HDD's!

Only the latest Mitsumi CD-ROM's have such a standard IDE-interface.

RS>I no longer tell people that ask, what computer that I use as they
RS>just snigger and think you must be stupid, or no nothing about
RS>computers to be using such a stupid machine...

Everybody judge for yourselves ...

Roger, perhaps you shouldn't stay up so late in the night. Your mails are
often childish, but this one was plain *stupid*!

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!

FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2225. Re: Dave Cobbledick

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 12:19:29 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39d8sh$e25@bs33n.staffs.ac.uk>
Source record: 177781

popemerlin@delphi.com wrote:
: Why does ST Format always want to question motives and not just accept that
: people will charge what they feel is right. (Unlike STF's advertising dept.) Why
: the anti-Dave theme!? :(
:
: Yours very disappointedly at this treatment of Dave

I too have spoken to Dave many a time about developing his great games
for the Atari Falcon and all I can say is he is a smashing bloke. He
works in his spare time and puts a LOT of effort into his products which
are getting more varied and bizarre with each release. I for one support
his actions and wish him the best and also urge you all to seek out his
titles if you wish to exercise your grey-matter as opposed to your
trigger finger. He has a superb sense of humour and it really shows in
his games...

Richard Davey
Falcon Owners Group PDL
--
email here is hit and miss!
or: requiem@armory.com
As seen on Channel 4 :-)

2226. Re: FAQ for this group??

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 12:26:02 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39d98q$e25@bs33n.staffs.ac.uk>
Source record: 177783

Paul Civati (paul@xciv.demon.co.uk) wrote:
: In article <3981bo$5sh@bs33n.staffs.ac.uk>
: cm3hirjd@bs47c.staffs.ac.uk "Requiem" writes:

: > email here is hit and miss!
: > or: requiem@armory.com
: > As seen on Channel 4 :-)

: Eh!? Surely the status of your email being hit and miss isn't of concern
: for a C4 program? ;-)

;-) Hey FOG has been on the Channel 4 Digitiser section all last week.
I think I've done more advertising for the Falcon than Atari have ;-)

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com
As seen on Channel 4 :-)

2227. Spectrum Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 12:45:58 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39dae6$d4b@dux.dundee.ac.uk>
Source record: 177788

Is their a spectrum emulator which runs in a window for the F030?

Rod

--
==
Roderick McCall \ 3rd Year Computing Sci. & Accounts
\ University of Dundee, Scotland
\
==

2228. Re: Newsgroup Reorganisation

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 13:08:51 UTC
From: pitchfsj@aston.ac.uk
Message-ID: <Cyqv6s.7oD@aston.ac.uk>
Source record: 177789

In article esUeXtQSQX6@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>In <10261994.201255@empyr.dircon.co.uk>, Kevan Winch writes:
>>I have noticed a lot of discussion lately about reorganising the Atari
>>newsgroups.
>>
>>There have been lots of proposals, lots of opinions voiced, and not a lot
>>seems to be getting *done*.
>
>[....]
>
>This seems to happen whenever someone sees all the comp.sys.amiga.*
>newsgroups...
>
>>What would *you* like ?
>
>comp.sys.atari.st
>comp.sys.atari.st.tech
>comp.sys.atari.announce
>comp.binaries.atari.st
>
>Though I am beginning to think a .programmer newsgroup might be ok.
>
>--
>------------------==------------------
> ||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
>/ | \ DO THE MATH Chris Herborth

I was just wondering, would any body object to a 'split' of
comp.sys.atari.st.tech into c.s.a.s.hardware and c.s.a.s.programmer?

___ ___ ___ _ _ ___
M__ M M_ M M M_ Pitchfsj@sun.aston.ac.uk
__M M M__ M M__

2229. Re: uuencode/decode for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 13:14:06 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <EKEFEEMDUp@elfhaven.ersys.edmonton.ab.ca>
Source record: 177790

In <39bej1$644@prime.mdata.fi> Pekka Saarinen wrote :

>Try EssCode 6.2 (esscd62.zip)- it's the most advanced and fastest.
>It's a full GEM-program, and also handles MIME, SHIP, and BTOA-
>coding, all with user-definable segmentation (if allowed by the
>protocol).

I could not have said it better myself... :)

>There are also TTP-based coders (UUE.TTP UUD.TTP), and at least
>one other GEM-based (Murks 1.05).

The UUE.TTP/UUD.TTP programs are very slow; avoid them unless you have a fast machine. Murks, I think, is designed to take a segmented UUEncoded archive and build a non-segmented archive out of it. I'm not sure if it does the actual decoding. It might, though. I'm just not sure.

ESS-Code is available at micros.hensa.ac.uk if anyone would like to take a look. The filename is esscd62.lzh (or at least it should be called that).

--
Michel Forget / Electric Storm Software \\ october...october...october
mforget@elfhaven.ersys.edmonton.ab.ca \\ ...it should be here by now...
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 AD 6E 02 71 85

2230. Re: Help !!

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 13:28:20 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <783955700snz@chowgar.demon.co.uk>
Source record: 177793

In article <39amf3$i6v@infa.central.susx.ac.uk>
michaelm@cogs.susx.ac.uk "Michael May" writes:

> I have no idea what the error means (but it sounds pretty serious), but its
> definately *not* supposed to happen so I would talk to your supplier about
> a repair/replacement. It will still be under warranty.
>
> Michael
>
Thanks for the reply, I agree that it sounds serious but unfortunately my
machine is out of warranty so unless the problem happens again I'll just
have to live with it.

--

Simon Moore

smoore@chowgar.demon.co.uk

2231. Re: uuencode/decode for Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 13:30:22 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <783955822snz@chowgar.demon.co.uk>
Source record: 177794

In article <398p0f$c8u@crcnis1.unl.edu>
gfisher@unlinfo.unl.edu "george fisher" writes:

> Is there such a beast as uuencode/uudecode on the atari platform?
>

Try atari.archive.umich.edu or one of it's mirror sites and you should find
what you need.

--

Simon Moore

smoore@chowgar.demon.co.uk

2232. Atari FTP Site

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 13:42:31 UTC
From: Stephen Donoghue <Steve.Donoghue@ncl.ac.uk>
Message-ID: <39ddo7$4cv@whitbeck.ncl.ac.uk>
Source record: 177795

Could anyone supply me wuth the names of some FTp sites which hold Atari ST software. I'm mainly interested in educational stuff and/or simple games for 6-8 year olds.

--

+---+
|Stephen Donoghue Steve.Donoghue@ncl.ac.uk|
| |
|University of Newcastle upon Tyne |
+---+

2233. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 13:57:01 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-0411940857010001@flash.comm.mtholyoke.edu>
Source record: 177797

In article <783874845snz@xciv.demon.co.uk>, paul@xciv.demon.co.uk wrote:

> In article <rflashma-0211940829580001@flash.comm.mtholyoke.edu>
> rflashma@mhc.mtholyoke.edu "Rick Flashman" writes:
>
> > > ST Review has always featured commercial programs on its cover disks -
> > > they're often one version off the latest, admittedly, but they're there
> > > and they're normally *fully* functional. They often come linked with a
> > > readers offer to buy the manuals/upgrade path from the supplier.
> >
> > Not all these offers are legit. We got ripped off when a British magazine
> > decided to include our English version of Arabesque Pro without permission
> > (a program we were selling for $200). Needless to say, we lots plenty
> > because of that. Never saw a cent and it killed all sales of that program.
> > Hard enough to fight piracy when you have magazines doing the same thing.
>
> How did they manage this, did they just put it on or as I heard somewhere
> put the wrong version on, and not the intended cripplied demo version?

Nope, we had never even talked to them. Nothing about a cripled version or
anything like that. Our program appeared, and someone had edited the
"About..." dialog box to delete our company name and replaced it with
HiSoft (who had no rights to the program either).

> Did you get any compensation from this magazine?

Not a cent. Instead all our sales of the program died.

> I speak as someone who had some text published in STF without permission or
> payment.

Welcome to the club. ;-)

--
Rick Flashman, President Tel 413.247.5620
Gribnif Software Fax 413.247.5622
P.O. Box 779, Northampton, MA 01061-0779 rflashma@mtholyoke.edu
For information or technical support, contact "gribnif@genie.geis.com"

2234. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 13:59:08 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-0411940859080001@flash.comm.mtholyoke.edu>
Source record: 177798

In article <39bpv1$p1n@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz wrote:

> In article <rflashma-0311940923200001@flash.comm.mtholyoke.edu>,
rflashma@mhc.mtholyoke.edu (Rick Flashman) writes:
> >In article <Cyo49K.ECH@cix.compulink.co.uk>, sabbath@cix.compulink.co.uk
> >("Graeme Rutt") wrote:
> >
> >
> >That's not true. Our UK distributor, Compo, was not aware of this until
>
>
> From what I have read Hisoft was the agent, also at that time Shift closed
> down..??

Nope, we were the exclusive agent for that English version. It was very easy to check, the About box had our name on it (which someone deleted with a resource editor). However, they didn't bother deleting our name off the installation program and several other files ("Copyright Gribnif Software...etc.").

> Also it was not the very latest version....

It was the current version at that time.

--
Rick Flashman, President Tel 413.247.5620
Gribnif Software Fax 413.247.5622
P.O. Box 779, Northampton, MA 01061-0779 rflashma@mtholyoke.edu
For information or technical support, contact "gribnif@genie.geis.com"

2235. Jag Joypad

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 14:15:57 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <39dfmt$556@whitbeck.ncl.ac.uk>
Source record: 177799

Well - finally bought a Jag joypad to use with my f030 (it's easy now that most shops in Newcastle carry the Jaguar (well, HMV & Fona to name two of the bigger ones)).

I was feeling depressed at spending 24.95 on a joypad, but then I saw the price of a 3d0 joypad (39.95) and that made me feel better :)

Now I can play Llamazap & Steel Talons........

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
```

2236. Re: PGP-Shell available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 14:36:26 UTC
From: renfro@bnr.ca
Message-ID: <39dgta$ocq@crchh610.bnr.ca>
Source record: 177800

```
In article <199411031424.a11019@pb2.maus.de>,
Hendrik Mylius <Hendrik_Mylius@pb2.maus.de> wrote:
>On Saturday October 29th at about five to eight
>renfro@bnr.ca (*Randy Hoekstra*) happened to write:
>
>RH>This is the first report of it being 'quite buggy', so if it would
>RH>help if you send me more details. The latest released version is 0.9
>
>Well, I received the 0.9 yesterday. When I've checked it out I'll get back to
>you personally, ok?
>
>RH>If want to register I may even send you a pre-release of
>RH>v1.0 (hopefully not near as buggy
>
>Is the 1.0 available for the public yet?
>

No, I am still working on v1.0 and it looks like another month or
two before it is ready for release (depending on how much time I
have left over for programming).

RandyH
```

2237. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 15:07:37 UTC
From: avg@cwi.nl
Message-ID: <avg.783961657@news.cwi.nl>
Source record: 177701

trek@intgp4.ih.att.com (-Booth,W.A.) writes:

>Netscape is out in Beta now - its one of the "newer" versions of what
>mosaic might become. Blazingly fast compared to mosaic in some of its
>operations - and new operations have been added. It might be better
>to shoot for that instead of just getting us to where technology has
>been (although that's still better than nothing.) Ideally you want to
>aim for where technology will be when you introduce your product, now
>where it was when you started working.

The current plans for the Web-browser on the Atari series will probably
not be based on currently existing programs at all. This is because
buying a licence from NCSA or Mosaic Communications would not be
realistic for the Atari market, and of course because we think we
can do even better.

Yes, Netscape is better than Mosaic. But it is not ideal either.
It is very fast and convenient, but it still has a few quirks which
can be circumvented (such as that a ZOO file by FTP is always
transferred in ASCII mode, even if both ends are type UNIX).

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2238. What's an SC1224?

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 15:10:46 UTC
From: rds@ch.apollo.hp.com
Message-ID: <Cyr0tz.Hw3@apollo.hp.com>
Source record: 177702

A friend has asked me to post this on the net and I'm afraid I don't know if this is the correct group for it. Could someone please enlighten me as to what this beast is, what it may be worth and, if this is the wrong group for it, where else I might post it?

Thanks!

Rick

FOR SALE: to a good home

Atari SC1224 (with about .07 miles on the odometer)
single floppy drive
mouse, joystick, dustcovers, disks, manuals etc.

Software:
Arena Leader Board (golf)
Super Cycle Basketball
Paint Pro Hacker II
ST Star Raider Sky Fox
Star Glider Deep Space
Space Quest Super Huey (helicopter simulator)
Print Master VIP Spreadsheet
Chess Master 2000 Certificate Maker
Dollars & Cents Timeworks Wordwriter
and more

Panasonic KX P1080i letter quality printer
with ribbons, paper, dustcover, manuals etc

All for $300 or best reasonable offer.

Owner lost interest shortly after purchase, and it's such a shame to have it just sitting around gathering dust.

Please call Laurie Cherry 508-436-4357 days

2239. Re: Developing Mosaic for

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 15:11:06 UTC
From: avg@cwi.nl
Message-ID: <avg.783961866@news.cwi.nl>
Source record: 177703

[I wrote:]

>aR> As to the SLIP connection, this can all be built into the application.
>aR> It will be a largish, I expect some 600K executable, so maybe
>aR> 1 megabyte is not enough. (You will need built-in SLIP, built-in
>aR> text editor, built-in shell window for telnet sessions, built-in
>aR> FTP, nn etc.)

erlingh@nova.pvv.unit.no (Erling Henanger) writes:

>I'd say this would be a ***HUGE*** amount of unneccessary work. Mintnet
>has all of this, so why not use it ?

>Right, it needs MiNT >= 1.10, but the public version of 1.11 must be out
>before you are able to get a gem'ed Mosaic up and running - even in beta.

Is this a challenge? I dare predict 1.11 will never be released at
all. And if it is, who will use it? We had over 50 reactions to our
Support Mosaic request, and 75% of these said: don't bother, I don't
even *want* to run MiNT.

MiNTnet has all of that, yes, but it also has a large amount of
unpleasantness to it: MiNT.

>So - nothing is stopping you from including mint and mintnet (+ an
>easy-to-use-even-for-lusers installation program) as long as you follow the
>GPL.

Which would mean we cannot ask any money for the application?

>MiNT+MiNTNet is/will be the standard OS extension - like it or not.

Nobody will follow the standard - like it or not. Besides, there
will really be many standards: Magic in Europe, Geneva in the US,
and MiNT in a few small hackers' societies.

>So if
>you do decide to include your own drivers, please make it possible to use
>mintnet as well. Who knows, someone might even make a SCSI-ethernet driver
>for it as well someday...

We will always try and keep that option open. But the first version
may not *yet* have support for mtasking slowperating system extensions.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam

The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2240. Re: Network...

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 15:12:21 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <39dj0l$dfp@infa.central.susx.ac.uk>
Source record: 177704

FORSEILLES STEPHAN (sforseil@vub.ac.be) wrote:
: Is there a way to put an ST and a TT together in a network, so
: that they can access each other's HD? The TT has a net port, but the
: ST doesn't have one.

There are several midi network programs in umich, (and probably many other archive sites). I have used a couple (sorry, can't remember their names at this second) and the allow my to access one hard drive from two STs (one STE on one STFM). Midi leads are cheap, so you should try it out.

Hope this helps.

Andy.
--
Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk
---
I _DO_ have reason why I do what I do - I just can't remember them
---

2241. 3D2 file requested

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 15:24:25 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <39djn9$dlj@infa.central.susx.ac.uk>
Source record: 177705

Hi!

Has anyone out there got a 3D2 file of a human looking hand (left and right)? I have a skeletal hand, and a robot looking hand, but I need a human looking hand (or a close approximation).

And also any other good 3D2 objects would be appreciated.

Thanks :)

Andy.

--
Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk
---
I _DO_ have reason why I do what I do - I just can't remember them
---

2242. Re: Newsgroup Reorganisation

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 15:51:20 UTC
From: djsime@dux.dundee.ac.uk
Message-ID: <39dl9o$msd@dux.dundee.ac.uk>
Source record: 177706

PerOlof Bengtsson (pi92pob@pt.hk-r.se) wrote:
: In article 201255@empyr.dircon.co.uk, kevan@empyr.dircon.co.uk (Kevan Winch) writes:
: > For what it's worth, I would like to see the atari.st remain, atari.st.tech
: > divided into 'Atari.st.hardware' and 'Atari.st.programming' and a new group,
: > 'Atari.falcon' added.
: >
: > What would *you* like ?

: I would like to see, the above mentioned groups with the addition of.

: atari.music (for amateurs/professionals using atari for musical purposes)

I too would like to see atari.music and atari.falcon would make sense too.

2243. What is MagiC?

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 16:31:38 UTC
From: dtarico@OCF.Berkeley.EDU
Message-ID: <39dnla$cki@agate.berkeley.edu>
Source record: 177707

I have heard different people talk about some software called MagiC.
Could somebody please clue me in on what it is and does? Does it run with
TOS/GEM applications? TIA for any info!

Doug Tarico
dtarico@ocf.berkeley.edu

2244. Re: Developing Mosaic for

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 17:00:37 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <39dpbl$9uk@charm.magnus.acs.ohio-state.edu>
Source record: 177708

>I'd say this would be a ***HUGE*** amount of unneccessary work. Mintnet
>has all of this, so why not use it ?
>Right, it needs MiNT >= 1.10, but the public version of 1.11 must be out
>before you are able to get a gem'ed Mosaic up and running - even in beta.
>So - nothing is stopping you from including mint and mintnet (+ an
>easy-to-use-even-for-lusers installation program) as long as you follow the
>GPL.
>
>MiNT+MiNTNet is/will be the standard OS extension - like it or not. So if
>you do decide to include your own drivers, please make it possible to use
>mintnet as well. Who knows, someone might even make a SCSI-ethernet driver
>for it as well someday...

At the risk of offending MiNT users, I have to say that many ST users are
less technical-minded than those who use and like MiNT. I don't like unix, and
have no use for it. I understand that anyone that likes a particular system
wants it to be the 'standard', and thinks everyone else should learn it no
matter how difficult. However, many of us are more than happy with basic
MultiTos, Geneva, or even the standard built-in TOS and do not wish to spend
endless hours learning MiNT when we have no use for it. Many of us simply have
ST's for our home-computers and wish to keep them easy to use. So I think a
basic, solid, all-in one package would bennefit the greatest number of users.

____
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"You know very well that it is thanks to (war) that you are here enjoying your
wonderful daily life so full of pleasure, reward, love, joy, and excitement.
Actually, I'll wager that it's rather more full of anxiety, problems, economic
difficulties, quarrels and disappointments, but you're so attached to them I
shan't be able to shake you loose. Love and joy are incredibly habit-forming;
often a single exposure is enough to cause permanent addiction. But I have no
doubt you steer clear as much as you can of anything so masterful."
- 'You're an Ignorant Idiot', by Chad C. Mulligan
Just my 2cents worth...

2245. Latest Atari stuff at HENSA (4 Nov)

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 17:05:36 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cyr65C.MpI@westminster.ac.uk>
Source record: 177709

```
The latest and greatest is here. ;-))

ftp, gopher,telnet,PAD: micros.hensa.ac.uk
WWW: http://micros.hensa.ac.uk/

Download and Enjoy...
Danny

ATARI NEWS OF THE DAY Updated 04/11/94 @ 1645

Newsletters
-----------
Latest releases:-

atari-tos Volume 07 Issue 008 02/11/94

Back copies can be found in the directory "tos/news","mint/news","falcon/news"
Please refer to the file "00readme" in the directory for details of how to
subscribe.

Digests
-------
tos/o/o107 Info-Atari8 digest e-mail newsletters
Updated weekly

tos/o/o116 Silicon Times Report (STR) International Online Magazine
Latest updates on.... 31/10/94

New software for the Atari TOS section
--------------------------------------
New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
p002 04/11/94 ---- CBZONE 1.0 A Battlezone type game ported from X-Windows (E)
n150 04/11/94 ---- ATARI CD-ROM FAQ 31 Oct, 94 A FAQ for CD-ROMs ( E )
o106 04/11/94 ---- MAUS-WINDOW 1.32 Top windows in GEM, X-Window style (E)
p003 04/11/94 ---- HD_PATCH 0.95 Edit the patchable variables of AHDI (E)
p004 04/11/94 ---- SGMLSTOS The SGMLS parser for TOS computers (E)
p005 04/11/94 ---- JOHANN's BLACKJACK TABLE Blackjack for multiple players (E)
p006 04/11/94 ---- MAILTRUK 1.1, dated 1989 Implementation of uucp/uucico (E)
p007 04/11/94 ---- NOTES FOR INSTALLING TEX (E)
p008 04/11/94 ---- THE ATARI ST MODEM PROGRAMMING GUIDE, Oct 1991 (E)
p009 04/11/94 ---- GDOS FAQ 1.9 Everything to know about GDOS (E)
p010 04/11/94 ---- 68881 FOR THE 1040, dated 1991. How to fit a co-pro (E)
```

p011 04/11/94 ---- 1.44MB PROJECT, dated 1991. GAL listing and docs (E)
p012 04/11/94 ---- ATARI ST 3MB MEMORY UPGRADE PROJECT, dated 1990 (E)

p001 03/11/94 ---- COLLECTION OF ST-GUIDE HYP FILES (E)
n168 03/11/94 ---- ATARI FTP SITES LIST Dated 24 October, 1994 (E)

o196 02/11/94 ---- S3-ST 1.50 Psion 3(a) to ST file transfer and utilities (E)
o197 02/11/94 ---- DJMAGIC 25/10/94 Fix the DJ Reset bug. Now MagiC compat (E)
o198 02/11/94 ---- OVFIX1.PRG Phantom typist patch. Prevent crash when typing (E)
o199 02/11/94 ---- DRAW 2 Beta Monochrome drawing/editing program (E)

New software for the Atari Falcon section

New packages are as follows; type "cd ~/micros/atari/falcon/<x>/<code>" to get
to where they are held. <code> is as below and <x> is the first letter of <code>
EG. For package "a001" you'd "cd ~/micros/atari/falcon/a/a001".

Pfx Date Key Details
--- ---- --- -------
a061 01/11/94 ---- RAINBOW 1.2 DEMO Versatile art package (E)
a041 01/11/94 ---- FLI-TC 4.0 Tru colour FLI/FLC player (E)
a013 01/11/94 S--- SUPERSAM 1.08b A sound sampler editor (E)
a062 01/11/94 ---- CHNG_MON 1.0.1 Resets the computer when changing monitors (E)
a063 01/11/94 ---- DEVPAC FALCON LIBRARY 4.0 Assembler subroutines (E)

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2246. Re: Newsgroup Reorganisation

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 17:51:06 UTC
From: woodford@esca.com
Message-ID: <1994Nov4.175106.12974@esca.com>
Source record: 177710

pitchfsj@aston.ac.uk (SJ PITCHFORD) writes:

>I was just wondering, would any body object to a 'split' of
>comp.sys.atari.st.tech into c.s.a.s.hardware and c.s.a.s.programmer?

Now that's more reasonable, and less ambigous than having .programmer
and keeping .tech.

It's not nirvana, but it's a step in the right direction. I'd give it
my vote, FWIW.

Cheers, Steve

2247. Re: color emulation for mono monitors?

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 18:14:18 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Cyr9Bw.JxD@cs.vu.nl>
Source record: 177711

ac125@cfn.cs.dal.ca (Nick Mattison) writes:

>I have an ST with mono monitor and have been given some games.
>Unfortunately they all require a color monitor. Does anyone know of a
>program that allows a high res mono monitor to emulate a med res color
>monitor so that I could run these games??

on the archive...

Graphics/bigcolor.lzh 16 Color monoitor emulator

bye,
Ivo.

2248. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 18:30:19 UTC
From: marclaan@sterbbs.nl
Message-ID: <01022LRDRDPHMIVXMDR@sterbbs.nl>
Source record: 177712

```
> Mosaic for ST etc...
Yes, I would be interested.
gr. Marc Laan

--
|[From]=============================================================|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |
```

2249. Re: Program for Atari ST similar to LYNUX

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 18:51:55 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <39dvsb$69l@golem.wcc.govt.nz>
Source record: 177713

```
] Is there some program for ST that similar to Lynux
] (Lynux is some sort of unix like operating system (PC)).
] It should be very useful when i be able to watch
] gif's when i'm connected on some gopher (i mean
] when gopher should be able to show gif directly
] to my screen on Atari) ...

It'd have to be run in at least 640*200*4 (ST-Medium), and viewing
GIF's in that mode looks pretty terrible. It's Linux which is basically
a Shareware/Public Domain version of Unix.
```

2250. Re: Obsessive pinballing!!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 18:53:45 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <39dvvp$69l@golem.wcc.govt.nz>
Source record: 177714

] ptible movement. And why does everyone compare Starball to Obsession, they
] nothing alike. One has one table the other has four, for starters.

Nothing alike? So they're not both pinball games which for playability
purposes are on a similar scale?!

2251. Re: "Magic-Eye" pictures.

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 18:56:16 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <39e04g$69l@golem.wcc.govt.nz>
Source record: 177715

] Is this the Version 2? I have only seen Version 1 and that is pretty
] kewl too!

kewl? Hmmm....

Roger Sheppard dug up v1.0 from Genie for me, so I'll post it up
to atari-archive in a few minutes. I would post it to the binaries
group, but nothing I post on there ever turns up....

2252. Re: How to reach Obsessive coders ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 19:00:00 UTC
From: christian.andersson@p5.f611.n203.z2.ct.se
Message-ID: <ftn_2.203.611.5_2eba851e_Christian.Andersson@ct.se>
Source record: 177716

> Are they reachable on the net ?

I don't thinke they have any E-mail acces, but I'm not (argh I hate my English) shoure (?)

Chris.

2253. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 19:04:43 UTC
From: whitema@rtsg.mot.com
Message-ID: <39e0kb$9ni@delphinium.cig.mot.com>
Source record: 177717

In article <ftn_2.203.611.4_2eb253da_Christian.Dahl@ct.se>,
Christian Dahl <christian.dahl@p4.f600.n203.z2.ct.se> wrote:
> > Ahh, but what of us who have paid our shareware fee and received
> > nothing? Should we prosecute Aaron? After all, he falsly advertised
> > that he would send us a key if we sent him $25.....
>
>Well, it's your own fault. If you are going to register a ShareWare-product,
>then get in touch with the author first to be sure that nothing like that
>happens (for a example, the author may have moved, or perhaps sold his
>computer).
>
>CD
>
>

But he cashed the check! It's not like the check was lost, or the mail was
returned, or anything like that. He's a thief. A thief who writes a good
terminal program, but a thief nonetheless.

Mike
whitema@cig.mot.com

2254. Re: What is a BGM partition?

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 19:18:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411042118.a11070@pb2.maus.de>
Source record: 177718

On Wednesday November 2nd at about five past seven
boyd@math.fsu.edu (*Mickey Boyd*) happened to write:

MBB>Also, software updates from Genie/Compuserve are quite nice.

Will there be *any* further development beyond 6.5.5? I have a very strong
feeling that ICD are not going to be active on the atari sector anymore.

Maybe I'm wrong, maybe not ...

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2255. Re: ps files from Calligrapher

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 19:21:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411042121.a11071@pb2.maus.de>
Source record: 177719

On Wednesday November 2nd at about a quarter past twelve
graham@insignia.co.uk (*Graham Beint*) happened to write:

GB>GS 3.01 are already set up for use with epsons both mono and colour.

A friend of mine is in the process of compiling GS 3.1.2. All the patches are already installed in the source, but there are some name changes still to be made.

Is Tim still working on it?

GB>Oh? ExtenDOS and Apple CD300 as sold by System Solutions would appear
GB>to manage quite well.

So does my Toshiba XM-3401 and CD-Tools. Works great.

GB>If German airports are quite happy to use an ST for managing
GB>international air traffic movements ...

There was an article about this matter in the June *1990* issue of the German ST-Computer.

On the *Frankfurt Airport* they used a 520ST with half a meg and an SF 314 diskdrive for the controlling of messages in the *AFTN* (Aeronautical Fixed Telecommunication Network) and in the *SITA* (Societe International de Telecommunication Aeronautique).

The bosses' secretary used a similar machine, plus harddisk and SLM 804 with Wordplus and Calamus, to take care of the daily correspondence.

I dunno if they're still using it. Do you have any information about this, Graham?

GB>Brain in neutral, mouth in gear again!

As we know him, don't we :-/

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2256. 1040ST

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 19:33:00 UTC
From: bl_perr@pavo.concordia.ca
Message-ID: <4NOV199414333440@pavo.concordia.ca>
Source record: 177720

Hello all! I have a brief question (I hope). A friend of mine is using an Atari 1040 ST to run a midi sequencer software package. He recently saved his material to floppy but received a disk error message when he attempted to retrieve his data. I am not familiar with the Atari machines so I was not very helpful. My question is: What disk fix utilty can he use that may recover the corrupted file(s), if one is available. Thank you.

2257. Monitors for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 19:37:40 UTC
From: howe@mik.uky.edu
Message-ID: <howe.783977860@mik.uky.edu>
Source record: 177721

For Sale:

One color monitor (JVC type) asking $120.00
One monochrome monitor asking $80.00

Both of them are in fine shape, will sell both for $150.00 as a pair.

Leave mail here or at Howe@ukpr.uky.edu Thanks!

An Atarian, Miles Howe

2258. Re: 3D2 file requested

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 20:11:57 UTC
From: Lexicor@world.std.com
Message-ID: <CyrEry.HF2@world.std.com>
Source record: 177722

In article <39djn9$dlj@infa.central.susx.ac.uk>,
Andrew Collington <andrewc@cogs.susx.ac.uk> wrote:
>Hi!
>
> Has anyone out there got a 3D2 file of a human looking hand (left and
>right)? I have a skeletal hand, and a robot looking hand, but I need a human
>looking hand (or a close approximation).
>
> And also any other good 3D2 objects would be appreciated.

The Lexicor support FTP site has many 3D2 files at

ftp.std.com

in

/pub/atari/Graphics/Lexicor/3D2

Yat @ Lexicor

>
>Thanks :)
>
>Andy.
>
>--
>Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk
>---
> I _DO_ have reason why I do what I do - I just can't remember them
>---

2259. Re: Problems with PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 22:15:37 UTC
From: mdg@ukc.ac.uk
Message-ID: <375@stork.ukc.ac.uk>
Source record: 177724

In article <1994Nov1.173120.18471@unix.brighton.ac.uk> teh@unix.brighton.ac.uk (Tom Haines) writes:
:>You NEED a VGA monitor for this version (at least I did!!).
:>
:>Tom.

Yes PLAYMPEG v0.68 runs on VGA only (my mistake, I've fixed this bug in v0.70!)

Cheers
Griff
--

2260. Re: X-Windows or X-Terminal fo

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 23:01:00 UTC
From: Martin_Schaller@r.maus.de
Message-ID: <199411050101.a13587@r.maus.de>
Source record: 177725

> I seem to recall a previous discussion where it transpired X assumed
> 'chunky' colour pixels. Of course the ST/F030/TT only have interleaved
> pixels, except in HiColour and TrueColour modes on the F030/TT!
I am working on a X Windows Server for Atari Linux-68k. With the mono
resolutions, it is working already fine. Currently I am writing the parts
for interleaved planes (not easy...). Later i will try to make a stand alone
port for use on ST/F030/TT with Mint or Tos. Of course its free software.

Martin

2261. Re: Obsessive pinballing!!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-04 23:13:12 UTC
From: popemerlin@delphi.com
Message-ID: <B88Vr-Q.popemerlin@delphi.com>
Source record: 177726

Steve Wells <wells_s@ix.wcc.govt.nz> writes:

>Nothing alike? So they're not both pinball games which for playability
>purposes are on a similar scale?!

Ok, you sit down and play Starball for more than thirty minutes and you are completely bored, if you do all the sub games what is left.

At least with Obsession you have 4 tables to choose from, improving the playability beyond Starball by 400%. Also, with Obsession when you pay for your copy you will get support from your reseller or from the programmers.

Starball was a 5 GBP registration, which as a library we sent, no thanks or anything so remember support and more tables add to your enjoyment and to the play
ability of the game.

Phineas Pope
- Partner Merlin

2262. Re: Developing Mosaic for

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 00:09:54 UTC
From: fvdakker@sterbbs.nl
Message-ID: <19346LSCGNTQPQOHVDO@sterbbs.nl>
Source record: 177727

michi@pluto.ping.de "Michael Plonuss" wrote:

mi>And, in addition to that, there already is a usable www-browser
mi>available.
mi>
mi>BTW, Mosaic is public domain, the copyrights are by NCSA, the
mi>sources are available.

Could you UUENCODE the browers to me? I'm VERY interested and I can't
ftp :-(
Also wou;d I be interested in the sources of Moaic.
Is it BTW possible to ftp with e-mail? I heard it is possible
somehow... Thanx!

* TailMail 2.1 #031 *

--
|[From]===|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

2263. Re: Civilization

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 00:41:11 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <39ekb7$a00@josie.abo.fi>
Source record: 177694

As someone thought, there are at least three different CIV versions for Atari ST. I found it out, as my bought CIV didn't like my Falcon-030 at all... Some people said that it _should_ work, but it just didn't. Then one very kind person sent me a newer civ.prg file than that I owned. I replaced my original file with the new one - and: miracle! Civilization works great on my Falcon.

If this helps anyone, the size of a _working_ CIV.PRG is 445.984 bytes.

I think, this file should be uploaded to some FTP site, since one can't play the game without the rest (MANY!) game files. PC owners can update their games via modem - so why shouldn't we..?

BTW, those ramdom worlds really are "random". Or I've had only those. Maybe it depends on the version of the program or/and the in-built clock?

Tommi

2264. Re: What is a BGM partition?

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 01:05:03 UTC
From: dk3uz@isys-hh.Hanse.DE
Message-ID: <UM5TBXNE@isys-hh.Hanse.DE>
Source record: 177728

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>Brian J. Roland (bjr2@Isis.MsState.Edu) wrote:
>> azog (azog@world.std.com) wrote:

[masses of omitted text]

>There is a gotcha with BGM partitions: You waste more space than with
>"normal" parititions. The smallest hunk of a disk that one can allocate is
>a cluster (uh, two sectors, I think). So, if you have a file that requires
>some number of clusters, plus one byte more, an entire cluster is wasted
>(minus the one byte) to complete the storage of the file. Obviously, if
>your sectors are bigger, your clusters are bigger, and thus you will waste
>more space on a BGM partition than on one with smaller sector sizes, on
>average. This is not a big deal. I would doubt that the difference is
>more than a few percent usage, unless you have a huge number of extremely
>tiny files (which would magnify the effect, just as a small number of
>huge files would shrink it).

This is only true of course, as long as you use the TOS file system. With
the minix file system (minix.xfs) disc space will always be allocated in 1k
chunks, regardless of logical sector size. As minix.xfs also does away with
the 8+3 filename limitation and is faster than the TOS file system, which has
its roots in CP/M & MS-DOS, it would seem to be the logical choice of the
day.

> [...]

Rgds, Eddi
--
| AMPRNET: dk3uz@db0hht.ampr.org | GUI: A means of wasting cpu power
| INTERNET: dk3uz@iSYS-hh.isys.net | rodent pushing icon clickers
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU | don't need.

2265. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 01:29:13 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyrtGp.35p@cix.compulink.co.uk>
Source record: 177729

In message <Cyqpup.2FH@westminster.ac.uk>, vctec@westminster.ac.uk said:

> I agree with you there. In most people's eyes, an Atari means a ST.
> many people do not even know about the TT, let alone the Falcon.

This has to be one of the biggest problems us serious Atari users face :-(

> Uh oh, I thought, here we go again....another PC minded person. I had
> to explain to him, that the ST I have is of really old
> technology....mid 80s...68000 processor Why was he comparing his
> Pentiums at work with the likes of my ST. He should compare it to
> say, a TT, or a Falcon, or maybe even a medusa.

PC minded people can be very blinkered. Often I am asked what sort of computer I own. The expected answer is 386 or 486. When I explain I have a TT, their faces just go blank. Then I move onto the technical spec. They generally are impressed with the TT-Hi screen, and mildly impressed by the 8MB RAM and 200MB hard disk. When it comes to the processor - we both get stumped. The've never heard of the 680X0 range and don't understand enough about the Intel range to allow me to make a comparison. Generally in the end I say its a bit like a decent Mac from about 2 years ago.

Luckily I invariable know more about PCs than the PC owner I am talking to. The line they generally fall back onto is the amount of software you can pirate for the PC, compared to anything else. This argument doesn't go far with me ;-)

> The only reason he's buy a PC was because everyone had them....equating
> to more software (ie free commercial stuff). Whatever happens, unless

Piracy of software is what keeps the punters buying PCs. many PC owners I know just won't contemplate buying software. Why bother when you can always pirate it. Even with CD-ROM, CD-R units are dropping so much in price that CD-ROM piracy will be rife by this time next year.

> then, I would use it as a Linux machine. I just can't see why my
> cousing likes Windows and DOS so much. He hasn't even tried Unix,
> cos once he's tried that....he will never look back at DOS (IMHO).

Although many PC owners will never like Unix even if it is more powerful. They can hardly handly DOS and have no love of CLI. Often at work I am asked if there is a C compiler for the PC they can 'borrow' (pirate). When I explain that there is a perfectly good C compier on each of the 4 Minis, they are just not interested. Somehow the view that unless you can do it on your own PC, then it isn't worth it - is prevelent.

I can great satisfactiong from telling people that I have Windows on my PC and don't use it. Not becasue I don't know how - but that it intrinsincly hammers the machine. A lot of the time my Pc is used as a dub terminal to a Unix machine anyway.

:-)

Roland.

@CiX

2266. New release of CBZONE 1.0

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 01:29:15 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyrtGr.36B@cix.compulink.co.uk>
Source record: 177730

I have just released a new version of my CBZONE port. CBZONE is an X-Windows Battlezone(TM) game which I have converted to the Atari. It should work on all Ataris - but is happiest on a TT or Falcon with FPU as it makes big use of floating point maths. It is much improved over earlier versions and now runs in many *colour* modes.

CBZONE is believed to be Freeware and as such can be freely copied.

However I am imposing a copying restriction on the Atari version in an effort to support my 'local' FTP site and encourage people to use it. Therefore this version of CBZONE is only to be available from HENSA.

micros.hensa.ac.uk

micros/atari/tos/p/p002/cbzone10.zip

Outside of the Internet it can be freely copied. There is no restriction on distribution via PD libraries nor BBS. The only exception is the CiX BBS (my 'home' BBS) as I want to encourage the users of CiX to use the Internet gateway provided - and use HENSA more.

CBZONE10.ZIP includes executables for 68000 and 68030/68882, and all source code for both these, other versions and the X-Windows stuff. It is about 150K in size.

This archive superceeds CBZONE02.ZIP and CBZSRC02.ZIP which are currently available on the net.

Roland.

@CiX

2267. CDAR504 Atari CD ROM Drive

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 04:24:21 UTC
From: ab164@yfn.ysu.edu
Message-ID: <39f1dl$7f5@news.ysu.edu>
Source record: 177731

I've just been given a cdar504 Atari CD ROM Driver. I got
the metados2.zip file from a.a.u.e and installed it. Actually I
tossed the whole thing (after extraction) into the auto folder, per
the instuctions. Only problem is I get BOS device is not responding
bos device is not installed, and the same for the 2 DOS files.
Anybody have any ideas how I can access this thing? It should
work with metados2! I mean it's old enough. I'm running the ICD 655
booter software on a 4 meg STe with TOS 2.06 and an ICD AdspeedSTe.
OH, by the way does anyone know what The different setting are for the
4 dip switch in the back of this thing? I know it should be for the
scsi device no, but what setttings mean what?
Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

2268. Re: What is a BGM partition?

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 04:26:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199411050626.a44375@wi2.maus.de>
Source record: 177732

In article <mnb20.30.000BCAAE@cam.ac.uk>, Mark Baker (mnb20@cam.ac.uk)
wrote:
>>Tos 1.0 and 1.2 were limited to 32,xxx sectors (due to a bug). With a
>>default size of 512 bytes per sector, that equals 16mb max partition size.
>>TOS 1.4 and beyond are limited to 64,xxx sectors, which yields a max of
>>32mb per partition, _if_ the default sector size is used. BGM partitions
>>use bigger sectors.
>
>MSDOS also has this limitation BTW. Actually it's on the number of clusters
>and MSDOS gets round it by using more sectors per cluster, which is a more
>elegant way of doing it than big logical sectors as on the ST.

Well. This way made it compatible with all existing GEMDOS versions;
something the other solution can't claim.

2269. Re: PC Keyboard on ST

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 04:43:14 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <39f2h2$dcu@mailer.fsu.edu>
Source record: 177480

Neven Petrlik (npetrlik@public.srce.hr) wrote:
> Does anyone knows how to connect a PC keyboard
> to the Atari ST ? (i've heard it's possible).

There are a number of products that allow one to do this. I seem to remember one called Z-keys, which was not so good as it required a software driver to work (so games and such would require the Atari keyboard). A better unit was called the DEKA (now DEKA II). It was hardware-only, and worked quite well from what I hear, allowing you to totally ignore the Atari keyboard if desired. I still see them for sale by a couple of companies here in the states, for about $90 new.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2270. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 05:06:29 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <39f3sl$rd5@terminator.rs.itd.umich.edu>
Source record: 177733
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 9348 Oct 29 16:15 ./Applications/0index
-rw-r--r-- baldrick 245075 Oct 28 12:00 ./Applications/Other/ocr13c.lzh
-rw-r--r-- baldrick 16640 Oct 28 12:34 ./Diskutils/hd_patch.lzh
-rw-rw-r-- entropy 11962 Oct 29 16:11 ./Diskutils/0index
-rw-r--r-- baldrick 26401 Oct 29 12:52 ./Games/0index
lrwxr-xr-x baldrick 21 Oct 29 12:02 ./Games/Network/cyberdem.lzh -> ../Space/cyberdem.lzh
lrwxr-xr-x baldrick 21 Oct 29 12:02 ./Games/Network/cbd_demo.zoo -> ../Space/cbd_demo.zoo
lrwxr-xr-x baldrick 21 Oct 29 12:02 ./Games/Network/jittrbug.zip -> ../Space/jittrbug.zip
lrwxr-xr-x baldrick 21 Oct 29 12:03 ./Games/Network/x_coldrv.tos -> ../Space/x_coldrv.tos
lrwxr-xr-x baldrick 24 Oct 29 12:10 ./Games/Network/conqu07b.zip ->
../Strategy/conqu07b.zip
lrwxr-xr-x baldrick 28 Oct 29 12:11 ./Games/Network/midiwiz_beta.zip ->
../Strategy/midiwiz_beta.zip
lrwxr-xr-x baldrick 22 Oct 29 12:15 ./Games/Network/m_stones.zip -> ../Puzzle/m_stones.zip
lrwxr-xr-x baldrick 22 Oct 29 12:25 ./Games/Network/midibatl.lzh -> ../Combat/midibatl.lzh
lrwxr-xr-x baldrick 22 Oct 29 12:25 ./Games/Network/midimaz2.lzh -> ../Combat/midimaz2.lzh
lrwxr-xr-x baldrick 23 Oct 29 12:26 ./Games/Network/midimaz3b.zip ->
../Combat/midimaz3b.zip
lrwxr-xr-x baldrick 22 Oct 29 12:45 ./Games/Network/mazecmbt.zip -> ../Combat/mazecmbt.zip
-rw-r--r-- baldrick 123697 Oct 29 18:02 ./0ls-lR.Z
-rw-r--r-- baldrick 123105 Oct 29 18:04 ./0ls-lRc.Z
-rw-r--r-- baldrick 9237 Oct 29 16:17 ./Falcon/0index
lrwxr-xr-x baldrick 41 Oct 29 16:16 ./Falcon/Applications/songz105.zip ->
../../Applications/Databases/songz105.zip
-rw-r--r-- baldrick 56230 Oct 27 18:40 ./Falcon/Graphics/fli_tc35.lzh
-rw-r--r-- baldrick 5435 Oct 23 18:38 ./Falcon/Graphics/mpegdsp.lzh
-rw-r--r-- baldrick 18153 Oct 26 19:50 ./Falcon/Misc/s2l_fc30.zip
lrwxr-xr-x baldrick 23 Oct 29 14:10 ./Falcon/Sound/D2D/ssam108b.zip ->
../Editors/ssam108b.zip
-rw-r--r-- baldrick 130645 Oct 29 16:47 ./Network/Mail/elm24pl23.zip
-rw-r--r-- boydm 4494 Oct 29 17:15 ./Network/0index
-rw-r--r-- baldrick 228228 Oct 29 16:52 ./Network/News/trn341.zip
-rw-r--r-- baldrick 206598 Oct 28 09:20 ./Network/Www/lynx2-3-1-beta-00.tgz
-rw-r--r-- baldrick 88894 Oct 29 16:56 ./Network/Www/sgmlstos.lzh
-rw-r--r-- baldrick 154141 Oct 29 18:01 ./0compind.Z
-rw-r--r-- baldrick 380671 Oct 29 18:01 ./0index
-rw-rw-r-- entropy 29345 Oct 31 21:11 ./Utilities/0index
-rw-r--r-- weiner 123327 Oct 31 21:15 ./0ls-lR.Z
-rw-r--r-- weiner 122979 Oct 31 21:17 ./0ls-lRc.Z
-rw-r--r-- baldrick 9334 Oct 31 18:30 ./Falcon/0index
-rw-r--r-- baldrick 57155 Oct 31 17:32 ./Falcon/Graphics/flictc40.lzh
-rw-r--r-- baldrick 360400 Oct 31 18:12 ./Falcon/Graphics/rainb1_2.zip
-rw-r--r-- weiner 153848 Oct 31 21:13 ./0compind.Z
```

```
-rw-r--r-- weiner 380316 Oct 31 21:13 ./0index
-rw-r--r-- baldrick 28288 Oct 31 22:33 ./Archivers/uud.zoo
-rw-rw-r-- entropy 4103 Nov 2 11:02 ./Archivers/0index
-rw-r--r-- baldrick 23390 Oct 31 22:49 ./Diskutils/cdplay.zoo
-rw-rw-r-- entropy 12161 Nov 2 15:37 ./Diskutils/0index
-rw-r--r-- baldrick 79123 Nov 2 09:57 ./Diskutils/hdx-5.zoo
-rw-r--r-- baldrick 7612 Nov 2 09:51 ./Diskutils/hd_ctrl4.zoo
-rw-r--r-- baldrick 36029 Oct 31 22:45 ./Games/atc.arc
-rw-r--r-- baldrick 26828 Nov 2 11:07 ./Games/0index
-rw-r--r-- baldrick 46667 Nov 2 09:42 ./Games/Strategy/napoleon.zoo
-rw-r--r-- baldrick 17931 Oct 31 22:41 ./Games/Kids-games/flshcard.arc
-rw-r--r-- baldrick 43138 Oct 31 22:41 ./Games/Cards/crazy7.zoo
-rw-r--r-- baldrick 30174 Oct 31 22:41 ./Games/Cards/sbj.zoo
-rw-r--r-- baldrick 16801 Oct 31 22:41 ./Games/Cards/whist.zoo
-rw-r--r-- baldrick 32305 Nov 2 10:27 ./Games/Cards/yukoneng.zip
-rw-rw-r-- entropy 3386 Nov 2 15:32 ./Misc/0index
-rw-r--r-- baldrick 8718 Nov 2 09:51 ./Misc/texsetup.zoo
-rw-r--r-- baldrick 11078 Nov 2 15:10 ./Misc/modemio.zoo
-rw-r--r-- baldrick 22085 Nov 2 09:51 ./Misc/gdos_faq.zoo
-rw-r--r-- baldrick 1691 Nov 2 09:51 ./Misc/fpu68881.zoo
-rw-r--r-- baldrick 123879 Nov 2 16:32 ./0ls-lR.Z
-rw-r--r-- baldrick 46025 Oct 31 21:34 ./Telecomm/murks_lc.zoo
-rw-r--r-- weiner 7718 Nov 2 10:42 ./Telecomm/0index
-rw-r--r-- baldrick 123541 Nov 2 16:34 ./0ls-lRc.Z
-rw-r--r-- baldrick 137864 Oct 31 22:10 ./Network/Mail/pathalia.zoo
-rw-r--r-- baldrick 141457 Oct 31 22:33 ./Network/Uucp/uupcst.arc
-rw-r--r-- boydm 4625 Nov 2 10:58 ./Network/0index
-rw-r--r-- baldrick 154493 Nov 2 16:29 ./0compind.Z
-rw-r--r-- baldrick 381382 Nov 2 16:29 ./0index
-rw-r--r-- hyc 405859 Nov 4 02:43 ./Mint/Network/rpc-02.tgz
-rw-r--r-- hyc 49729 Nov 4 02:44 ./Mint/Network/inetd-02.tgz
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2271. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 05:09:48 UTC
From: jyoung57@delphi.com
Message-ID: <RS2Vblc.jyoung57@delphi.com>
Source record: 177734

Tommi Hietavuo TKKK <THIETAVUO@FINABO.ABO.FI> writes:

>different tastes. I like TOS/GEM, even with its problems - and I'm expecting
>that the new MagiC might be just what I need...

In response to your comments about the new MagiC...Is there a newer
version than 2.0 coming out? I haven't heard any whispering...

jyoung57@delphi.com

2272. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 05:12:23 UTC
From: jyoung57@delphi.com
Message-ID: <RS+1zxf.jyoung57@delphi.com>
Source record: 177735

Sander Stoks <sanders@sci.kun.nl> writes:

>I read in this month's ST Computer that the Medusa T60 (guess what
>processor is inside that one :-) is ready, and that some company is
>working on accelerator boards for *any* ST, incorporating 030, 040 or
>even 060's. The 030 board would be <300$.

Speaking of upgrades, why is there no graphics board available for a
stock ST. The addition of a board to allow 256 colors would be a
tremendous breath of life to the ST line...

jyoung57@delphi.com

2273. No More GEnie...

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 05:55:12 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <39f6o0$bdk@golem.wcc.govt.nz>
Source record: 177736

GEnie users go get a copy of the latest GEnie Lamp,
It looks like we could be loosing the interface to those PC clone
maniacs..

They are talking about support for Windows, no
more text based system, this could be due to pressure
from American Online...

This could also affect the other firms like Compuserve, Delphi etc...

What about the Amiga users, will they also be affected...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2274. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 06:32:35 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <39f8u3$aiu@cxc1.cl.msu.edu>
Source record: 177737

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

> I just can't see why my
>cousing likes Windows and DOS so much. He hasn't even tried Unix, cos
>once he's tried that....he will never look back at DOS (IMHO).

Can you say "Lemming" ???

:)
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2275. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 07:03:21 UTC
From: raver909@telerama.lm.com
Message-ID: <39fanp$2bd@terrazzo.lm.com>
Source record: 177738

Tom Hopper (hopper_t@msupa.pa.msu.edu) wrote:

> I asked about memory upgrades for the MegaSTE on GEnie a couple of weeks
> ago, and the answer I got is that there is a RAM expander comming out that
> will be called BigRAM. It's supposed to be very good, but I have no idea
> when it's due or how much it'll be.

> Tom
> hopper_t@msupa.pa.msu.edu

Has anyone noticed that in the latest ST Format on page two this place
called Gasteiner in London, UK is selling 1040STE's with 12 Megs? Yes 12
Megs!
Any Idea how they get that much memory?
Joe

--

2276. Kermit for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 07:38:55 UTC
From: jprice@ivory.trentu.ca
Message-ID: <1994Nov5.073855.14945@blaze.trentu.ca>
Source record: 177739

THANK YOU! I posted here a while back looking for software that supported Kermit and that would allow me to get on my net server with my ST. Someone e-mailed me and suggested Uniterm. Well, here I am with my ST and I don't have your original message so I can't thank you personally. I just hope that you see this and receive my gratitude. It works like a charm!
It's particularly appreciated now as my PC monitor went down a few weeks ago and I can't afford to get it repaired or replaced at the moment. So, double thanks. You're a life saver.

2277. Kermit for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 07:42:05 UTC
From: jprice@ivory.trentu.ca
Message-ID: <1994Nov5.074205.15102@blaze.trentu.ca>
Source record: 177740

Or was your message posted here? Either way Thank You.

2278. Re: Support FPU's

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 09:11:28 UTC
From: srp20@cam.ac.uk
Message-ID: <srp20-051194101128@mac122.nmus.pwf.cam.ac.uk>
Source record: 177690

Just so I don't nark up, can anyone tell me the type of FPU
I would want to get if I ordered one. I am thinking along the
lines of whether it's PLCC or not here btw.

srp

2279. Re: SpeedoGDOS [5.2] 5.0c

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 09:17:09 UTC
From: srp20@cam.ac.uk
Message-ID: <srp20-051194101709@mac122.nmus.pwf.cam.ac.uk>
Source record: 177692

In article <39d2e9$6n@ixnews1.ix.netcom.com>, rengbers@ix.netcom.com
(Robert Engberson) wrote:
> It's a misprint. The current version is 5.0c. Version 5.0c supports the
> Type 1 and TrueTyps standards, and has lots of workarounds for
> non-standard fonts. You should be able to use any Type 1 or TrueType
> font.
>
> SpeedoGDOS 5 caches the 'load font' data, so applications (like
> Works) load the font list almost instantly when they launch.
>
Can I upgrade from the 'free' version I got with my Falcon or do I have
to fork out the full wack? Also, does this mean it can take Mac TType
fonts (I have many...).

srp

2280. Re: Dextrous Development - Assistance needed.

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 10:06:42 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941105Z100642.031dbrewood@nest.demon.co.uk>
Source record: 177741

In article <1994Nov2.131332.23576@jet.uk> djs@jet.uk "David Stevenson" writes:

> What is Dextrous, and why is it not compatible with Speedo and NVDI?

Dextrous will be a full operating system erplacement. It will be compatable
with NVDI and Speedo, but as the author says, NVDI is very slow compared to
his code, so he want's to build font support directly into the program itself.

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Screen Eye and Audio/Photo CD =
= Beta testing on the Falcon.......: Extendos PRO / Apex Media / Super SAM =
= F-Search / CB-Zone / CD Sound / GEM Bench. =
= FTN system beta testing: JetMail, Semper, LFA, AutoFile, and Tidyfile. =
==

2281. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 10:48:35 UTC
From: contacts@mits.mdata.fi
Message-ID: <39fnu3$civ@prime.mdata.fi>
Source record: 177695

>In <39c5jh$er0@josie.abo.fi> THIETAVUO@FINABO.ABO.FI
(Tommi Hietavuo TKKK) writes:

>I would certainly like a 060 in my Falcon. Wow.

Here's something while you wait for it....

[this message is a copy from a message sent to the cubase-users
mailing list (Nov 4 1994 from Michael Kelsey)]:

```
-----------------------------------------------------------------------
[ I just recently talked with a person at Wizztronics --- I was ]
[ inquiring about their rack-mount case for the Falcon. He told me ]
[ Wizztronics focus is the music end and that they hope to have their ]
[ 040 board for the Falcon out in a few months. He surprised me by ]
[ stating that they had been in contact with Steinberg because their ]
[ every intent is that the 040 WILL BE compatible with Cubase. He said]
[ the Falcon with the 040 /Cubase Audio in 16 colors was superfast!! ]
[ ]
[ I would post Wizztronic's phone number but I seem to have misplaced ]
[ it for now.............................. ]
-----------------------------------------------------------------------
```

So, who has Wizztronics' FAX-number??

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

```
---------------------------------------------------------------------
Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.01/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---------------------------------------------------------------------
```

2282. Re: Developing Mosaic for

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 11:35:51 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <39fqmn$jcu@nyheter.chalmers.se>
Source record: 177742

```
In article <39dpbl$9uk@charm.magnus.acs.ohio-state.edu>,
>matter how difficult. However, many of us are more than happy with basic
>MultiTos, Geneva, or even the standard built-in TOS and do not wish to spend
^^^^^^^^

MultiTos won't work without MiNT!

Christer.

--
| Chalmers | USENET: d2cg@dtek.chalmers.se | "Today I've started |
| University | SNAIL: Christer Gustavsson | earning my second |
| of | Hasselvagen 6 | million. The first |
| Technology | S-430 91 H�N� | one failed." |
```

2283. Re: Compiling MiNT v1.10

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 12:22:41 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <39fteh$q7t@mercury.dur.ac.uk>
Source record: 177746

Mark Baker (mnb20@cam.ac.uk) wrote:

: >: You are compiling MiNT 1.10 without patches i guess?
: >: Try to patch up to h9.
: >I had done that, and I've now patched beyond that to 1.11h2. The problems
: >remain.
: I couldn't get the patches to work, it failed every single hunk.

Did you give the -l option to patch? As the source code stands, it has
Atari style CRLF in the original 1.10 source and UNIX-type CR in the
patches. This causes all the hunks to fail if you don't use -l.

It patched up perfectly on my machine. Which doesn't do me much good
because I still can't get it to compile, no matter what.

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

2284. Re: Compiling MiNT v1.10

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 12:25:04 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <39ftj0$q7t@mercury.dur.ac.uk>
Source record: 177747

Mark Baker (mnb20@cam.ac.uk) wrote:

: So I compiled the unpatched 1.10 without problems but now whenever it tries to
: run anything including the desktop and any DAs it gives an illegal instruction.

It's just struck me - are you compiling with the -DMULTITOS flag? If so,
turn it off and recompile.

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

2285. Re: SpeedoGDOS [5.2] 5.0c

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 12:27:21 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <39ftn9$q7t@mercury.dur.ac.uk>
Source record: 177748

Steve Payne (srp20@cam.ac.uk) wrote:

: Can I upgrade from the 'free' version I got with my Falcon or do I have
: to fork out the full wack? Also, does this mean it can take Mac TType
: fonts (I have many...).

I'm afraid it only uses PC-style TT fonts. But the good news is yes, you
can upgrade from the version you got with your machine.

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

2286. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 12:56:44 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EKFMEEUWUp@dksoft.ping.dk>
Source record: 177744

In <CyMH1J.6t3@vaxxine.com> Brian Seburn wrote :

>Could be. I actually got it second or third hand.. and you seem to
>actually remember it (where I don't) so we'll say your right! :-)
>Too bad though.. alot of people got screwed by what seems to be a
>VERY GOOD programmer. :-\
>

I know, and i wish i could do some mor help to them, but unless Aaron steps forward and telling us it's okay, we can't do a thing 8-(

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\--/-
\--/

2287. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 13:03:32 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EKFMEEUYUp@dksoft.ping.dk>
Source record: 177745

In <ftn_2.203.611.4_2eb253da_Christian.Dahl@ct.se> Christian Dahl wrote :

>Well, it's your own fault. If you are going to register a ShareWare-product,
>then get in touch with the author first to be sure that nothing like that
>happens (for a example, the author may have moved, or perhaps sold his
>computer).
>
>CD

It's NOT!! their fault at all. Any author of shareware products which is
receiving money for his program is responsible for this, and even more
if he take the money. You can sue an author who doesn't follow the rules,
even though it's shareware. And you will win, if you got enough money for
the lawsue.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\---/-
\---/

2288. Re: color emulation for mono monitors?

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 13:26:20 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <Cysqnw.JG4@cix.compulink.co.uk>
Source record: 177749

>I have an ST with mono monitor and have been given some games.
>Unfortunately they all require a color monitor. Does anyone know of a
>program that allows a high res mono monitor to emulate a med res color
>monitor so that I could run these games??

There are several on a.a.u.e. I use one called 'bigcolor' (not sure if
it is the aaue one), but AFAIK this (and others) only works with GEM
programs.

>Also I know there is a shareware program that allows mono
>monitors to use the whole screen; i.e. it uses the black rim around the
>outside of the screen. Has anyone any experience with this? DOES IT
>REALLY WORK??

There is a *hardware* mod that allows pre-STe machines to use a bigger
than normal screen. The software allows programs to recognise and use
the bigger screen area.

Regards,

John.

2289. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 13:26:22 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <Cysqny.JGp@cix.compulink.co.uk>
Source record: 177750

>Rick Flashman <rflashma@mhc.mtholyoke.edu> writes:
>
>>Not all these offers are legit. We got ripped off when a British magazine
>>decided to include our English version of Arabesque Pro without permission
>>(a program we were selling for $200). Needless to say, we lots plenty
>>because of that. Never saw a cent and it killed all sales of that program.
>
>I agree with you there, Rick. A similar situation occurred with MichTron
>BBS was included on a coverdisk a year or so ago. Tim Purves still owns
>the rights to the program and he never authorized its use on the coverdisk.
>The mag made its money on subsequent manual sales. Purves never saw a dime.
>
> Dana @ STReport International Online Magazine
>
Has anyone managed to sue these magazines then?

John.

2290. Re: 1st Word -> WinWord?

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 13:26:23 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <Cysqnz.JHA@cix.compulink.co.uk>
Source record: 177651

```
>I'm in need for a program to convert 1st Word + files to a
>format that Word for Windows is able to read.
>(If possible, PD...)
>I dimly remember something like 1stw2rtf, which produces Rich
>Text Format, but couldn't find it in one of the archives.
>
>Thanks for any tips,
>
>Elmar
>
From umich:

Applications/Wordproc:
1wp2rtf.zoo13First word 2 rtf converter
mrcel234.zip 124 Marcel 2.3.4, good WP with Postscript/RTF

I think Marcel can read FWP files - anyone?

Regards,

John.
```

2291. RE: HP compress DAT drives

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 14:03:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411051603.a11080@pb2.maus.de>
Source record: 177652

On Thursday November 3rd at about a quarter to ten
markb@Name:.UUCP (*Mark Bridgett*) happened to write:

MB>using ICD Link II. I have got Gemar 2.20 and partly translated it,
MB>but I saw a message recently where someone said that they had to alter

GEMar is definetely the way to go. Perhaps you have to alter some of the
parameters to make it work with your DAT (How convenient if one is a HP
employee :-)

Perhaps you have to set some jumpers in the DAT as well.

BTW, there is a newer GEMar version 2.21something available.

Have you tried to ask Steffen about your problem? *Steffen_Engel@pe2.maus.de*
is the address where you can reach him.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2292. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 14:10:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411051610.a11081@pb2.maus.de>
Source record: 177653

On Thursday November 3rd at about a quarter to two
st39@unix.brighton.ac.uk (*Stephen Ticehurst*) happened to write:

ST>Bit of a prob, the STe can only go up to 4meg! I think Speedo GDOS is
ST>more for owners of Falcons, other Atari users have to continue with GDOS

Simply rubish.

GDOS is still slow, but when you use NVDI 3 you have a Speedo- and a TTF-scaler
in your system and the *speeeeeed* of NVDI. It's great, believe me!

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2293. Re: Support FPU's

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 15:11:09 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CysvIL.6Iq@ssbunews.ih.att.com>
Source record: 177654

In article <srp20-051194101128@mac122.nmus.pwf.cam.ac.uk>,
Steve Payne <srp20@cam.ac.uk> wrote:
>Just so I don't nark up, can anyone tell me the type of FPU
>I would want to get if I ordered one. I am thinking along the
>lines of whether it's PLCC or not here btw.

My Falcon calls for a PGA (Pin Grid Array) 68881/2 for the FPU.
Don't know if all Falcons are the same or not.

Anyone know where the FPU slot is on the Mega 2 - or does it not
support an FPU? Wayne

2294. Re: Problems with PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 15:44:37 UTC
From: mdg@ukc.ac.uk
Message-ID: <377@stork.ukc.ac.uk>
Source record: 177655

In article <398g1f$25l@vishnu.jussieu.fr> bourlon@gla.ecoledoc.ibp.fr writes:
:>Yes, I think everybody has got problems. Register, you'll get the colour (very
:>nice) version, bug free !
:>BTW, when will we (registered users) get the last registered version??

Registered users will get version 0.70 when I finish it! (i.e. a few days.)

Griff
--

PS. I also got the Apple Quicktime and also the Microsoft AVI movie formats,
would many of you register if I did Quicktime and AVI Falcon movie players?

2295. For sale (Sweden)

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 16:10:18 UTC
From: md2nicke@mdstud.chalmers.se
Message-ID: <39gapa$kjv@nyheter.chalmers.se>
Source record: 177656

ï¿½r det nï¿½gon som vill kï¿½pa:

St replay 4 300:-
Video st 400:-

Stos (oï¿½ppnad fï¿½rpackning) 120:-
Outrun 40:-
Spacequest 3 80:-
Superhuey Gratis om ni kï¿½per nï¿½gon av de andra spelen.

Amstrad dmp 3000 utan printerkabel 400:-

Programmera 68000 80:-

Svar till:

md2nicke@mdstud.chalmers.se (Niclas)

2296. NEED UPLOADERS (FREE REGISTERED VERSION)

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 16:14:10 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <EKFKBBUQUp@elfhaven.ersys.edmonton.ab.ca>
Source record: 177476

Hi,

I need a user (or several users) who have access to GEnie, Delphi, or CompuServe and are willing to upload MasterBrowse/ESS-Code to these services in exchange for registered versions to contact me.

The person who handles this no longer seems to have an account at all, so it is time to look for new blood... If you are willing, please contact me at mforget@worldgate.edmonton.ab.ca as soon as possible. Please do NOT respond to this address, as I read mail from it only once a day.

Thanks...

--
Michel Forget / Electric Storm Software \\ october...october...october
mforget@elfhaven.ersys.edmonton.ab.ca \\ ...it should be here by now...
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 AD 6E 02 71 85

2297. XUFSL - A Few Notes

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 16:18:44 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <EKFKBBUSUp@elfhaven.ersys.edmonton.ab.ca>
Source record: 177475

Hi!

Has anyone seen xUFSL, the extended universal font selector? It is
available at ftp.uni-paderborn.de in pub/atari/tools/gdos/ as
xufsl103.zip.

It is -VERY- nice; from what I saw, here are the highlights:

1) It seems to work with programs that support only UFSL. At least I know
it works with MasterBrowse and ST-Guide.

2) It provides a -LOT- more information to the user than the old UFSL did,
and looks much better. Programs meant for UFSL have most of the options
greyed out, but the sample calling program activates them all so I
imagine you can get some very nice features with a little effort.

Also, the same FTP-Server has the new version (07) of SozobonX and some
other very nice programs. Take a look at INDEX.NEU and INDEX.LAST_WEEK
for a list...

--
Michel Forget / Electric Storm Software \\ october...october...october
mforget@elfhaven.ersys.edmonton.ab.ca \\ ...it should be here by now...
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 AD 6E 02 71 85

2298. Re: IDE FOR ST POSS?

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 16:50:00 UTC
From: andrew@space.win-uk.net
Message-ID: <15@space.win-uk.net>
Source record: 177445

In article <395t0o$qpt@hasle.oslonett.no>, Lars-Erik Oesterud (larserik@oslonett.no) writes:
>In message #13 in [comp.sys.atari], fe94ath@brunel.ac.uk writes:
>
>> A simple question can I connect an IDE drive to an stfm?
>> If you can help then please mail the reply to me at
>
>There is a TOS 2.06 card with build-in IDE interface available
>from Hard&Soft in Germany. It doesn't cost that much either !
>
> Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
> Atari Developer Pager +47 96634222 larserik@oslonett.no
> SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no
>
>
>
>

Does anybody know where Hard&Soft can be contacted and how much
this TOS/IDE card costs?

Andrew Moore Internet:andrew@space.wn-net.uk
UK: 0181-788-7544
Intl: +44-181-788-7544

2299. Q: Cumana OSK v2.3 and Atari STE ('E')

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 17:23:27 UTC
From: paulseniura@delphi.com
Message-ID: <hc01LdX.paulseniura@delphi.com>
Source record: 177657

Hi,

I presently have an expanded Atari 520ST (akin to a Mega-ST4) which
is working (mostly) fine with Cumana's OS-9/68000 v2.3. It's just
for a hobby right now so I can't even consider to afford to upgrade.

I am considering buying a Mega4-STE from another Internetter, but I
really must know if my copy of Cumana OSK will work on it first.
It's the hardware changes and 'new' gizmos on an 'STE' model (i.e.
the 'E' stuff) that I think will prevent OS-9 from working on it.
But I could use & write drivers for the dual 8-bit DMA sound ports
etc. if stock Cumana OS-9 v2.3 will work on it (not to mention
adding hi-rez graphics via the VME buss B-)).

Second, I'm still needing info whether GESPAC's 'G-Windows' is
available for *any* of the ST(E) models capable of running OS-9.
Reccoware's prices for a complete 'MGR' package (Atari-ST monochrome
mode only), run-time and development libs, are in the neighborhood
of US $800 give-or-take. That's totally way out of line for us
hobbyists hackers, and no one's made me any other offers (such as
third-party 'discounts').

I really need some facts. If you can help me figure these out or
tell me who to call or e-mail, I'd appreciate it.

-- thx from an old-time CoCo/OS9 user, Paul Seniura (in Okla. City)

2300. Desktop picture

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 17:38:49 UTC
From: larserik@oslonett.no
Message-ID: <39gfv9$o16@hasle.oslonett.no>
Source record: 177658

Does anyone have a small program that will load a desktop background
picture. Must work with QuickST3 and should not be an accessory....

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

2301. Re: X-Windows or X-Terminal for ST

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 18:42:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411052042.a11098@pb2.maus.de>
Source record: 177659

On Monday October 31st at about twenty past twelve
rgivan@cix.compulink.co.uk (*"Roland Givan"*) happened to write:

RG>Any more details on this new one?

I've found an email-address for the ST-X developer:

X/software
Marktstrasse 8, D-87730 Groenenbach, Germany
voice +49-83 34-14 11, fax +49-83 34-62 45

email info@xsoft.uucp, Germany.EU.net!xsoft!info

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2302. atari stuff for sale long list

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 18:44:09 UTC
From: mccarter@europa.com
Message-ID: <Cyt5DL.I1F@europa.com>
Source record: 177477

This is a complete list of software and hardware availble. Primarily most of
it is new in shrink wrap.If there are specifc questions about any of this
software or hardware please contact the owner directly at IB computer and
the name of the gentleman is IVAN. Ivan can be reached at 1-503-671-0859
This is a list of the available software in varing classes
**********Games:
Demon winter by SSI
Eliminator by Hewson
Roadwar 2000 SSI
A320 air bus
phantasie by ssi
phantasie II by ssi
phantasie III by ssi
spinaizzy worlds
Federation
Murder on Atlantic
borowed time
RVF Honda
summer challenge
lords of chaos
mercenary 3-4 copies
wizards crown
sleeping gods lie
lemings by psygnosis
making whopee dice rolling game 20-30 copies
Mega pain II
twilight ransom
Q ball
final asault by EPYX
champions of the Raj

**********Utilities:
KSwitch by Kuma software 2-4 copies
Kresource by Kuma software 2-4 copies
Ksplell by Kuma software
A-RAM custimize ram disk by antic 2-3 copies
Max-pak utils for atari st
Menu plus program launcher
Multigem
ST control
trimbase
mcache hd caching program
turbo jet speed up printing to HP printers 2 copies
PC DITTO run IBM software on atari 2 copies

PC DITTO II run IBM software on atari 3 copies
Solapak ST print spooler, ramdisk, screen saver
Hybri switch program switcher
Stuff Utilities

**********Buisness software:
Analyze spreadsheet >100 copies
Write 90 by Xlent software 3 copies
wordflair ? 2-3 copies
ACalc prime spreadsheet
mailshot mail list program
Quidnunc 2.0 stock charting & analysis
Hyper link v2.0 database program 2 copies
Achart
mail merge for regent word II
font writer plus
Inventory manager ST
PFM personal finace manager
Universal Network aplication & design
Family Curiculum Biz comp module
St word, ST Data, ST Calc

**********Graphics and art utilities:
Cyber sculpt for cyber studio or CAD-3d 2-3 copies
cartoon design kit fot CAD-3d
3d-fonts II for CAD-3d
STOS-3D by Mandarian
First CADD by generic software
Powervision generate graphic slide shows w/ sound
3D breakthru by Antic 3-4 copies
Video titling
cyber print
Deluxe paint ST
Informer II manage inamges and data

**********Fonts and clipart:
partner fonts disk 1 and 6 for pub partner 3-4 copies
devoll, spokane,thames by softlogik
Clipart 300 pictrures Religions and Holidays 5-10 copies
128 clipart pictures
Ultrascript type colection vol 1-7
35 postscript fonts
font pack 1 for graphic artist

Programing languages and stuff:
Prospero Fortran for GEM 1 copy
RAID Asem,dis-asembly by michtron 2-3 copies
GFA Basic
GFA Artist
GFA Vector 3-d graphics for gfa basic 4-5 copies
GFA Draft

APL.68000 by microapl
Megamax C language dev demo
Lattice C by Metacomco
micro C-shell

**********Educational or informational:
American cooks 22 great recipies
Aesops fables
Diskbooks for the Atari ST by Abacus Software
vol2 Internals
vol4 Machine lang 2 copies
vol6 Graphics & sound
vol7 Logo users guide 3 copies
vol8 Peeks and pokes
Datamap colection I by antic software 2-3 copies
Decimal Dungeon 2-3 copies
Atari ST scholastic series
vol 2 chemistry
vol 3 biology
vol 4 biology

**********MIDI and music software:
KBD Riffs by DR T's
Copyist by DR T's
Mousterpiece midi controler& compositional tool
GenPatch ST
Bach songbook by DR T's
sample maker by DR T's
DR T's keyboard controlled sequencer V3.0
Ultra Midi total control workstation
Hit Kit music compsition
D-50/550 capture editor, prgramer, librarian
Midi Magic 4 copies
CZ series/CZ-1 voice maste
CU base v3.0
Creator SL V3.0

**********Hardware:
Atari ST Realizer quick snapshot digitizer 2 copies
Pro sound Designer sound digitizer w/ hardware
Atari ST computer original box complete 2 units
Atari hires mono monitor
Atari daisy wheel printer XDM-121
Atari calculators (own a colectors item...) 3 units
video switch for atari ST atari to multisych
w/ audio outputs >50 units
misc Atari power suplys
leather cases for atari portfolio 3-4 units
Jaguar video game system new in box 3 units
misc parts and broken atari computers. 8 bit and and st type

Also available external boxes to hold SCSI harddrives or floppies
flopy boxes
2 bay- 2 5.25 .5 hight side by side non standard powersuply for flopies
2 bay- 2 5.25 full hight side by side non standard powersuply for flopies

2 bay- 2 5.25 .5 hight side by side uses ibm brick style power suply for SCSI HD
4 bay- 4 5.25 .5 hight two next to each other uses old style ibm power suply with red switch on side

flopy boxes are $12 each
SCSI boxes 2 bay $20 each
4 bay $25

Again to get info or questions on any of this stuff please call the owner of thestore at the above number.

To those of you who E-mailed me originaly I apoligize for loosing your address and for taking so long to reply.
mike carter

--

******* An AFX Communications Company
********** Providing Internet access to Portland

2303. Re: What is a BGM partition?

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 18:51:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411052051.a11099@pb2.maus.de>
Source record: 177660

On Monday October 31st at about twenty-five past nine boyd@math.fsu.edu (*Mickey Boyd*) happened to write:

MBB>and a 256mb (8192 bytes per sector, and the max BGM partition size
MBB>one can have, to my knowledge) all on one disk.

Make that 16,384 bytes/sec with the maximum 65,536 sectors and you have a partition of *1 GB* ;-)

MBB>You waste more space than with "normal" parititions. The smallest
MBB>hunk of a disk that one can allocate is a cluster (uh, two sectors, I
MBB>think). So, if you have a file that requires

That's absolutely right. An partitions with larger clusters are a little faster as well.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2304. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 19:11:19 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cyt6Mw.JqE@cix.compulink.co.uk>
Source record: 177478

>> As you know, this wasn't a problem with the magazine involved (ST
>> Format) it was a problem between your UK distributors. I think it's
>> very unfair of you to suggest that it was in any way STF's fault.
>>
>> I'd like to make it clear that I've never so much as written a word for
>> STF - unless you count a rather silly letter of mine they published in
>> '87.
>
>That's not true. Our UK distributor, Compo, was not aware of this until
>they saw a magazine show up in their mailbox. They were quite pissed, as
>they had just ordered several dozen units from the U.S. It is hard to
>calculate what portion of that month's sale was generated due to the
>included program, but it is impossible to calculate the total loss we
>suffered due to that type of exposure. The program simply stopped selling,
>overnight. Nobody wanted to buy what they could get on a magazine cover
>disk.

AIUI Hisoft sold STF the rights to Arabesque Pro, without actually
having the rights to do so. This is certainly the story that I've heard
from several sources.

I'm in no way justifying what happened - just trying to clarify how it
happened and who was and wasn't at fault. IMO the situation stinks and
was wholly unfair to your company.

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2305. Re: No More GEnie...

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 19:18:50 UTC
From: Gordie Meyer <biblinski@delphi.com>
Message-ID: <xk62bHS.biblinski@delphi.com>
Source record: 177661

Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> writes:

>This could also affect the other firms like Compuserve, Delphi etc...
>

While DELPHI is working on a graphic front end, initially for Windows, they have repeatedly affirmed their commitment to continued support for text based users. The two systems may work in parallel, with the user choosing which one to use.

DELPHI Atari users will not be abandoned for the Windows herd.

--Gordie Meyer
Asst. Area Manager - DELPHI's Atari Advantage SIG
biblinski@delphi.com

2306. Re: SCSI-tools

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 19:54:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199411052154.a44449@wi2.maus.de>
Source record: 177662

>I've been using the harddisk driver in SCSI-tools junior 6.02 for some
>while, but when I bought a SCSI-interfac I got SCSI-tools 6.06 full
>version and installed that harddisk driver instead. BUT the disk test
>both in the junior and full version says that the full version is slower:
>[...]

Could my a result of the new faster IDE routines, which obviously are
somewhat slower on some drives with not-so-intelligent firmware. What
kind of drive do you have?

Anyway, you should contact Hans-Dieter_Jankowski@UN.maus.de, who's
responsible for the driver stuff.

2307. Re: Color emulation on a mono monitor...

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 21:06:32 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HJ4E3OB1Z68YB6OU@SNYONEVA.CC.ONEONTA.EDU>
Source record: 177479

There was (is) at least one program that can emulate a color display
at 320x200 display on a mono monitor.

Its called OMNIRES and was a commercial package. It also could emulate
a mono display on a color system. Its an old program and was sold
commercially so I can't attest to its availability anymore.

I'm also not sure if the excellent German SW program EMULA could emualte
(emulate!) a color display...worth checking out though...

Be advised that even if you get one of these emulators to work, they will
probably have a number of caveats such as S L O W screen performance,
unstable compatibilty with programs that directly write to the screen, and
poor low res display quality since mono displays on the Atari can't give
you true grey scales (a limitation of the ST's hardware).

Hope this helps.

Ari

2308. Re: Problems with PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 22:06:28 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CytEqt.IpG@exeter.ac.uk>
Source record: 177663

In article <377@stork.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:

> :>BTW, when will we (registered users) get the last registered version??
> Registered users will get version 0.70 when I finish it! (i.e. a few days.)

Sounds good to me! :)

>PS. I also got the Apple Quicktime and also the Microsoft AVI movie formats,
>would many of you register if I did Quicktime and AVI Falcon movie players?

YES!

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

2309. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 22:07:49 UTC
From: mrathwel@uoguelph.ca
Message-ID: <39gvnl$o3j@nermal.cs.uoguelph.ca>
Source record: 177664

PC people can be hilarious. I remember running a demo on my 130XE last year. The PC Owner who observed said "That's good, but my 486DX with VGA graphics is better." I replied by telling him that the graphics and sound chips were circa 1981 and he flipped! Then I said compare the graphics and sounds with '81 PCs. He thought about it and took back his statement.

>> Mark <<

2310. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 22:15:55 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <39h06r$19f@gumby.cc.wmich.edu>
Source record: 177665

In article <rflashma-0411940857010001@flash.comm.mtholyoke.edu>,
Rick Flashman <rflashma@mhc.mtholyoke.edu> wrote:
>
> > > Not all these offers are legit. We got ripped off when a British magazine
> > > decided to include our English version of Arabesque Pro without permission

> > How did they manage this, did they just put it on or as I heard somewhere
> > put the wrong version on, and not the intended cripplied demo version?
>
> Nope, we had never even talked to them. Nothing about a cripled version or
> anything like that. Our program appeared, and someone had edited the
> "About..." dialog box to delete our company name and replaced it with
> HiSoft (who had no rights to the program either).

> > Did you get any compensation from this magazine?
>
> Not a cent. Instead all our sales of the program died.

So, why didn't you take legal action? Seems like a pretty clear-cut case.
And with substantial lost sales, it seems that the financial motivations
would be pretty high?

When there are no repercussions for actions such as these, what's to stop
somebody from doing it again?

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2311. Re: Developing Mosaic for

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 22:52:52 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <sicda2ti5ne@moacs11>
Source record: 177666

In <avg.783961866@news.cwi.nl>, Annius Groenink wrote:

> >So - nothing is stopping you from including mint and mintnet (+ an
> >easy-to-use-even-for-lusers installation program) as long as you follow the
> >GPL.
>
> Which would mean we cannot ask any money for the application?

No! The FSF sells GPL'ed software, so do Cygnus. There's also a dozen or
so companies that sell Linux. I doubt you will make a lot of money selling
GPL'ed software for the *Atari* platform, though.

> We will always try and keep that option open. But the first version
> may not *yet* have support for mtasking slowperating system extensions.

But it will support the fast system replacement MagiC? ,-)

Waldi

2312. Re: No More GEnie...

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 22:58:38 UTC
From: Lexicor@world.std.com
Message-ID: <CytH5r.BD5@world.std.com>
Source record: 177369

In article <39f6o0$bdk@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:

[last post on genie lamp]

That sounds like bad news Roger...I sure hope they don't do it. Then again..

>
>This could also affect the other firms like Compuserve, Delphi etc...

It will almost defintely not affect Compuserve and Delphi (as Gordie
so kindly stated). As for Compuserve there already exists a windows
type interface _and_ a ansii type emulation both in harmony. CIS being
what it is will most likely not do something foolish (IMHO) as drop everything
just to run on windows. I'd think it would be a very ridiculous thing for
Genie to do as well, should it do it (which I hope they don't, of course
I haven't read the latest issue of genie lamp)

Yat

>
>
>What about the Amiga users, will they also be affected...??
>

2313. Re: Program for Atari ST similar to LYNUX

Newsgroup: comp.sys.atari.st
Date: 1994-11-05 23:13:24 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <vwijdjy&u92@moacs11>
Source record: 177667

In <39dvsb$69l@golem.wcc.govt.nz>, Steve Wells wrote:

> It's Linux which is basically a Shareware/Public Domain version of Unix.

Linux is neither shareware nor PD. Linux is copyrighted software which
may be distributed under the terms of the GPL (the General Public License
from the FSF, available around the world in /pub/.../gnu/COPYING*).

Waldi

2314. Baud Rate

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 00:00:00 UTC
From: Geoffrey.Larsen@closer.brisnet.org.au
Message-ID: <40c_9411061649@softtech.brisnet.org.au>
Source record: 177693

Hi there I was wondering if anyone can give me an idea of the
programmes and hardware mods needed for an ST/STE/MSTE/TT to allow
their serial port to operate at speeds greater than 19200 baud.

A friend has a TT and is going to purchase a new high speed modem
and wants to use it to it's full potential.

Any help you may be able to give would be appreciated.

Geoffrey W. Larsen., Brisbane, Queensland, Australia.
..

```
_-_|\
/ *<-- Geoff of OZ.
\_.-._/
v
```

I come from a land down under and we don't read those bloody sissy manuals
down here in OZ.......

2315. Re: Atari mpeg player

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 00:43:40 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CytM0t.LEn@cix.compulink.co.uk>
Source record: 177668

In message <3981mu$ruq@nyheter.chalmers.se>, d2cg@dtek.chalmers.se said:
> In article <1994Nov2.111633.4990@bay.cc.kcl.ac.uk>,
> <udem148@bay.cc.kcl.ac.uk> wrote:
> > In article <3958ep$3s9@lyra.csx.cam.ac.uk>, slp10@cl.cam.ac.uk (Steve
> > Pope) writes:
> > > "Is there an mpeg player for the Atari Falcon?"
> > >
> > ...and anyone know a player for the ST?
>
> The latest version of 1st guide plays mpeg...
> You can find it at cnam.cnam.fr or atari.archive.umich.edu

I've just downloaded 1st-guide from a Umich mirror. I can't get it to touch
mpeg files though. All I get is 'The application failed to find the
file/directory you selected' type message. This is on a TT in TT-Med.

Also is there any English documentation around for it?

Thanks

Roland.

@CiX

2316. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 02:05:44 UTC
From: dpj@delphi.com
Message-ID: <xexVr1Q.dpj@delphi.com>
Source record: 177669

"John Watkins" <jwatkins@cix.compulink.co.uk> writes:

>Has anyone managed to sue these magazines then?
>
>John.

I don't know, but I seriously doubt it. Not for lack of wanting to do
so, but more likely due to the potential costs involved in such a suit.
It's a real shame...

Dana @ STReport International Online Magazine

2317. Re: No More GEnie...

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 02:12:21 UTC
From: dpj@delphi.com
Message-ID: <x+61Dbd.dpj@delphi.com>
Source record: 177670

Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> writes:

>GEnie users go get a copy of the latest GEnie Lamp,
>It looks like we could be loosing the interface to those PC clone
>maniacs..
>
>They are talking about support for Windows, no
>more text based system, this could be due to pressure
>from American Online...
>
>
>This could also affect the other firms like Compuserve, Delphi etc...

There have been similar announcements/rumors on Delphi. There will
be a GUI on Delphi, but it will not wipe out the text-based stuff.
The GUI is in addition to the existing set-up, AFAIK.

Dana @ STReport International Online Magazine

2318. Opinions on Microsoft Word and Word Perfect?

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 02:13:54 UTC
From: mrathwel@uoguelph.ca
Message-ID: <39he52$7u@nermal.cs.uoguelph.ca>
Source record: 177671

Can anyone give me an opinion of the ST versions of Microsoft Word and Word Perfect. These are "premier" word processors in other platforms and I'm curious to know how ST owners would rate them against other ST word processors out there. What are the pros and cons of each?

Thanks,

>> Mark <<

2319. Re: Problems with PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 10:02:03 UTC
From: contacts@mits.mdata.fi
Message-ID: <39i9ir$fmj@prime.mdata.fi>
Source record: 177672

In article <377@stork.ukc.ac.uk>, M.D.Griffiths <mdg@ukc.ac.uk> wrote:
>PS. I also got the Apple Quicktime and also the Microsoft AVI movie formats,
> would many of you register if I did Quicktime and AVI Falcon movie players?

YES! YES! Then I'll send also my Gerbils to you :-) Make the PlayMpeg a
"MovieWiz", which would play all formats you care to drop over it!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

2320. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 11:21:00 UTC
From: christian.dahl@p4.f611.n203.z2.ct.se
Message-ID: <ftn_2.203.611.4_2ebcbcb1_Christian.Dahl@ct.se>
Source record: 177700

```
>> Well, it's your own fault. If you are going to register a
> ShareWare-product,
>> then get in touch with the author first to be sure that nothing like
>> that happens (for a example, the author may have moved, or perhaps
>> sold his computer).
>
> But he cashed the check! It's not like the check was lost, or the mail
> was returned, or anything like that. He's a thief. A thief who writes
> a good terminal program, but a thief nonetheless.

Strange guy in that case... Wonder why he cashed the check and not return
any key?... Pitty that he destroys the shareware-way... :-(

CD
```

2321. Speeding up the FPU in TT

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 12:03:44 UTC
From: jornm@oslonett.no
Message-ID: <39ign0$hkj@hasle.oslonett.no>
Source record: 177673

In one of the later issues of the german magazine 'ST- Computer' there is a description on how to increase FPU speed. It's very simple and it works.

I first tried with 40 Mhz, and the FPU realy ran 25% faster. As the FPU stil stayed cool, I got brave and tried 50Mhz, and it worked too. 50% faster. Still the FPU is relativly cool (< 40 degrees C.) so I might go for 60/66Mhz if I can get my hands on a 60/66MHZ XO.

The speed increase was measured with a simple loop calculating sin(x), where x is increased in small steps 10000 times.

If anyone feels like trying to do the same upgrade, be ware that YOUR FPU might not tolerate clock speeds as high as mine does!!

****

How to do it:

There is a FPU clock frequency selection named W101 (strap-type of switch), which selects 16 or 32 MHZ. It's located near the FPU on most revisions of the motherboard. It has 3 pins, and the middle one (no. 2 that is) is the clock input of the FPU. Just ad a XO close to the FPU and solder it's output to pin 2 of W101.

Finaly, the cheapest source for an XO is to get an defect or old PC motherboard (typical a 386 motherboard) and solder out it's XO. (Who said those PC's couldn't be used for anything serious:-)?

****

Jorn Moe (email: jornm@oslonett.no)

2322. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 12:54:49 UTC
From: jondinga@io.org
Message-ID: <39ijmp$l2e@ionews.io.org>
Source record: 177636

On 10-29-94 boyd@gauss.math.fsu.edu wrote to ALL...
b> The MegaSTE has provisions for an extra 4mb right out of the box,
Inquiring minds want to know! Details would be greatly appreciated,
and most certainly belong in the FAQ ;^) !

b> Anyway, I'm not sure if it ever actually came out,
I have kept my eyes open for the last three years, and this is the
first I have heard of this.

b> would proably be like TT ram, separate and sometimes unusable).
Maybe, maybe not .....?

Mikey, now that you have my heart pounding, Post more info, PLEASE!

* (QW|{ 2.6 * Find an impersonator who CAN'T do Jack Nicholson.

2323. Re: Dextrous Development

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 12:54:58 UTC
From: jondinga@io.org
Message-ID: <39ijn2$l2k@ionews.io.org>
Source record: 177637

On 10-28-94 dbrewood@nest.demon.co.uk wrote to ALL...
d> I now know a lot more about the program, and can safely say it will be
d> incredible, with a host of features that I just can't find the time to
d> list.
Scoundrel! ;^)

d> It is much more than a replacement desktop, it's a full replacement for
d> the AES/VDI/TOS system and is fully multi-tasking. It's so far got
d> every feature I've asked about, including those in TOS, Neodesk 4,
d> Ease, and has a lot of other stuff as well. 256 colour icons,
d> completely configurable window system (windows, X, or NeXT) types, with
d> operating systems to match.
d>
d> If anyone has any queries concerning it, and it's features I'll quite
d> happily send a list of questions up to the team.
d>
With all that I hate to ask ... but..... I saw a rumour that it would
only work on an F030 .....fact? If so, how about TT & 030'd ST's?
How about two monitor support ie: I have a CrazyDots VME in my MSTe and
would find it useful to use the 19" mono there for my main monitor, but the
SC1435 could be used to display the work another program was doing [or just
watching system vectors etc to see what causes errant crashes etc on my box]
in a med res of 640x400 (monSTEr, of course ;^))
Thanx for keeping us informed. I look forward to compatibility reports
as well, of course :)

* (QW|{ 2.6 * Grammarians never die-they fall into a comma.

2324. Re: New Atari-CD`s?

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 12:55:07 UTC
From: jondinga@io.org
Message-ID: <39ijnb$l3h@ionews.io.org>
Source record: 177638

On 10-28-94 Hendrik_Mylius@pb2.maus.d wrote to ALL...
H> What about Walnut Creek? A new *GEMini* out from those guys?

I know that SUZYB [that wonderful PD library for the ST] is issueing a 2 disc CDROM set with over 10500 files, their present full catalogue.They have gone through the files and cleaned out older versions, plus each file has a descriptive text included. There is [supposedly] little duplication from the GEMINI cdrom. All files are in uncompressed form: one disc is mostly games. $69.95US + S&H etc. Well worth it in my opinion, and YES I am getting mine!

ps. Dont tell anyone, but he has already got enough material to almost fill another cdrom disc, but is waiting to see the response to this effort.

* (QW|{ 2.6 * Find an impersonator who CAN'T do Jack Nicholson.

2325. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 12:55:13 UTC
From: jondinga@io.org
Message-ID: <39ijnh$l3k@ionews.io.org>
Source record: 177633

On 10-29-94 mnb20@cam.ac.uk wrote to ALL...
m> Yes, TOS 2.06 provides a Maddalt() call where an auto program can inform
m> the system of extra memory, so you can install extra memory by using
m> your own memory support hardware although the mmu still only supports
m> 4Mb.
I heard that there are unconnected pins on the mmu that allowed for more
RAM, or is that rumour fumes?

m> This is treated as 'TT ram' (correct name is Alternative RAM) so
m> as you say a few programs can't use it. Actually most of them can if
m> you tweak a couple of bits in the header.
How does the TT use 8megs of ST ram? Can the MSTe be 'modified' this
way as well? Can you specify the header bits, etc?

m> Those that can't are ones that use DMA sound hardware etc
I can live with that ;^)

* (QW|{ 2.6 * FUNGI: The life of the party.

2326. Re: Printer Capture from

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 12:55:26 UTC
From: jondinga@io.org
Message-ID: <39ijnu$l4d@ionews.io.org>
Source record: 177635

On 10-28-94 mattias.sk_ld@p6.f419.n20 wrote to ALL...
m> I had a litle acc file named PrintToDisc. I worked fine with calamus on
m> a STE, but now i have a Falcon and the acc doesn't work on it. Due to
m> priv instructions are different on the falcon.
m>
m> The PrintToDisc acc saves the captured data in a compressed file format,
m> so you can get a full page on a 720k disc. There is a DOS exe file that
m> decompress the data file and sends it to one port on the PC.
m>
This is very interesting. Does it work the same with Calamus SL? Is it
available for FTP anywhere? adTHANXvance! Jon

* (QW|{ 2.6 * Find an impersonator who CAN'T do Jack Nicholson.

2327. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 12:56:01 UTC
From: jondinga@io.org
Message-ID: <39ijp1$l6q@ionews.io.org>
Source record: 177634

On 11-03-94 boyd@gauss.math.fsu.edu wrote to ALL...
b> Jon Dinga (jondinga@io.org) wrote:
b> > On 10-29-94 boyd@gauss.math.fsu.edu wrote to ALL...
b> > b> The MegaSTE has provisions for an extra 4mb right out of the box,
b> > Inquiring minds want to know! Details would be greatly
b> appreciated, > and most certainly belong in the FAQ ;^) !
b>
b> Well, if you have a MSTE service manual (as you mention in a later post),
b> you know as much about that part as do I. The first I heard of the Xtra
b> RAM card (that is the name of the product, I believe) was in an ad from
b> D&P Computer Supply. Their number is 1-800-535-4290. Perhaps you should
b> all and ask if there has been any progress. I believe it is also
b> mentioned in the new Toad catalog (1-800-448-TOAD). Good luck.
b>
b> My impression was that the MSTE board would come out first, then a
b> version for other ST(e) machines. From the service manual specs, it
b> seems that such a board would be fairly easy to do, as there is already
b> hardware support for such a thing built-in. However, that is just a
b> guess :-).
b> Hmmm, I wonder if there has ever been instructions for building such a
b> board published anywhere (perhaps one of the highly technical German ST
b> magazines)?
I understood that the XtraRAM was only presently available for the ST
series of CPU. They are 'thinking' about the MSTe. A BigRAM board will soon be
released for the MSTe that uses 72pin simm for up to 8 meg additional.
I misunderstood your original post! I felt you were saying that there
was a way of putting an extra 4 megs into the MSTe _without_ useing another
mmu or ram daughter boards, or vme cards.
I wish those German mags were online and in ENGLISH ;^)
Jon
ps btw, those 1-800 numbers dont work in Canada ;(

* (QW|{ 2.6 * Everything I said is true (except the parts that aren't)

2328. Re: Atari ST "video key" device

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 15:33:11 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <12kDVc1w165w@sys6626.bison.mb.ca>
Source record: 177674
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Douglas S. Neville" <c581292@showme.missouri.edu> writes:

> Hello. I'm not very familiar with the Atari ST and was wondering if
> someone could help with a question. Several folks of the
> rec.games.video.arcade.collecting group have been talking about
> building a device which converts RGB imput to NTSC. Someone suggested
> that something called an Atari ST "video key" device does this. Does
> anyone know what this device is? More specifically:
>
> Is is a part of the ST computer or some sort of seperate adapter?
> Does it actually perform this function?
> How would one go about acquiring one of these devices?
>
> Any help on these questions would be greatly appreciated. Please respond
> via email as I don't read this group regularly. Thank you in advance!
>
>
>
> You know what I'd do? Look around for an old Atari ST "video key"
> device-- it was pretty much a completed unit that does just what
> everyone's going to build.
>
> Sincerely,
>
> Doug Neville
> c581292@showme.missouri.edu
> c581292@mizzou1.missouri.edu

Unfortunately the Video Key by Practical Perrripherals is not produced
any longer and no other company that I know of decided to make one.
unless there is such a device being produced in Europe, but I havn't seen
one advertised by anyone in the UK Mags.
I am also searching for one, so we will have to keep our eyes peeled for
a used one. (hope I beat you to it) <g>

Eva

BTW if you want the features of this product, I still have an original
box here to quote from.

2329. Re: Dave Cobbledick

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 15:46:03 UTC
From: s9205525@otto
Message-ID: <39itns$rn5@aggedor.rmit.EDU.AU>
Source record: 177689

I bought MindLock, and I think that was a great fun game, if D C's
games are all this much fun, then why should anyone be canning him???

Bugger 'em Dave, just do what you do, you have many supporters behind you

****
* *
* John Moon *
* *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* *
* *
****

2330. Re: Developing Mosaic for

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 16:27:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.OQeZH7u7gP2@semprini.waterloo-rdp.on.ca>
Source record: 177647

In <39dpbl$9uk@charm.magnus.acs.ohio-state.edu>, Panjandrum writes:
>At the risk of offending MiNT users, I have to say that many ST users are
>less technical-minded than those who use and like MiNT. I don't like unix, and
>have no use for it. I understand that anyone that likes a particular system
>wants it to be the 'standard', and thinks everyone else should learn it no
>matter how difficult. However, many of us are more than happy with basic
>MultiTos, Geneva, or even the standard built-in TOS and do not wish to spend
>endless hours learning MiNT when we have no use for it. Many of us simply have
>ST's for our home-computers and wish to keep them easy to use. So I think a
>basic, solid, all-in one package would bennefit the greatest number of users.

Ah, but you missed the point; including MiNT plus the MiNT-net stuff
with the GEM WWW browser wouldn't require _any_ MiNT or UNIX knowledge
on the part of the user. All you'd need is a little installation
program that asked you:

host name
domain name
IP address
SLIP (or maybe PPP by then) contact phone number
SLIP login
SLIP password

The install program could take care of everything else, including
putting MiNT.prg, MiNT.cnf, the MiNT-net programs, etc all in the right
places.

The user will need to know the above 7 pieces of information anyway to
make use of this thing over a SLIP/PPP line; they won't need any of this
(or MiNT-net) for browseing documents locally.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

2331. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 16:43:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.DuX&k3VJVaA@semprini.waterloo-rdp.on.ca>
Source record: 177646

In <avg.783637763@news.cwi.nl>, Annius Groenink writes:
>jonal@hiof.no (Jon A. Lovstad) writes:
>
>>Why? Just tell me *WHY*? Config files are very handy. Just a plain ascii
>>file which tells the system/app what to relate to. What's so stone age about
>>that.
>
>ASCII configuration files are stone age as nowadays any good application
>provides dialog-based support for all of its configuration files.
>Nobody wants to hack around in ASCII files (at least I'd rather not,
>I just want an application to be self-contained).

There's a case for storing the information you entered in your setup
dialog boxes in an ASCII file; at least then if you're technically
minded you can double-check the config file data without having to hack
into some proprietary file format.

All configuration information (IMHO) should be available from a dialog
box, but it should be stored in a plain ASCII file. Oh, and there's no
reason for it to be as cryptic as DESKTOP.INF...

>Yes there is. Precisely because it is stone age too. It requires
>lots of hacking around before it works (the most recent versions you
>even need to compile yourself as binary distribution is not allowed).
>Especially if you want things as MiNTnet.

MiNT-1.11 is going to be released in binary form. It will be MiNT-net
aware "out of the box". There's no reason why your application couldn't
come with MiNT and MiNT-net and install it, and set it up for the user.

>And after days of hacking ASCII files all you have is a mtasking system
>that makes a 030 run slightly slower than some of the 010 based HP 9000
>systems of 7 years ago.

So don't use MultiTOS.

>My opinion is if you leave 'the telnet stuff' to other applications
>(especially the flaky mintware currently around) *then* you will get a
>system that will do a lot of things but all of the 'half assed'. Next
>you propose that we should call TOSWIN for such a session---this will
>really make me roll on the floor laughing. (See the thread 'TOSWIN -
>it's crap... it is!)

So what you're saying is that you'll develop everything from scratch,
and it'll be buggy, and it'll take you years to finish, and it won't be
compatible with MiNT-net (which is the *standard* as far as Atari is
concerned; otherwise, why would the be releasing a binary MiNT-1.11 to

the public?), etc.

I suppose you're going to ignore the TMP environment variable, too, and store all your temp files in the directory with the app? Or maybe just keep 'em all in memory?

>We will have to be able to handle many picture formats anyway when
>these are in-lined. If they're not, then a simple 'Save As...' option
>is a fairly universal solution for a first version of the browser.

The only standard in-line format is .gif and .xbm, both fairly trivial; some .jpg inlines are appearing though there's nothing in the HTML spec that says you have to deal with them (in fact, the HTML spec says if you find something you can't understand, just ignore it).

>As far as telnet is concerned, this is not essential for a web
>browser. One hardly encounters links to telnet sessions. Most
>important are http and ftp.

True, but you get telnet off the gopher: links. If you supported MiNT-net, your telnet could still run while your web browser ran.

>Better have one swiss knife in your pocket than two bags full of
>bottle openers, combs, kitchen knifes etc.

So, what if your Swiss Knife doesn't do everything? You have to go out and find another one. More $$$, more storage, and lots of wasted stuff where the two knives overlap in functionality.

>People buying Mosaic will want an application that runs out of the
>box. They don't want to spend the first 3 weeks Webbing around to get
>the entire MiNT distribution, Gnu C, MiNTnet etc., spend the next 3
>weeks getting used to working with the Mintos system (you know, the
>masochistic one that never leaves the Auto folder...) the next 6 weeks
>to get these compiled, and finding out in the 13th week that it all sucks
>anyway.
>
>(Wow. What a statement. But essentially I think it makes sense)

And chickens can fly.

I guess you've been ignoring all of the dozens of posts stating:

* MiNT-1.11 (which is MiNT-net aware) will be distributed in binary
* there's no reason why your INSTALL.APP couldn't install MiNT, and all the MiNT-net stuff you'd need

There's also NO REASON AT ALL to need MiNTOS.

It sounds like you're making excuses... is it because you don't want to collect this stuff and distribute it, or because you've already wasted some time developing IP stuff and socket stuff that isn't MiNT-net compatible?

>We are aiming at building an application people can buy and use.
>Nobody will pay 30 pounds for a package that will only run well after
>5 other packages are installed.

You're not looking at the big picture. Tell me why your INSTALL program
can't take care of everything for the user? I'd say "free" sockets,
"free" IP, "free" telnet, "free" multitasking, etc would be quite a win
for someone wanting to cash in on the current WWW craze as quickly as
possibles. Or were you planning on offering this for sale in three
years when everyone has moved on to new machines?

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

2332. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 16:45:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.UIGAgEDSP1s@semprini.waterloo-rdp.on.ca>
Source record: 177648

In <CyL46z.7K@novell.co.uk>, Peter Lord writes:
>Just a thought on Mosaic ... is it possible, do you think, to write some
>kind of Motif -> GEM convertor (either a source code translator, set of
>macros or libraries).

[...]

>The first problem I see (apart from examining all the Motif and possibly some
>X calls and convert them) is that X tends to work differerntly to GEM - ie.
>you write the functions and then setup a callback so when an action is
>performed (such as a mouse click, pull down menu option etc) then the
>corresponding function is called. I don't think GEM really works in that
>way (you tend to write a loop waiting for each event to happen).

You could probably do it in GEM++, but nobody bothers to use it.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

2333. Re: Developing Mosaic for the ST - addition

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 16:52:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.bC6Nv8j7EjQ@semprini.waterloo-rdp.on.ca>
Source record: 177645

In <392pft$7jh@percy.cs.bham.ac.uk>, Chris Ridd writes:
>Annius and I are aiming to provide the WWW client for *all* versions
>of TOS (well maybe not TOS 1.0). Not everyone has MagiC. Not everyone
>has Mint, and fewer still have MintNet.

Then *why* don't you include MiNT-net?!? It would solve many problems
for *free*.

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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

2334. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 16:57:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.VIQ53oW8MvE@semprini.waterloo-rdp.on.ca>
Source record: 177649

In <avg.783626816@news.cwi.nl>, Annius Groenink writes:
>It is usually GIF. That can be handled efficiently even on an ST.
>Most web browsers allow you to load the text first, while the images
>come up later, either automatically or on command.

The best way to handle inlines is the way NetScape handles it; you can
read through the page _while_ the inlines are loadin, the inlines are
displayed as they come through (works great for interlaced GIFs), and it
loads several inlines at a time. VERY nice.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

2335. Screen Blaster II Upgrade?

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 16:58:55 UTC
From: sammcgee@crl.com
Message-ID: <39j20f$a19@crl9.crl.com>
Source record: 177699

Is it worth upgrading to Screen Blaster II. A new installation program does me no good.

Sam

2336. Spectre GCR for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 17:20:08 UTC
From: av143@FreeNet.Carleton.CA
Message-ID: <Cyuw5K.FL5@freenet.carleton.ca>
Source record: 177698

Spectre GCR For Sale

Spectre GCR Mac Emulator for Atari ST

(incl Mac ROMS) Asking: $125 US

Please respond via email or contact Russell at (613) 831-8475.

R.A. Morris

Kanata, ON, Canada

2337. Re: Developing Mosaic for

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 17:46:58 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyuxEB.7Dv@cix.compulink.co.uk>
Source record: 177559

> At the risk of offending MiNT users, I have to say that many ST users
> are less technical-minded than those who use and like MiNT. I don't
> like unix, and have no use for it. I understand that anyone that likes
> a particular system wants it to be the 'standard', and thinks everyone
> else should learn it no matter how difficult. However, many of us
> are more than happy with basic MultiTos, Geneva, or even the standard
> built-in TOS and do not wish to spend endless hours learning MiNT
> when we have no use for it. Many of us simply have ST's for our
> home-computers and wish to keep them easy to use. So I think a basic,
> solid, all-in one package would bennefit the greatest number of users.

I must admit I agree with this. I'm a great fan of MiNT. have spent many
a night playing with MiNT-Net, but in the long run a 'shrinkwrapped' WWW
package is what the Atari needs. Most Atari owners just don't have the time
or enery to make MiNT/MiNT-Net work - and I must admit that I always turn
them *off* before doing any real COMMS work.

:-)

Roland.

@CiX

2338. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 17:47:03 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyuxEF.7Ev@cix.compulink.co.uk>
Source record: 177560

> Is it just me, or does anyone else have the same pet peeve as I have?
> I personally get irked when people say "they have an 'Atari' for sale"
> or are looking for an "Atari". Like ... be more specific people! Atari
> does make more than one machine, and ignorant people often don't
> realize this. Do they mean:

In this conference I use 'Atari' to mean "something which is bascially
an ST (as in the conference name) + STEs TTs Falcons etc". Any problem with
that?

Of course when poeple start talking specifics - they should talk
specifics.

:-)

Roland.

@CiX

2339. Re: Atari mpeg player

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 17:47:05 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyuxEI.7FL@cix.compulink.co.uk>
Source record: 177561

> There are a few: MPEGPLAY : Slow but working 030 viewer. This one
> takes all
> types of MPEG's

Does this work on the TT? If so where can I get it from?

> 1ST-GUIDE: Online help system that works on all TOS
> computers. Uses 680x0 to decode. Works in all
> resolutions.

Found this on Umich - but doesn't seem to want to play. Won't touch any
of the mpegs I have :-(

Thanks

Roland.

@CiX

2340. SpeedRes Card

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 18:17:00 UTC
From: sten.lystad@euronetis.no
Message-ID: <4.529.335@euronetis.no>
Source record: 177675

Has anyone any experience with the Speed-resolution card ?
I'm thinking of buying a accelerator,and i'm told that the speedres
card is quite fast.I need some more info.Can anybody help ?
(where to get it,price,benchmarks,graphics modes etc)

Sten Lystad

< Internet : sten.lystad@euronetis.no >

___ Mountain Reader II - #Demo 001

2341. MiNT: time and energy (was developing Mosaic)

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 18:36:21 UTC
From: avg@cwi.nl
Message-ID: <avg.784146981@news.cwi.nl>
Source record: 177582

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>I'm a great fan of MiNT. have spent many
>a night playing with MiNT-Net, but in the long run a 'shrinkwrapped' WWW
>package is what the Atari needs. Most Atari owners just don't have the time
>or enery to make MiNT/MiNT-Net work - and I must admit that I always turn
>them *off* before doing any real COMMS work.

Well, let's admit it then and say that MiNT, MiNTnet and *especially*
MiNTOS are just toys for the sick minds among us who still remember the
UNIX machines of the early 70s (?- I was born around that time...) and
get nostalgic about those every now and then...

I finally managed to install MiNTnet... but not to run it! Took
me a whole pack of aspirin. But don't expect me to be able to
set up a SLIP line on a null modem cable though. I saved that for
next week!

Why is it that what people seem to find most important of UNIX to
be preserved in clones such as MiNT, seems to be its
user-unfriendliness?

[some smileys may have been useful in the above. Except after half
a day of severy hacking into MiNT, having to reboot my computer
every 4 or so minutes I can't get that smile on my face]

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2342. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 18:44:41 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <Cyv02H.CAr@cix.compulink.co.uk>
Source record: 177583

In response to Hendrik_Mylius@pb2.maus.de's message:
>
> I work with a 4meg MegaSTE with NVDI 3.01 and at the moment I've *lots*
> of fonts installed.

Excuse me for changing the subject, but have you got any comments about
NVDI v3.01? It's due out for release this week in the UK and I was
wondering how it compared to v2.51 and Speedo 5

#
InterNet: sidcelery@cix.compulink.co.uk
regards * *
%%*%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/140.16@nest.ftn #
* 51:502/100.16@atarinet.ftn *
#*#

2343. Re: What is a BGM partition?

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 18:44:44 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <Cyv02K.CBK@cix.compulink.co.uk>
Source record: 177585

In response to Hendrik_Mylius@pb2.maus.de's message:
>
> But there is on glitch doing this with all versions of TOS prior to
> 4.0x. In *very rare cases* the _file_ using the sectors of cluster
> 32.767 could be damaged. *The rest of the partition stays intact*.
>
> To prevent this from happening the sector at the 32.767 limit should
> be marked 'bad`.

So that's why Diamond Edge reports 1 bad sector in my HDDriver formatted
drive?

#
InterNet: sidcelery@cix.compulink.co.uk
regards * *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #
* 51:502/100.16@atarinet.ftn *
#*

2344. Re: HDDriver v3.50

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 18:44:47 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <Cyv02n.CCH@cix.compulink.co.uk>
Source record: 177586

In response to seimet@chemie.uni-kl.de's message:

Thanks for you reply. I don't have a Falcon or TT so it looks like there's
no rush to upgrade HDDriver just yet.

> > didn't report that it hadn't found my drive due to the default being
> > set up for a different arrangement of ID numbers.
>
> HDDRIVER only reports the drives it has found, i.e. you know that
> a drive wasn't found if HDDRIVER doesn't tell you its name during
> booting. I think this clue is enough to tell that you didn't configure
> the correct SCSI IDs.4

Okay, but this was when I first bought HDDriver, so I didn't know if it
was going to tell me anything or not. I'd say it would make sense if it
reported no devices found and to advise you to check your connections and
that the driver was correctly configured.

#
InterNet: sidcelery@cix.compulink.co.uk
regards * *
%%*%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/140.16@nest.ftn #
* 51:502/100.16@atarinet.ftn *
#*#

2345. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 19:08:46 UTC
From: mrathwel@uoguelph.ca
Message-ID: <39j9ju$nrp@nermal.cs.uoguelph.ca>
Source record: 177587

: In this conference I use 'Atari' to mean "something which is bascially
: an ST (as in the conference name) + STEs TTs Falcons etc". Any problem with
: that?

No ... not in this forum. However, if someone were to post
"looking for Atari power supply" (as I have seen done) and they weren't
being specific about which machine, I would get annoyed.

: Of course when poeple start talking specifics - they should talk
: *specifics*.

People often don't. That's my gripe!

>> Mark <<

2346. Re: BGM partitions and ... ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 19:20:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411062120.a11144@pb2.maus.de>
Source record: 177591

On Tuesday November 1st at about twenty past three
am14@doc.ic.ac.uk (*Antoine Martin*) happened to write:

AM>will soon be) compatible with that new 32 bit partition format. Last
AM>good news: this driver will be a shareware !

Can you give us some more details about this project? TNX!

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2347. FS: ST STuff - Msync mon & more

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 19:21:45 UTC
From: herbivor@teleport.com
Message-ID: <39jac9$n63@kelly.teleport.com>
Source record: 177682

```
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
FOR SALE -- UPDATE 6.11.94
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

--------

Matrix CoCo Graphics card (VME)
-------------------------------
256 colours
1 Mb VRAM
up to 1024 x 768 resolution
fully programmable/configurable
supports virtual resolutions up to 1260 x 900

works in Mega STe or TT

Price - $275

Canon Multisync monitor
-----------------------
14 inch
.28 dot pitch
800x600 max resolution
works great with graphics card above

comes with multisync switchbox to give you all 3 ST resolutions
in one monitor

Price - $275

Supra 2400 baud modem
---------------------
Price - $40

Panasonic KX-P1123 printer
--------------------------
24 pin dot matrix
360 x 360 dpi

with printer stand

Price - $100 obo

ICD 85 Meg HD
-------------
in under monitor case, room for one more drive
```

Price - $225

Atari SM124 mono monitor

Price - $75

================================
Summary
================================

Mega STe - SOLD Atari 1040 STe - SOLD
Matrix CoCo card - $275 85 meg HD - $225
Canon Multisync monitor - $275 SM124 monitor - $75
Migraph Hand scanner - SOLD \ /
Panasonic 24 pin - $100 \ /
Supra 2400 modem - $ 40 \ /
\ / \ /
\ / -----	------
Package I - All for $500 Package II - All for $250

If interested, email to herbivor@teleport.com or phone
(503)698-2651 Pacific time

free setup help for beginners or novices.

Reasonable offers will be accepted

--
" " " herbivor@teleport.com
\00/ (public access user, not affiliated with Teleport)
\/
\/ "Love animals, don't eat them"

2348. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 19:33:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.9tW_wEdZiW6@semprini.waterloo-rdp.on.ca>
Source record: 177513

In <avg.783795350@news.cwi.nl>, Annius Groenink writes:
>mnb20@cam.ac.uk (Mark Baker) writes:
>>Hopefully MiNT 1.11 will be released as binary soon.
>
>Is there anyone who really believes it will ever be released? I don't
>think Atari still care about TOS/MiNT at all. I suppose they have
>realized that MTOS just isn't good, so what can they do? MiNT has
>pretty much turned out to be the final stab for TOS. Obviously the
>Macintosh-type multitasking would have had a much better effect...

It's not _Atari_ that's going to be releasing MiNT 1.11, it's the MiNT
mailing list, along with Eric Smith.

>>I don't like mintnet either. But there is currently no alternative. If someone
>>comes up with a simple to install socket interface for the ST, then fine, use
>
>Why all those sockets? Atari systems are really simple things, mostly
>single-user, so why not just grab that serial port and go ahead? I
>don't see any need for sockets or similar stuff. How many people will
>be running several net utilities at the same time? Only the MiNTnet
>freaks, and they're already satisfied with Lynx. I'd rather aim for
>the naive user who just wants a nice interface to the net...

How the hell are you going to connect to ftp or http or anything else on
the UNIX systems if you're not going to use sockets?!? That's what
all the UNIX networks speak over TCP/IP!

>Should isn't good enough. And applications supporting xfs become very
>very slow even under single GEM + MiNT...

I really don't understand that comment at all. Applications that
support xfs (ie, anything compiled with the MiNTlibs) run just as fast
under TOS or MiNT as applications compiled with any other library.

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------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

2349. Re: HELP! I need MiNT UUCP!

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 19:39:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.KGKg_88yLAs@semprini.waterloo-rdp.on.ca>
Source record: 177512

In <H.ekBL.jZEfm_6Cg66@albemuth.equinox.gen.nz>, John Collis writes:
>Okay, I can see some point in that, but a good UUCP system doesn' _have_
>to be able to cope with a major feed. If you really want to have that
>sort of capability you really shouldn't be running an Atari in the first
>place. I see UUCP on the Atari as a good way of dealing with a few (up
>to 50 say) newsgroups, where there isn't going to be a huge demand on
>system disk resources. Hell I ran UUCP with a small newsfeed on a dual
>floppy system for over a year (not that I'd recommend it to anyone
>though).

I carry maybe 25-30 newsgroups, and I still got >3500 control messages
one day. It _is_ possible, especially with morons spamming USENET every
couple of weeks (and that'll only get worse folks).

>The problem I see, is that it is fine if you can run MiNT, GCC and the
>MinixFS and configure things so that you have something that looks like
>a Unix directory structure to the software that you compile; but this
>does require a certain amount of expertise from the user. My argument is

Or just grab the MiNT Distribution Kit and install it; simple, effective
GEM installation program, too.

>that there should be really good flexible, interoperable software that
>doesn't impose limits if you want to get it to do fancier things. UPoint
>is a nice self contained system, but it will only do the basics and you
>have to use it's own builtin Newreader etc. Hermes is much more
>flexible, but even it has limits which are mainly to do with it having
>been made to be backwardly compatible with Mercury. (The biggest
>complaint I have with Hermes at the moment is the way that the mail and
>news transport agents work by writing "magic" config files which are of
>a very fixed nature. There also really ought to be a UUXQT type of program.)

The GFA BASIC uucico in older version help; and the new version has a
GEM-based uucico! Sheesh...

>The PC world and in particularly the Amiga world have quite a lot of
>UUCP/Mail/News software that is interoperable (i.e. various programs
>from different programmers work together without too much hassle),
>without requiring that one completely change the character of your
>operating environment and system setup, which is something that using
>MiNT etc. *does* force you to do.

It's really a pity that Hermes and UPoint don't use standard UUCP files,
etc, or we'd be in the same "shape" as the PC/Mac. Someone could always
port UUPC to TOS; after all, if it works under DOS, it'll work under TOS
(barring any stupid PC-specific garbage in there... can't imagine it in

this sort of app, but I wouldn't put it past them). UUPC's been ported
to OS/2 as well, but OS/2 has some DOS-style foolishness under the hood
as well.

Just a couple more thoughts...

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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

2350. hi-speed modem on ST?

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 20:27:16 UTC
From: hallvart@ifi.uio.no
Message-ID: <39je74$kjn@holmenkollen.ifi.uio.no>
Source record: 177687

Is it possible to use a high speed modem on the STE, such as a 28800 baud modem?
I know there are various modifications available, but I would like some practical info.
And since all the comms. software only support up to 19200, how is it possible to use anything above that?
Is there any comms software available that support high speeds like this?
Thanks.

Hallvard

2351. Overscan modification for STE?

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 20:29:08 UTC
From: hallvart@ifi.uio.no
Message-ID: <39jeak$knv@holmenkollen.ifi.uio.no>
Source record: 177688

Has anyone done the overscan modification on the STE with TOS 2.06?
I would like to know how it works and if it works well.
I'm using an NEC Multisync II monitor as well.

Hallvard

2352. Re: MiNT: time and energy (was developing Mosaic)

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 20:29:41 UTC
From: sourada@iastate.edu
Message-ID: <sourada.784153781@las1.iastate.edu>
Source record: 177691

In <avg.784146981@news.cwi.nl> avg@cwi.nl (Annius Groenink) writes:

>I finally managed to install MiNTnet... but not to run it! Took
>me a whole pack of aspirin. But don't expect me to be able to
>set up a SLIP line on a null modem cable though. I saved that for
>next week!

But you think you're qualified to _write_ a networking package?? If it
takes you longer than about an hour and a half to install MiNTnet and
run it, you're not exactly a wizard of networking. Maybe you could be
trusted to write a flashy little UI for it, but...

>Why is it that what people seem to find most important of UNIX to
>be preserved in clones such as MiNT, seems to be its
>user-unfriendliness?

Yep, user-unfriendliness is the key. Certainly not flexibility,
interoperability, compatibility, or conceptual simplicity.

Why bother,
Steven
--
This .signature Copyright 1993 Steven Ourada --- sourada@iastate.edu
See COPYING for details

2353. Re: SCSI-tools

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 21:04:12 UTC
From: larserik@oslonett.no
Message-ID: <39jgcc$gta@hasle.oslonett.no>
Source record: 177696

> Could my a result of the new faster IDE routines, which obviously are
> somewhat slower on some drives with not-so-intelligent firmware. What
> kind of drive do you have?

MEGA STE with Quantum PD425S SCSI-drive

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

2354. Re: SpeedoGDOS 5.2

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 21:31:40 UTC
From: sammcgee@crl.com
Message-ID: <39jhvs$85j@crl5.crl.com>
Source record: 177601

Robert Engberson (rengbers@ix.netcom.com) wrote:
: In <398cnj$173@ornews.intel.com> mhsmith@ornews.intel.com (Michael H
: Smith) writes:

: >I was wondering if anyone has upgraded to this new version of
: >SpeedoGDOS. The latest STI indicates it is available now.
: >
: >If anyone has, could you give us the 40,000 foot view of this package?
: >Specifically, can it use all truetype fonts (such as those found in
: >Windows) and, like Speedo 4.2 (??) do applications typically load
: >ALL the fonts into memory? Apps such as Atari Works takes an
: >excruciatingly long time (even with a very fast hard drive) when
: >lots of fonts are active in Speedo.

: It's a misprint. The current version is 5.0c. Version 5.0c supports the
: Type 1 and TrueTyps standards, and has lots of workarounds for
: non-standard fonts. You should be able to use any Type 1 or TrueType
: font.

: SpeedoGDOS 5 caches the 'load font' data, so applications (like
: Works) load the font list almost instantly when they launch.

: Robert Engberson, COMPO Software

Robert,

What's the upgrade procedure from v5.0b to v5.0c?

Sam

2355. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 21:48:06 UTC
From: blade01@pplnet.com
Message-ID: <20253KYXUCEMVBDSYMV@pplnet.com>
Source record: 177602

```
IH>I asked about memory upgrades for the MegaSTE on GEnie a couple of weeks
IH>ago, and the answer I got is that there is a RAM expander comming out that
IH>will be called BigRAM. It's supposed to be very good, but I have no idea
IH>when it's due or how much it'll be.

Do keep us posted here, would you, Tom? Thanks!
```


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```
� Rich Tietjens aka Captain Blade * from The Captain's Lounge  �
```



```
� Home of GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org  �
```



```
� STarship BBS * Quark's Holosuites * Hubworld  �
```



```
� 1-713-682-7474 * 24 hours/7 days * 14.4k bps * v.32bis/v.42bis  �
```



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� 1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn  �
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� 51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn  �
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Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
*FEEL The EXCITEMENT of PARADISE* Voice - (713)59|-4049 hapydude@pplnet.com
```

2356. Re: Looking for a Calendar prg...

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 21:48:06 UTC
From: blade01@pplnet.com
Message-ID: <20246FBMSSCSITRIULJ@pplnet.com>
Source record: 177603

ID>In article <757_9411010535@flight.org>
ID> Chuck.Grimsby@mypoint.flight.org "Chuck Grimsby" writes:

ID>> Version 2.01 was released on 10/29/94, but all my attempts to send it out
ID>> failed. (Hung hosts, hung systems, and a bizare crash to the desktop! Gee
ID>> ain't computers fun?!?)

ID>Any chance you could UUencode it and email it over?

If he does, could you mirror it back to me, Daron? My Fido address
would be ideal, but I'll take it here at ppl.com, too.

thanks!

□
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□ 1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn □
□ 51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn □
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2357. Network...

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 21:48:07 UTC
From: blade01@pplnet.com
Message-ID: <20247KYXUCEMVBDSYMV@pplnet.com>
Source record: 177604

```
IS> Is there a way to put an ST and a TT together in a network, so
IS>that they can access each other's HD? The TT has a net port, but the
IS>ST doesn't have one.

Use the MIDI ports and LittleNet or MIDInet or similar software. It's
not super fast, but it works, and it's cheap.
```


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� Rich Tietjens aka Captain Blade * from The Captain's Lounge  �
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� Home of GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org  �
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� STarship BBS * Quark's Holosuites * Hubworld  �
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� 1-713-682-7474 * 24 hours/7 days * 14.4k bps * v.32bis/v.42bis  �
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� 1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn  �
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� 51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn  �
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*FEEL The EXCITEMENT of PARADISE* Voice - (713)59|-4049 hapydude@pplnet.com
```

2358. Re: New Atari-CD`s?

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 21:48:07 UTC
From: blade01@pplnet.com
Message-ID: <20254KYXUCEMVBDSYMV@pplnet.com>
Source record: 177605

IJ> I know that SUZYB [that wonderful PD library for the ST] is issueing a
IJ>disc CDROM set with over 10500 files, their present full catalogue.They have
IJ>gone through the files and cleaned out older versions, plus each file has a
IJ>descriptive text included. There is [supposedly] little duplication from the
IJ>GEMINI cdrom. All files are in uncompressed form: one disc is mostly games.
IJ>$69.95US + S&H etc. Well worth it in my opinion, and YES I am getting mine!

IJ> ps. Dont tell anyone, but he has already got enough material to almost
IJ>fill another cdrom disc, but is waiting to see the response to this effort.

Got any kind of file list available here? I might be interested, but if
I am buying a pig in a poke, well...

□
□ Rich Tietjens aka Captain Blade * from The Captain's Lounge □
□ Home of GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org □
□ STarship BBS * Quark's Holosuites * Hubworld □
□ 1-713-682-7474 * 24 hours/7 days * 14.4k bps * v.32bis/v.42bis □
□ 1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn □
□ 51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn □
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--
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2359. Re: Speeding up the FPU in TT

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 22:43:36 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EKGXCGVQ@ttgk.textlitho.nl>
Source record: 177511

In <39ign0$hkj@hasle.oslonett.no> J|rn Moe wrote :

>In one of the later issues of the german magazine 'ST- Computer' there is
>a description on how to increase FPU speed. It's very simple and it
>works.

Well, why not connect this speed upgrade to the main processor too ??
If a stock 16 MHz Falcon can handle 40 MHz, how far could a 32 MHz 68030
go...

Gert

--

-- --
Atari TT-Point
-- --

2360. Re: TOS 1.62 -> TOS 2?

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 23:39:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199411070139.a34582@m4.maus.de>
Source record: 177404

>If youve got an STe of late vintage, chances are youve got a two-ROM
>TOS, which makes installation a snap: pull the old, snap in the new, and
>set a jumper.

ALL STEs have two-chip TOS ROMs located at $E00000 and can all be upgraded to
TOS 2.06 by replacing the ROM chips and flipping two jumper wires.

bye, Peter

2361. Re: Canon Bubble Jet Questions??

Newsgroup: comp.sys.atari.st
Date: 1994-11-06 23:44:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199411070144.a34583@m4.maus.de>
Source record: 177405

>How good is the Canon BJC4000 color printer. I'm thinking of picking
>one up and want to know how it works with an ST. Any help would be
>appreciated.

It's GREAT! It comes with a 4-color print head, carrying a CYM cartridge with 24 nozzles per color and a black one with 48 nozzles. Optional is a 128-nozzle black-only print head. A storage box for the unused of these two print heads comes included with the printer.

Results are stunning, even on crappy laserprinter paper images come out nice and sharp, even in color.

It prints bi-directionally and has three quality modes: Draft, Normal and Fine.
In Draft mode, every other dot is left out, giving lighter printouts and half the ink consuption.
Normal mode is all dots printed and no special tricks (see below).
Fine mode prints like Normal, except that a special line overlapping technique is used: Color print head: In the left-to-right pass, the lower part of a line is printed, omitting every other pixel; the right-to-left pass prints the omitted pixels plus the next half line, again omitting every other pixel. Black print head: same, but with four passes.

All modes are available any time, switchable on the printers' panel.

The color print head has the four colors vertically separated, so that every color ink has enough time to dry out before the next color is printed over it. It prints black first, then cyan, then magenta and finally yellow.

With the black head installed, it prints two lines at a time (that's 1/3"), and can be set to 720x360dpi with resolution enhancement (edge removal) using a DIP switch.
"Draft" is 128-nozzle omit-every-other-pixel.
"Normal" is 128-nozzle with or without edge removal.
"Fine" is 128-nozzle with line overlapping (it's four-fold overlapped!).

The printer has emulation auto-detect. One can send Canon BJ, IBM 24-pin or 9-pin, Epson 24-pin or 9-pin stuff and the result will be OK. (9-pin stuff will look a bit weird, but doesn't a 9-pin printout always look weird?)

To round that all up, the thing is ridiculously fast. 5 pages per minute in Draft or Normal mode using the Black head is what Canon says, and from what I've seen is true.

bye, Peter

2362. Mint, Minix? (why/what??)

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 00:01:27 UTC
From: hallvart@ifi.uio.no
Message-ID: <39jqon$q1k@holmenkollen.ifi.uio.no>
Source record: 177676

Can someone please explain to me exactly what the use of Minix and
Mint is. Why do people install it on their STs, does it make the
machine "better" in some ways, can it do things GEM can't?
Do I need it?

Hallvard

2363. Re: Developing Mosaic for

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 00:01:30 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <39jqoq$fj2@ugle.unit.no>
Source record: 177677

Avg@cwi.Nl,
In a message on 4 November, wrote :

av> >Right, it needs MiNT >= 1.10, but the public version of 1.11 must be out
av> >before you are able to get a gem'ed Mosaic up and running - even in beta
av>
av> Is this a challenge? I dare predict 1.11 will never be released at
av> all. And if it is, who will use it? We had over 50 reactions to our
av> Support Mosaic request, and 75% of these said: don't bother, I don't
av> even *want* to run MiNT.

I think mint 1.11 will come out.
Anyway, I have seen all the replies since then, and agree that most
users want a MiNT-less version.

av> MiNTnet has all of that, yes, but it also has a large amount of
av> unpleasantness to it: MiNT.

Well - that's your view. I think mint is *very* nice. But then again -
I like unix. Either way - mint in the auto-folder, and no gem.sys
won't slow you down much. More like speed up quite a few important
tasks like disk io (minixfs), text output (/dev/fasttext or vcon).

av> >So - nothing is stopping you from including mint and mintnet (+ an
av> >easy-to-use-even-for-lusers installation program) as long as you follow
av> >GPL.
av>
av> Which would mean we cannot ask any money for the application?

Oh no - of course not. Just don't say anywhere that your customers
cannot give away *mint*. Heh - the GPL is quite nice actually. It lets
you even charge real money for GNU or GPL'ed software - as long as you
don't hinder your customers in giving it away for free.
You can ofcourse hinder *your* software to be given away...

av> >MiNT+MiNTNet is/will be the standard OS extension - like it or not.
av>
av> Nobody will follow the standard - like it or not. Besides, there
av> will really be many standards: Magic in Europe, Geneva in the US,
av> and MiNT in a few small hackers' societies.

Although what you say is sort-of right. *My* definition of "The
Standard" will always be what *ATARI* comes out with. And *ATARIS*
standard is MiNT. Like it or not (tm:).

av> We will always try and keep that option open. But the first version
av> may not *yet* have support for mtasking slowperating system extensions.

Mint does not slow the machine down. Mint + GEM.SYS slows the machine down. Mint + ROM-aes does not slow the machine down. Mint + AES 4.1 slows the machine down somewhat - but is so nice that it is worth it. Too bad it is not available to the public.

Erling

 ATP/Unix 1.42 This was brought to you by erlingh@pvv.unit.no

2364. Re: Developing Mosaic for

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 00:01:33 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <39jqot$fjo@ugle.unit.no>
Source record: 177678

-David Butler- dhbutler@magnus.acs.ohio-state.edu
In a message on 4 November, wrote :

dh> At the risk of offending MiNT users, I have to say that many ST users are
dh> less technical-minded than those who use and like MiNT. I don't like unix
dh> have no use for it. I understand that anyone that likes a particular syst
dh> wants it to be the 'standard', and thinks everyone else should learn it n
dh> matter how difficult. However, many of us are more than happy with basic
dh> MultiTos, Geneva, or even the standard built-in TOS and do not wish to sp
dh> endless hours learning MiNT when we have no use for it. Many of us simply
dh> ST's for our home-computers and wish to keep them easy to use. So I think
dh> basic, solid, all-in one package would bennefit the greatest number of us

You don't have to learn all the features of mint. Just copy mintnp.prg
to your auto folder and that's that. You won't notice it until you
need the extra features.

You want unix sockets ?
Copy sockdev.xdd into your c:\mint folder.
You want slip ?
Copy slip.xif into your c:\mint folder.

Then with avg's "easy-to-use-even-for-lusers" config program, you can
configure your ip-number, organization name etc. in nice gem dialog
boxes. Probably even so nice that it contains a powerful help system
that will tell you what an ip-number etc. is.

That was my thought. I don't see how that could confuse anyone.
Perhaps his configuration program could even copy
mint[np].prg, socket.xdd + friends to the proper directories for you.

I don't see how this could be difficult at all.
The only difficulty I see is supporting macines with 512 - 1024 k
memory. And that will be a problem with or without mint !

Erling

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

2365. Re: X-Windows or X-Termin

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 00:01:37 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <39jqp1$fjs@ugle.unit.no>
Source record: 177679

Martin_schaller@r.Maus.De,
In a message on 4 November, wrote :

Ma> I am working on a X Windows Server for Atari Linux-68k. With the mono
Ma> resolutions, it is working already fine. Currently I am writing the parts
Ma> for interleaved planes (not easy...). Later i will try to make a stand al
Ma> port for use on ST/F030/TT with Mint or Tos. Of course its free software.

Ah.
When you come as far as to the mint/tos version you'd better contact me.
I have compiled X-libraries and clients for mint+mintnet. I have also
compiled a server, but it bombs during at boot time. This was back in
may-june, and there has been so much else to do that I've put the
project on ice and stuffed the source on a DAT. But tell me when you
start working.
Basically the only trouble I ran into when compiling clients/library
was getting a decent /lib/cpp for imake. I found the cpp from gcc
1.3.something (the one with source on the gemini cd) worked fine.

Anyway, if your linux-server code is available by ftp, I'd like to
take a look at it - maybe it will spur some new interest from me...
:-)

Good luck with the bitplanes !

Erling

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

2366. Book Database One

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 01:16:48 UTC
From: omega@menageri.demon.co.uk
Message-ID: <784171008snz@menageri.demon.co.uk>
Source record: 177683

I've got a copy of BDB 1 v 1.2 and its falling over at 900 records despite the manual saying it should take 2000. Is there anyone out there who knows how to stop this since I don't want to have to transfer the 5000 records I've got in three folders on my drive (I set up three sets of data to reduce the search time and give expansion space to a _large_ S.F. collection).
--
Omega

2367. Mega ST2 Keyboard to STE1040

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 01:36:21 UTC
From: pmh@noddy.forestry.tas.gov.au
Message-ID: <pmh.82.2EBE497B@noddy.forestry.tas.gov.au>
Source record: 177627

Is anyone aware whether I can connect my MegaST2 keyboard EASILY

2368. Calamus 1.09 to PC Postscript Printer

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 01:39:03 UTC
From: pmh@noddy.forestry.tas.gov.au
Message-ID: <pmh.83.2EBE4A1C@noddy.forestry.tas.gov.au>
Source record: 177626

Is it possible to save Calamus files in a format to be read by a PC for printing on a Postscript printer? Thanks for any help.
Peter Hopson

2369. Re: What is a BGM partition?

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 01:50:25 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <39k151$hg2@mailer.fsu.edu>
Source record: 177606

Hendrik Mylius (Hendrik_Mylius@pb2.maus.de) wrote:
> On Wednesday November 2nd at about five past seven
> boyd@math.fsu.edu (*Mickey Boyd*) happened to write:
>
> MBB>Also, software updates from Genie/Compuserve are quite nice.
>
> Will there be *any* further development beyond 6.5.5? I have a very strong
> feeling that ICD are not going to be active on the atari sector anymore.
>
> Maybe I'm wrong, maybe not ...

I was told by Tom Harker (president of ICD) that another version was in the works.

To be honest, I haven't had any problems that I could blame on the ICD software since version 6.0.8. It is good stable stuff, and has been for some time. The little nifty new features are nice, though.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2370. Re: Opinions on Microsoft Word and Word Perfect?

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 02:04:58 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <39k20a$hg2@mailer.fsu.edu>
Source record: 177610

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
> Can anyone give me an opinion of the ST versions of Microsoft Word and
> Word Perfect. These are "premier" word processors in other platforms and
> I'm curious to know how ST owners would rate them against other ST word
> processors out there. What are the pros and cons of each?

MS Word does not exist for STs, MS Write was introduced long ago, but it is rather buggy. If you'd like to try it, I've been trying to sell mine for awhile. I have a feeling I'll eventually be strapping it to my skeet-thrower, though :-) As far as I know, that was the only Microsoft product ever for the ST.

Word Perfect ST is roughly equivalent to WP 4.1 or so in PC-land, but it can display text attributes right on the screen instead of using different color highlights (italic, bold, etc.). Someone used to WP on PC should feel right at home. I think there are a few minor bugs in the last version released, but nothing major.

You might want to look at Marcel on atari.archive.umich.edu. I have heard that this is a good one. Also, the later versions of 1st Word look quite nice.

The big cut, when it comes to ST word processors, is if they use a bitmapped graphic representation of the printed page (WYSIWYG), or if they just use the system font on the screen (WP, 1st Word, etc.). The former arguably give the user more of an idea of what the document will look like, and allows the use of more fancy fonts. The later is generally much faster in terms of typing response and screen redraws, take up less memory, etc. The only one I know of that did both is WordUp. You could select a "text only" mode that used the system font, or a full-blown WYSIWYG environment. I'd use the former for bulk typing, and the latter for final layout and font selection (back when I used WordUp).

Personally, I think it is good to go with a nice fast text-based word processor, which would be fine for routine letters and such, and use a full blown DTP like Pagestream for fancy fonts and graphics (you can still use the text-based word processor to type the text, then import it into the DTP). Of course, this requires two programs and more money, but it is a lot more flexible than a fancy word processor alone. Just my $0.02.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

****

2371. Re: Baud Rate

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 02:07:05 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <39k249$hg2@mailer.fsu.edu>
Source record: 177611

Geoffrey Larsen (Geoffrey.Larsen@closer.brisnet.org.au) wrote:
> Hi there I was wondering if anyone can give me an idea of the
> programmes and hardware mods needed for an ST/STE/MSTE/TT to allow
> their serial port to operate at speeds greater than 19200 baud.
>
> A friend has a TT and is going to purchase a new high speed modem
> and wants to use it to it's full potential.
>
> Any help you may be able to give would be appreciated.

From atari.archive.umich.edu, grab /Utilities/Tosfixes/hsmoda04.lzh,
/Utilities/Tosfixes/rsve_1.lzh, /Telecomm/turbors.lzh. The first is a
software patch that fixes serial bugs in TOS and gives one flexible
serial buffers, the latter two talk about hardware mods to increase serial
speed. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2372. Re: hi-speed modem on ST?

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 02:13:58 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <39k2h6$hg2@mailer.fsu.edu>
Source record: 177612

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:
> Is it possible to use a high speed modem on the STE, such as a 28800
> baud modem?

Yes.

> I know there are various modifications available, but I would like
> some practical info.
> And since all the comms. software only support up to 19200, how is it
> possible to use anything above that?

The flow control on the modems should keep things working OK. Obviously,
you are not going to get full performance without some hardware mods, though.
Also, going past 38400 or so on an 8mHz processor is probably not stable.

> Is there any comms software available that support high speeds like this?

Yes. The RSVE mod (by the author of HSMODA04) is directly supported in some
programs, like CoNnect. Also, HSMODA04 allows one to remap new speeds to
existing ones, so you could make the 300 baud button in other programs
really equal 38400, for example. Some other hardware mods have similar ways
to get faster speeds in existing programs.

Since you are in Europe, RSVE would probably make a lot of sense for you.
Harun sells premade units for a very reasonable price, I seem to remember.
You might send him some email and ask (his address should be in the
hsmoda04 docs). Good luck!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2373. Mono Monitor - Teeny Tiny Picture!! Need to fix!

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 02:34:41 UTC
From: cwilliso@harp.aix.calpoly.edu
Message-ID: <1994Nov07.023441.113271@zeus.aix.calpoly.edu>
Source record: 177614

I need to know what to tweak inside my SM124 to enlarge the pic! I
think it is even shrinking. I have a black 'frame around the whole
screen; about 1" on top and bottom, and 3/4" on the sides.
Does anyone know the correct tweak? (Different resistors or someting?)

Thanks!

Chris Willison.

(P.S. Hi danny! If you are reading this, drop me an e-mail - what
happened to you?)

--
(((((((|)))))))
|Chris Willison:(cwilliso@tuba.aix.calpoly.edu):CSC Cal Poly S.L.O CA |
| "No Core Dump Required" |
(((((((|)))))))

2374. MiNTNet?

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 02:37:00 UTC
From: azog@world.std.com
Message-ID: <CyvLxo.3qq@world.std.com>
Source record: 177613

I am wondering whats the deal with MiNTNet? Ive been following it off and on since release 0.22, and have been reading about it here. I downloaded .50 (the latest?), and as others have bitched about, its in source form.

I am wondering why, early releases were in binary form where I could just place the driver in the MULTITOS directory and off we go. Of course, even the early release wanted MiNT 1.10.

Now things are a major mess. To compile the latest version of MiNTNet, I need to patch MiNT to like 1.11hmumble, but theres a bajillion patches to apply, and it still looks like a mess to me. Will MiNT 1.11 be released 'offically'? Why is MiNTNet is source form? Its not like the old Unix situation, where it was never known what processor the resulting binary would run on.

We all run the same base processor, at least a 68000. Granted to be useful with MiNT, an 030 (or at least a bulked up 68k) is almost required.

--
Billy D'Augustine azog@world.std.com

It must be getting close to Christmas - the Chia Pet commercials on TV have arrived...

2375. Wanted: Atari ST games, software!

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 02:42:28 UTC
From: undergnost@aol.com
Message-ID: <39k46k$n4r@newsbf01.news.aol.com>
Source record: 177616

I just got a used Atari 1040ST w/16mhz acc. 4 megs RAM and a 210-meg hd.
I need games!!!

I'm looking specificly for Day of the Viper, any Psygnosis games, Ultima 3
and up, Stunt Car Racer(or is that Stunt Track Racer?)...
I've got some interesting titles for trade, but e-mail me for details.

Thanks,
see ya.

2376. Re: Screen Blaster II Upgrade?

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 02:45:32 UTC
From: azog@world.std.com
Message-ID: <CyvMBx.5K3@world.std.com>
Source record: 177615

sammcgee@crl.com (Sam McGee) writes:

>Is it worth upgrading to Screen Blaster II. A new installation program
>does me no good.

>Sam

Ive been wondering the same thing, but for $25 (the upgrade fee?),
it sounds like a good deal. The upgrade is software only. From
what I hear, you can edit new rez's, and not be limited by what
the SB thinks your monitor can deal with. Its also supposed to
be faster, and I heard a rumor that it comes with a new VDI

--
Billy D'Augustine azog@world.std.com

It must be getting close to Christmas - the Chia Pet commercials on
TV have arrived...

2377. Re: Mega ST2 Keyboard to STE1040

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 02:53:10 UTC
From: pmh@noddy.forestry.tas.gov.au
Message-ID: <pmh.84.2EBE5B7C@noddy.forestry.tas.gov.au>
Source record: 177628

In article <pmh.82.2EBE497B@noddy.forestry.tas.gov.au> pmh@noddy.forestry.tas.gov.au (Peter Hopson) writes:
>Newsgroups: comp.sys.atari.st
>Path: pacit.tas.gov.au!pmh.forestry.tas.gov.au!pmh
>From: pmh@noddy.forestry.tas.gov.au (Peter Hopson)
>Subject: Mega ST2 Keyboard to STE1040
>Organization: Forestry Commission
>Date: Mon, 7 Nov 1994 01:36:21 GMT
>Message-ID: <pmh.82.2EBE497B@noddy.forestry.tas.gov.au>
>Lines: 1
>X-Newsreader: Trumpet for Windows [Version 1.0 Rev Final Beta #6]
>Sender: usenet@pacit.tas.gov.au (News User)

>Is anyone aware whether I can connect my MegaST2 keyboard EASILY to my 1040STE. Yep the earlier post got away!
Thanks in advance
Peter Hopson

2378. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 03:06:16 UTC
From: millert@grad.csee.usf.edu
Message-ID: <39k5j8$9su@mother.usf.edu>
Source record: 177564

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: > NVDI and MagiC are *clones* of Atari/Novell code. If Novell started
: > objecting to people cloning operating systems, then DR-DOS is in big
: > trouble from you-know-who.

: DR-DOS has always been in a precarious position. Think what a "Look and
: Feel" court case againt it would do. OTOH I've heard that DR-DOS (recently
: renamed "Novell DOS") has been scrapped. Novell apparetly came to some sort
: of agreement (so I heard) over who did what in the market place.

Actually, more precicely, MS-DOS is a clone of DR-DOS. Digital research
bought the disk format and OS code from a company and then lisenced it to
Microsoft. Digital Research, or whatever is left of it, still holds the
rights to the disk format and basic OS design.

This is also why TOS uses the same disk format. Digital research used
the disk format that they owned.

This is also why Microsoft never bothered DR. All MS could do is try to
outsell DR.

2379. Re: No More GEnie...

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 03:39:01 UTC
From: markvanwyk@aol.com
Message-ID: <39k7gl$s0l@newsbf01.news.aol.com>
Source record: 177618

In article <39f6o0$bdk@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

The change in GEnie that will probably cut out Atari support is sad but inevitable. I got a letter from GEnie a few weeks ago promising that they were going to change over to a graphic-interface type system, just like America On-Line. They said it would include support for PCs and Macintosh, just like AOL. Nothing mentioned about Atari. Too bad. Why couldn't they develop support for Atari as well? I suppose the answer is obvious. I quit GEnie a few months ago in favor of AOL. I get AOL on my Mega STe using Spectre GCR Macintosh emulation. As our Atari computers become more and more obsolete, we will continue to be shut out of new innovations. Maybe a letter writing campaign to GEnie will convince them to include Atari STs and Falcons in their new graphic interface system. I'm not a computer programmer, but it would seem do-able. Any suggestions out there? --Mark van Wyk

2380. Re: Atari ST "video key" device

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 03:58:34 UTC
From: waynel@fraser.sfu.ca
Message-ID: <39k8la$sq@seymour.sfu.ca>
Source record: 177619
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello!

I have a VideoKey. It is in mint and working condition (with power supply, box, and manual). I'm willing to part with it.

Cheers!

2381. Re: hi-speed modem on ST?

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 04:23:27 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <39ka3v$4d6@golem.wcc.govt.nz>
Source record: 177623

```
] Is it possible to use a high speed modem on the STE, such as a 28800
] baud modem?
] I know there are various modifications available, but I would like
] some practical info.
] And since all the comms. software only support up to 19200, how is it
] possible to use anything above that?
] Is there any comms software available that support high speeds like this?

This message is being sent using a 28.8K modem on a 2meg STE, so they
work quite happily! :) However, without hardware MOD's, I can only
get connect speeds at up to 19.2K.

There is a modification which will allow an STx to be able to use
38400 baud by remapping speeds like 300 baud or whatever to 38400
baud. AFAIK this is the "RSVE" mod', which can apparently be quite
tricky to find the bits for. And buying the constructed device
from the author of the software patch costs about 5x what the device
would cost if you made it yourself.

Download HSMOD04.??? for more info'.
```

2382. Re: Overscan modification for STE?

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 04:27:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <39kaak$4d6@golem.wcc.govt.nz>
Source record: 177624

] Has anyone done the overscan modification on the STE with TOS 2.06?
] I would like to know how it works and if it works well.
] I'm using an NEC Multisync II monitor as well.

Doesn't work on the STE. The bit of hardware altered isn't accessable, so it can't be done - unless someone has released an STE hardware Overscan modification which works in a different fashion. I doubt it however.

Try "Monster", "Double", "Bigscreen", and/or "Stretch". These will all increase the screen size on your STE, by creating a "virtual" screen which can be scrolled around. "Double" will also double the x resolution (From memory), in either interlaced (full-screen), or virtual (scrolling) mode.

"Stretch" will make your screen as big as your memory can cope with. The actual size is specified by you. I've had as much as 1500*1500*4 which is REALLY wierd! :) (The GEM desktop even sort-of supports it, as it displays the file-directory in more than one column!)

2383. Re: Baud Rate

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 04:28:45 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <39kadt$4d6@golem.wcc.govt.nz>
Source record: 177625

```
] A friend has a TT and is going to purchase a new high speed modem
] and wants to use it to it's full potential.
]
] Any help you may be able to give would be appreciated.
```

On a TT you just plug the high-speed modem into the high-speed port.
(MODEM2 from memory).

You can then either use software that supports the higher speeds, (Connect would be fine on a TT, but it's shareware). Or you could use the HSMOD04 package to remap things so that pretty much any program can use the high-speeds.

2384. ** FOR SALE ** 8-bit stuff

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 04:33:50 UTC
From: psmolin@netcom.com
Message-ID: <psmolinCyvrCE.Eot@netcom.com>
Source record: 177622
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,misc.forsale

I've got a box of stuff (all in good condition), that I'd like to sell:

800XL

Rana 1000 disk drive

1030 modem

1027 printer - remember this one? A definite collector's item :)

Teknika RGB monitor (this is quite nice)

- all power supplies, cables, etc.

If you're interested, please e-mail me at this account. ANY OFFER WILL
BE SERIOUSLY CONSIDERED. Buyer pays shipping, or I'll deliver it to
anywhere within...say...2 hours of Boulder, CO. Thanks..

..Philip

2385. Floppy fixer...

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 04:35:04 UTC
From: cacclin@fraser.sfu.ca
Message-ID: <cacclin.784182904@sfu.ca>
Source record: 177620

Hello all,

I have a ton of floppies that were formatted with an old version of TOS.
I need to access these with my MS-DOS system. Does anyone know of a DOS
program that will write the extra boot/FAT info needed to use these disks?
If no....does anyone have source to an ST program that does the same?

Stephen

2386. Re: Looking for a Calendar prg...

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 05:28:12 UTC
From: Chuck.Grimsby@mypoint.flight.org
Message-ID: <40b_9411071835@flight.org>
Source record: 177541

```
In a message of 06 Nov 94 16:48:06, Blade01@pplnet.Com wrote:

B> ID>> Version 2.01 was released on 10/29/94, but all my attempts to send it
B> out
B> ID>> failed. (Hung hosts, hung systems, and a bizare crash to the
B> desktop! Gee
B> ID>> ain't computers fun?!?)

B> ID>Any chance you could UUencode it and email it over?

Can't find my UUencoder! (Probably lost it in the last crash...)

B> If he does, could you mirror it back to me, Daron? My Fido address
B> would be ideal, but I'll take it here at ppl.com, too.

Actually, it'd be easier to just freq it to you, Rich.
--
| Internet: Chuck.Grimsby@mypoint.flight.org
| FlightLine Public Access Mail Gateway [MSP]
```

2387. TT for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 06:10:59 UTC
From: ACLAIT@ELECTRICAL.watstar.uwaterloo.ca
Message-ID: <ACLAIT.6.00012E98@ELECTRICAL.watstar.uwaterloo.ca>
Source record: 177631

For Sale:

Atari TT030 Computer.
Features:
-68030 CPU, 68882 FPU, both at 48MHz.
-4 Meg of ST ram.
-1.44Meg Floppy drive.
-TOS 3.06
-130 Meg internal SCSI hard drive.
-CaTTamaran TT accelerator, Boosts the clock speed to 48MHz
135% the speed of a standard TT, 225% the speed of a Falcon,
800% the speed of a ST (if the Falcon and ST have a FPU).
(speed ratings done with GEMBench 3.41 on the cpu speed only)
-Four serial ports (two high speed - upto 115 kBaud).
-Detached keyboard.

Comes With:
-Atari PTC1426 VGA monitor. This monitor is needed to view
the non-standard vga output from the TT. It is switchable
to Standard Vga. You get All ST resolutions and TTlow and
TTmedium on this monitor.
-Geneva Multitasking system and Neo Desk 3.04 (upgradable to
Neo Desk 4.0 for only $25).
-STalker 3, Warp 9, GEM-View 3.05(registered), Cad-3D, and
more... The hard disk is packed with stuff.
-All manuals, boxes, ect.

I am asking $1475 canadian for the complete package. I do not
want to split up the package.

Contact: Alex Lait at 519-725-1197 or leave me E-mail at
aclait@electrical.uwaterloo.ca.

Alex Lait

2388. Atari-ST Midi software FS

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 07:01:21 UTC
From: michaelk@pacifier.com
Message-ID: <39kjc1$6v@pacifier.com>
Source record: 177630
Cross-posted to: comp.sys.atari.st,rec.music.makers.marketplace

Atari-ST MIDI software for sale

Dr. T's COPIST: V1.5 -- Notation Software $10

Dr T's FX PAC-1 -- effects processor editor/librarian: works with SPX90,SPX90II,LXP-1, DSP-128 & Multiverb $20

MIDI DRAW by Intelligent Music, draw with mouse & artwork is "played" back by your Midi synths (does not work with STE) ...$20

OMNI-BANKER ST -- Universal Midi Librarian, patch/bank librarian covering LOTS of synths $20

SynthView Editor/Librarian for the Korg DW/EX8000 .....$15

SynthDroid Editor/Librarian for the Korg DW/EX8000 .....$15

GENWAVE, sample editor supporting: Emax,EIII,SP-1200,SCI Vs, 2000.2002,3000,Yamaha TX16W, Roland S50/550/330, Korg DSS/DSM, Dynacord ADS/ADD-1/2, Casio FZ-1,10M, Ensoniq EPS, Peavey SP (via Midi sample Dump), OBERHEIM dpx-1 & Prommer, Akai S900 (12 & 16 bit),S950/1000, Frontal Lobe/PCM Channel and it supports SDS!!

Quoting directly from the December, 1994 issue of Keyboard Magazine:

" ....You actually get two programs: Genwave/12 talks to 12-bit samplers, including Akai S900/950, E-mu Emax, Korg DSS/DSM [etc etc]......Genwave/16 talks to 16-bit samplers including...Casio FZ series, Roland S-770/750 [etc etc].......On several samplers, real-time loop editing is supported, so you can hear you edits directly out the sampler as you make them.....The looping screen is thoughtfully designed with two waveform windows, a close-up view and a full overview. A pointer marks the area on the overview that's currently under the microscope. The windows are linked, so as you scroll the close-up view, the arrow on the full view moves.....Both GenWave/12 and 16 feature EQ, enveloping, and FFT spectrum analysis; Genwave/16 also gives you sample-rate conversion, time compression/expansion, time-variant EQ drawing, a noise/sine generator,and pitch detection and drawing. Importation of Macintosh and Atari ST Sound Designer files is supported."

I was even able to get Genwave to work on my Falcon in ST MODE. $150

all programs have the manuals ..... Buyer pays shipping, will ship C.O.D.

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

2389. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 07:38:39 UTC
From: gathings@cs.utk.edu
Message-ID: <39klhvINNrjb@duncan.cs.utk.edu>
Source record: 177680
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 1040stf $150

mouse, internal 3.5"
drive,
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 external drive

Note : Sale PENDING on above (that is
until a I get check.

Atari 400 with
extra keyboard
works fine I'm
tired of playing
pac man on it $15

2400 baud
external modem $20
works

>>> For Parts ONLY <<<<

Atari 1027 Printer $10

Atari 1050 Disk drive $25

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold within the week, I will junk.

Golando

2390. ***** 1040 and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 07:39:39 UTC
From: gathings@cs.utk.edu
Message-ID: <39kljrINNrjr@duncan.cs.utk.edu>
Source record: 177681
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 1040stf $150

mouse, internal 3.5"
drive,
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 external drive

Note : Sale PENDING on above (that is
until a I get check.

Atari 400 with
extra keyboard
works fine I'm
tired of playing
pac man on it $15

2400 baud
external modem $20
works

>>> For Parts ONLY <<<<

Atari 1027 Printer $10

Atari 1050 Disk drive $25

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold within the week, I will junk.

Golando

2391. Re: MiNTNet?

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 09:16:06 UTC
From: bug@eskimo.com
Message-ID: <Cyw4F1.69G@eskimo.com>
Source record: 177639

azog@world.std.com (azog) writes:

>I am wondering whats the deal with MiNTNet? Ive been following it
>off and on since release 0.22, and have been reading about it
>here. I downloaded .50 (the latest?), and as others have bitched
^^^
>about, its in source form.

Latest I've seen is 0.53

>Now things are a major mess. To compile the latest version of
>MiNTNet, I need to patch MiNT to like 1.11hmumble, but theres
>a bajillion patches to apply, and it still looks like a mess
>to me. Will MiNT 1.11 be released 'offically'? Why is MiNTNet
>is source form? Its not like the old Unix situation, where it
>was never known what processor the resulting binary would run
>on.

The current situation with Mint/Mintnet/Mintos is a pain. You need
to download megabytes of source just to get a reasonable facsimile
of a BSD unix system in terms of filesystem hierarchy and executables.

Until stable versions of MiNT and Mintnet (MintOS seems reasonably
stable, ATM) come out in binary form, nobody's going to take the
plunge and build a binary distribution with GOOD installation
scripts which will work more or less out the box. Personally, I
have my doubts that _anyone_ will want to be so adventurous as to
build such a distribution! Unless of course anyone's interested in
a tarfile of my / and /usr filesystems! ;-)

Cheers, Steve
--
--
Home-page under construction:
http://www.eskimo.com/~bug/

2392. Re: MiNTNet?

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 09:21:17 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <39krid$s82@nyheter.chalmers.se>
Source record: 177640

```
In article <CyvLxo.3qq@world.std.com>, azog <azog@world.std.com> wrote:
>I am wondering whats the deal with MiNTNet? Ive been following it
>off and on since release 0.22, and have been reading about it
>here. I downloaded .50 (the latest?), and as others have bitched
>about, its in source form.
>
I recently downloaded MintNet 0.5 pl5 (the latest version) and there were
binaries. Earlier releases i've downloaded have also contained both binaries
and sources...

Try atari archive; their package contain both binaries AND sources...

Christer.

--
| Chalmers | USENET: d2cg@dtek.chalmers.se | "Today I've started |
| University | SNAIL: Christer Gustavsson | earning my second |
| of | Hasselvagen 6 | million. The first |
| Technology | S-430 91 H�N� | one failed." |
```

2393. Re: Floppy fixer...

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 09:25:43 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <39krqn$6hp@golem.wcc.govt.nz>
Source record: 177641

In article <cacclin.784182904@sfu.ca>, cacclin@fraser.sfu.ca (Stephen Cacclin) writes:
>Hello all,
>
>I have a ton of floppies that were formatted with an old version of TOS.
>I need to access these with my MS-DOS system. Does anyone know of a DOS
>program that will write the extra boot/FAT info needed to use these disks?
>If no....does anyone have source to an ST program that does the same?
>
>Stephen

There can be a number of problems, but get DC Format 3.3 I think is the latest
version..

The other things are 10 sector disks and twisted formats, both can be problems
with MS DOS....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2394. HP compress DAT drives

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 09:43:00 UTC
From: Steffen_Engel@pe2.maus.de
Message-ID: <199411071143.a27366@pe2.maus.de>
Source record: 177395

-A18493@H

Hi Mark,

MB>I have got Gemar 2.20 and partly translated it,
What did you translate? There is an english RSC HLP and REAMDE included.

MB>but I saw a message recently where someone said that they had to alter
MB>something to work with a DAT drive
GEMAR works fine with HP DAT. By the time there is no known drive not
working with GEMAR.

Ciao, Steffen

2395. Re: HP compress DAT drives

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 09:45:00 UTC
From: Steffen_Engel@pe2.maus.de
Message-ID: <199411071145.a27327@pe2.maus.de>
Source record: 177435

Hi Joachim,

SJ>The only thing is that with 2.20 there is 'til now no possibility to
SJ>switch between compression / non-compression mode of the HP DAT.
And this will never be build in, I believe.
It's not good to insert features for only some streamers. It's no long time, and there will be a user, telling GEMAR does not work at all, because he switched any parameter to a vendor paramter for any streamer, but not his streamer.

As far as i know you can backup uncompressed by using an uncompressed initialized tape. So if you want to change data between your system and another system with a noncompressing drivem, you can initialize the tape on the noncompressing drive. This tape will be used uncompressed on the other drive, too.

The other possibility is a plugin for the streamer to cach for loading the tape. There you can switch compression as you want.

I do not have a drive to check for function, but it's really simple to write a plugin for this feature.

Ciao, Steffen

2396. Re: Civilization

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 09:59:13 UTC
From: davidg@cee.hw.ac.uk
Message-ID: <Cyw6Et.DsA@cee.hw.ac.uk>
Source record: 177570

THanks for every one who help me with the random world "bug". It does go by the clock and last night I got totally trashed playing a new random world.

So if you play Civ from floppy I sugest you leave your comp on for a while befour playing it. (unless you have a clock).

Big Davie.

2397. WTB: 525 Meg SCSI Tape Backup!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 10:04:31 UTC
From: bensmith@teleport.com
Message-ID: <39ku3f$d12@elaine.teleport.com>
Source record: 177571

WANTED: Inexpensive, used SCSI Tape Backup. Must do at least 525 Megs
without Compression. Should use a Tape that is standard enough that it won't
go the way of Beta. SCSI or SCSI 2. I will consider all offers that come in.
must have information on Drive including Make and Model numbers.

Please Direct all replies to bensmith@teleport.com in E-Mail.

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2398. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 10:11:46 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cyw6zM.MFC@westminster.ac.uk>
Source record: 177642

Roland Givan (rgivan@cix.compulink.co.uk) wrote:

: This has to be one of the biggest problems us serious Atari users face :-(

sad but true. :-(

: PC minded people can be very blinkered. Often I am asked what sort of
: computer I own. The expected answer is 386 or 486. When I explain I have
: a TT, their faces just go blank. Then I move onto the technical spec. They

When I say ST...they go..Oh a games machine!!!!! Truth is that PCs are
mainly used as games machines at home...so I think they are just
talking b**ll***t.

: Luckily I invariable know more about PCs than the PC owner I am talking

Same here...more than the average spotty, business suit wearing PC
owner.

: to. The line they generally fall back onto is the amount of software you
: can pirate for the PC, compared to anything else. This argument doesn't go far
: with me ;-)

Thing that gets me, is that they always say, if they could afford it,
they'd buy the software. My arguement is, if you can't afford it, then
go PD. You don't generally need all the nice things of these latest
commercial packages....

If you can afford it, then you will probably be in a business, or some
such thing. If you can't afford it, then you are not in a business or
something, and thus only need say, a WP for the occassional letter, or
something.

So why pirate?

: Piracy of software is what keeps the punters buying PCs. many PC owners
: I know just won't contemplate buying software. Why bother when you can

Something even more surprising is the numebr of PC resellers which give
you pirated software when you buy a machine from them. Roland will
probably have already read what I am going to write, as I mentioned it
on cix.

I went into a PC resellers place, cos my cuz was told to buy a PC for
someone. The guys were giving away a copy of Windows for Workgroups
with ever PC sold. The thing was that the software was not even
licenced. They had bought a personal copy, and were copying it like no
ones business. Also in the offer was Microsoft Office totally free,

again pirated. They even asked if we could get any software for
them....

Started to talk about shareware, and stuff, and I asked if they paid
for it....obvious answer....who is stupid enough to pay for that. I
asked if they used it, and they say...yes, shareware is good...in some
cases, better than the commercial stuff.

So why could these guys (who own a shop) not pay something like 20
pounds toward something they use?

Is this the average mentality of a 'IBM PC and compatible' user?

: always pirate it. Even with CD-ROM, CD-R units are dropping so much in
: price that CD-ROM piracy will be rife by this time next year.

Seen the latest Sony one, for 500 pounds? I reckon that by February,
they will have come down to around 200. Not a bad price...especially
for a back-up unit....and you can use it as a CD drive.

: they are just not interested. Somehow the view that unless you can do it
: on your own PC, then it isn't worth it - is prevelent.

Yes. I see that too. Especially with some of the PC psychos in the
department.

: I can great satisfactiong from telling people that I have Windows on my
: PC and don't use it. Not becasue I don't know how - but that it

I think I surprised my cuz when I said that too...in that I would not
run Windows or DOS on my machine. Maybe have it there for some
stuff....but otherwise not touch it.

: intrinsincly hammers the machine. A lot of the time my Pc is used as a dub
: terminal to a Unix machine anyway.

Same as me then. ;-)

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2399. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 10:13:21 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cyw72A.MHB@westminster.ac.uk>
Source record: 177643

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
: vctec@westminster.ac.uk (Denesh Bhabuta) writes:

: >cousing likes Windows and DOS so much. He hasn't even tried Unix, cos

: Can you say "Lemming" ???

:-) I like it...I like it...

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2400. looking for cubase manual

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 10:26:46 UTC
From: Bas.Hekking@phil.ruu.nl
Message-ID: <Bas.Hekking-0711941126460001@ana-dyn-28.mac.phil.ruu.nl>
Source record: 177644

Hi, I've been working with cubase for several months , but I haven't
mastered all the commands yet.A manual would definately help, so if
somebody knows where or how to get one please write....

thanx,
Bazz.

2401. WANTED: Atari ST "Video Key"

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 10:29:10 UTC
From: c581292@showme.missouri.edu
Message-ID: <31370.c581292@showme.missouri.edu>
Source record: 177525
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.hardware

I am looking for an Atari ST Video Key device (made by Practical Solutions.) If you have one and are willing to sell, please let me know via email. Thank you!

Sincerely,

Doug Neville
c581292@showme.missouri.edu
c581292@mizzou1.missouri.edu

2402. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 10:36:52 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <39l004$4cb@whitbeck.ncl.ac.uk>
Source record: 177650

In article <1994Nov3.124436.405@unix.brighton.ac.uk>, st39@unix.brighton.ac.uk (Stephen Ticehurst) writes:
>Bit of a prob, the STe can only go up to 4meg! I think Speedo GDOS is
>more for owners of Falcons, other Atari users have to continue with GDOS

No - you can buy 8Meg upgrades in to UK which install the extra RAM to be accessed in the same way as TT RAM (so you need a recent TOS to use them).

>Stephen Ticehurst /\ Editor: PDP Magazine for the Atari

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

2403. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 10:39:34 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <39l056$4cj@whitbeck.ncl.ac.uk>
Source record: 177551

In article <mnb20.39.000CC0D7@cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
>>Using a MiNT 1.11h2-beta kernal, the speed improvement over multiTOS is
>>unbelievable. It actually feels as fast - if not faster, than using straight
>>TOS4.02.
>
>And do you get all the multitasking etc?
>

Yes - TOS4.92 incorporates a new multiTOS AES as well.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------ o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

2404. Re: TOSWIN certainly is crap!! (is: how to compile MiNT 1.11)

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 10:57:48 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <39l17c$4gd@percy.cs.bham.ac.uk>
Source record: 177552

avg@cwi.nl (Annius Groenink) writes:
>
>bug@eskimo.com (Steve Woodford) writes:
>
>>You either need to download the binary for MiNT 0.95 or buy MultiTOS
>>then grab the source for the latest version and compile it yourself.
>>Last time I looked, to get to v1.11 you need to download v1.10, plus
>>a _whole stack_ of patches to get to v1.11h2.
>
>Wouldn't it be smarter to put a recent version of V1.11 on the
>archives (source code, that is)?

Yes it would! However there are only four patches:
mint1.10-1.10h8
mint1.10h8-1.10h9
mint1.10h9-1.11h1
mint1.11h1-1.11h2

Anyone want me to upload the sources to 1.11h2?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2405. Re: TOS 5 - A quick users eye view.

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 11:09:09 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <39l1sl$4n5@percy.cs.bham.ac.uk>
Source record: 177553

THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
>How about it, HiSoft (Papyrus updater program?), Maxon (Outside, etc),
>DMC, Digital Arts, ... Tell your comments, please - because I think
>that THIS is a way you could improve your customer service A LOT !

Papyrus is tricky to update, 'coz each Papyrus master disk is
seriallized. There is no such thing as a single 'updater' program, ROM
need to send a new disk. Anyway, that's what Hisoft say ;-)

But in general a smart idea - just ensure the updates are on Internet
sites, not bulletin boards etc.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2406. Re: Newsgroup Reorganisation

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 11:16:27 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <39l2ab$53c@percy.cs.bham.ac.uk>
Source record: 177554

pitchfsj@aston.ac.uk writes:
>I was just wondering, would any body object to a 'split' of
>comp.sys.atari.st.tech into c.s.a.s.hardware and c.s.a.s.programmer?

No objections. I'm sure it could be split further along those lines,
but your suggestion is acceptable to me.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2407. Re: Calamus 1.09 to PC Postscript Printer

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 11:20:32 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <39l2i0$7dh@golem.wcc.govt.nz>
Source record: 177565

In article <pmh.83.2EBE4A1C@noddy.forestry.tas.gov.au>, pmh@noddy.forestry.tas.gov.au (Peter Hopson) writes:
>Is it possible to save Calamus files in a format to be read by a PC for
>printing on a Postscript printer? Thanks for any help.
>Peter Hopson

The USA agent for DMC did bring out a converter program, it came on
the Outline disk from memory, as I don't have that disk hany at present I can't
tell you what its called...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2408. Re: SpeedoGDOS 5.2

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 11:24:12 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <39l2os$5ap@percy.cs.bham.ac.uk>
Source record: 177557

mhsmith@ornews.intel.com (Michael H Smith) writes:
>
>I was wondering if anyone has upgraded to this new version of
>SpeedoGDOS. The latest STI indicates it is available now.
>
>If anyone has, could you give us the 40,000 foot view of this package?
>Specifically, can it use all truetype fonts (such as those found in
>Windows) and, like Speedo 4.2 (??) do applications typically load
>ALL the fonts into memory? Apps such as Atari Works takes an
>excruciatingly long time (even with a very fast hard drive) when
>lots of fonts are active in Speedo.

It caches the loaded fonts, so when a second app calls vst_load_font
it doesn't read everything in again. It also creates a cache file
which it reads on boot up, thus speeding even the first vst_load_font.

Some versions of Speedo 5 break with some TrueType fonts; later
versions (5.0c) are supposed to be OK.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2409. Re: Atari FTP Site

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 11:25:39 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.50.000B6DD2@cam.ac.uk>
Source record: 177555

In article <39ddo7$4cv@whitbeck.ncl.ac.uk> Stephen Donoghue <Steve.Donoghue@ncl.ac.uk>
writes:

>Could anyone supply me wuth the names of some FTp sites which hold Atari
>ST software. I'm mainly interested in educational stuff and/or simple
>games for 6-8 year olds.

ftp://src.doc.ic.ac.uk/packages/atari/umich/

which is a mirror of

ftp://atari.archive.umich.edu/atari/

and

ftp://micros.hensa.ac.uk/micros/atari/tos/

which you really need to browse with gopher as it has meaningless directory
names.

These should both have educational software on.
--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

2410. Re: Developing Mosaic for the ST - addition

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 11:29:20 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <39l32g$5f8@percy.cs.bham.ac.uk>
Source record: 177558

d2cg@dtek.chalmers.se (Christer Gustavsson) writes:
>>2. If you've already written the SLIP/PPP code, why not release it as a
>>program that runs in a multi-tasking environment and provides anyone
>>who wants it with a socket to plug stuff like ftp, telnet and gopher
>>into?
>
>Why reinvent the wheel? Adjust MagiC or MintNet for each other, and write an
>installation program for MintNet. If you do write own sockets; do it in a
>MintNet compatible way so that programs that works with MintNet works with
>the new sockets too. This way unix stuff is easy to port as well...

1. Although the MintNet drivers are freely available, binary versions
of Mint 1.11 are not. I'm not holding my breath for a binary 1.11.

2. Kay is porting MintNet to MagiC 3.

3. We will support MintNet/MagiCNet *where available*, but will have
SLIP networking built in to support the users who do not have nor wish
to have, Mint/MagiC.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2411. Re: TOSWIN certainly is crap!! (is: how to compile MiNT 1.11)

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 11:30:15 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.51.000B816F@cam.ac.uk>
Source record: 177556

In article <39l17c$4gd@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>Yes it would! However there are only four patches:
>mint1.10-1.10h8
>mint1.10h8-1.10h9
>mint1.10h9-1.11h1
>mint1.11h1-1.11h2

>Anyone want me to upload the sources to 1.11h2?

If it's not too much trouble. I haven't managed to patch the source
successfully yet - I got an illegal instruction when applying one of the
patches, patch keeps saying it can't find a patch in the file, then working
again later, and I'm getting a few hunks failing.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

2412. RAM on F030

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 11:39:38 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39l3lq$g78@dux.dundee.ac.uk>
Source record: 176830

Are the RAM cards for the F030 32(TT) or 16bit (ST) ram?

Also what are the costs?

Rod

--
==
Roderick McCall \ 3rd Year Computing Sci. & Accounts
\ University of Dundee, Scotland
\
==

2413. Re: SpeedRes Card

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 11:43:54 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.52.000BBBB3@cam.ac.uk>
Source record: 177562

In article <4.529.335@euronetis.no> sten.lystad@euronetis.no (Sten Lystad) writes:

>Has anyone any experience with the Speed-resolution card ?
>I'm thinking of buying a accelerator,and i'm told that the speedres
>card is quite fast.I need some more info.Can anybody help ?

Basically it increases the bus speed from 16Mhz up to 20, and doubles the
processor clock to 40 (or to 32 if you switch off the bus doubling).

It's not that fast, but because it increases the bus speed it is better than
something like the PowerUp32. The best you could hope for is a little over
150% I should think.

In terms of graphics it isn't much better, but that little bit makes all the
difference, allowing 800x608x256 and 640x480x16bit.

Some people have had problems running in 40/20Mhz mode, and find that which is
best to use of 20/20 or 36/18 depends on the application.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

2414. Re: MiNTNet?

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 11:44:57 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.53.000BC026@cam.ac.uk>
Source record: 177563

In article <CyvLxo.3qq@world.std.com> azog@world.std.com (azog) writes:

>I am wondering whats the deal with MiNTNet? Ive been following it
>off and on since release 0.22, and have been reading about it
>here. I downloaded .50 (the latest?), and as others have bitched
>about, its in source form.

The latest is 0.53 and it comes in binary as well as source.

>I am wondering why, early releases were in binary form where I
>could just place the driver in the MULTITOS directory and off
>we go. Of course, even the early release wanted MiNT 1.10.

I think 1.10h9 will work actually.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

2415. Re: Opinions on Microsoft Word and Word Perfect?

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 11:55:16 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39l4j4$g78@dux.dundee.ac.uk>
Source record: 176827

Is WP for the ST still availble?
If so at what price?
Is it F030 compatible?
Also what is the current PC version?

Rod

--
==
Roderick McCall \ 3rd Year Computing Sci. & Accounts
\ University of Dundee, Scotland
\
==

2416. Re: SpeedRes Card

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 12:04:29 UTC
From: avsec@westminster.ac.uk
Message-ID: <CywC7H.55E@westminster.ac.uk>
Source record: 177566

In article <mnb20.52.000BBBB3@cam.ac.uk> mnb20@cam.ac.uk (Mark Baker) writes:
>In article <4.529.335@euronetis.no> sten.lystad@euronetis.no (Sten Lystad) writes:
>
>>Has anyone any experience with the Speed-resolution card ?

>In terms of graphics it isn't much better, but that little bit makes all the
>difference, allowing 800x608x256 and 640x480x16bit.

Can this be used in place of Screen Blaster or something like that ?
Or can you use just the software versions of these ?

All I want is to get 640x480 in True Colour mode on my VGA monitor.
I'm happy with the other resolutions.

How much is this card in the UK ?

Cheers,
Phil.

--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk

Atari Falcon030 4mb/120HD/FPU

2417. Problems installing Linux

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 12:21:20 UTC
From: hkjdv93@hv.se
Message-ID: <39l640$6fu@liberator.et.tudelft.nl>
Source record: 177569

Hi!

I need help with Linux, I tried to install it but I ran into some problems:

1. How do I mount an Atari HD partition?

2. After installing the root into my HD and editing the fstab file I rebooted
and ran Linux with bootstrap root=/dev/hda2 ro, which is my boot partition
but it didn't work very well because I got a couple of error messages saying
things like files are missing and that something is wrong with /proc
but then the big blow comes: KERNEL PANIC BUS ERROR...

3. Does anyone run Linux out there??

Please help me...

/------------------------------\
| Henrik Kjellsson |
| E-mail:hkjdv93@hermes.hv.se |
| Tel: +46-372-14560 |
| May the schwartz be with you |
\------------------------------/

2418. Accelerated Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 12:32:06 UTC
From: josk@Lise.Unit.NO
Message-ID: <39l6o6$2nf@ugle.unit.no>
Source record: 177568

Have anybody tried the Mighty Sonic accelerator? What increase in speed can I expect. I also want to add 4 or 8 Mb of TT-ram, are there any problems with compatibility?

2419. Re: Dextrous Development - Assistance needed.

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 12:44:10 UTC
From: djs@jet.uk
Message-ID: <1994Nov7.124410.15922@jet.uk>
Source record: 177621

In <399n1f$fkq@rigel.infinet.com> tdcflcn@infinet.com (Tom Chamberlain) writes:

>Check out ST Format issue 62, page 12.....

>"Dextrous is a totally different kettle of fish, replacing the monstrously
>bad GEM, and finally giving Falcon users an interface they can understand
>and use to do more than just copy the occasional file. In fact, Dextrous
>looks like it takes off where GEM stops (thats right at the beginning, then).
>Billed as the cyber-iconic file manager....."

That is completely typical of ST Format; it doesn't actually tell you what
you need to know. Is it an OS, AES, desktop, or what?
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2420. FORSALE: Atari ST/TT Software & Magazines

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 13:00:05 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <39l8cl$evb@canopus.cc.umanitoba.ca>
Source record: 177574
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
=====================================================================
SOFTWARE
=====================================================================
Laser C w/Laser Debugger........$ 30.00 (no box)
Assempro Assembler Language.....$ 30.00 (no box)
OSS Personal Pascal.............$ 30.00 (no box)

Night Shift.....................$ 15.00 (cute fun Lucasfilm platform/action)
Paladin (rpg)...................$ 12.00 (excellent rpg game)
Firezone........................$ 6.00
TV Sports Football..............$ 5.00

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

STart magazine:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total + 21 disks.....$21 + shipping

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ AtariTT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ Dr.Who SCTV Unix $ the subject: SEND INDEX
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

2421. Re: looking for cubase manual

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 13:08:30 UTC
From: em09@liverpool.ac.uk
Message-ID: <CywF67.M6@liverpool.ac.uk>
Source record: 177576

Bas Hekking (Bas.Hekking@phil.ruu.nl) wrote:
: Hi, I've been working with cubase for several months , but I haven't
: mastered all the commands yet.A manual would definately help, so if
: somebody knows where or how to get one please write....

: thanx,
: Bazz.

Cubase comes with a very good manual which you should have received
with the package. Get in touch with the place where you bought it
and find out why they did not supply the manual.

John.
--
Mechanical Engineering Department John Boyes
University of Liverpool
P.O. Box 147 Email: em09@liverpool.ac.uk
Liverpool Phone: +44 (0)151-794-4861
L69 3BX (U.K.) Fax: +44 (0)151-794-4848

2422. Problems with Calamus /UK Tos

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 13:13:34 UTC
From: josk@Lise.Unit.NO
Message-ID: <39l95u$2nf@ugle.unit.no>
Source record: 177575

When I try to run Calamus 1.09 on a Mega SPath: lise.unit.no!josk
Newsgroups: comp.sys.atari.st
Distribution: world
Followup-To:
From: josk@Lise.Unit.NO (Jo Even Skarstein)
Organization: Norwegian Institute of Technology
Subject: Problems with Calamus /UK Tos

When I try to run Calamus 1.09 on a Mega STE with UK TOS 2.06, I just get
a message "Calamus doesn't work on this TOS". I've got the same problem with
my Falcon with UK keyboard driver installed. When I use the german keyboard-
driver it works fine, go I guess that it is the keyboard-driver that causes the
problem. Does anybody knows how to fix this?

2423. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 13:46:32 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <39lb3o$aku@percy.cs.bham.ac.uk>
Source record: 177577

sheppard_r@ix.wcc.govt.nz writes:
>From what I have read Hisoft was the agent, also at that time Shift closed
>down..??

Not so, Working Title sold the program themselves in the UK.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2424. Atari show in Glasgow?

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 13:54:36 UTC
From: emdu02@castle.ed.ac.uk
Message-ID: <CywHB1.Fo0@festival.ed.ac.uk>
Source record: 177697

Does anyone know of an Atari show in Glasgow this month. I recall seeing an column about it, maybe in a Europress magazine. Please email me with any information about it.

Thanks Alan.

2425. Re: Opinions on Microsoft Word and Word Perfect?

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 14:03:24 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-0711940903240001@flash.comm.mtholyoke.edu>
Source record: 177578

In article <39he52$7u@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell) wrote:

> Can anyone give me an opinion of the ST versions of Microsoft Word and
> Word Perfect. These are "premier" word processors in other platforms and
> I'm curious to know how ST owners would rate them against other ST word
> processors out there. What are the pros and cons of each?

Papyrus Gold is basically a clone of Microsoft Word 4, with a ton of new features added in (which feature wise make it very close to Word 6).

--
Rick Flashman, President Tel 413.247.5620
Gribnif Software Fax 413.247.5622
P.O. Box 779, Northampton, MA 01061-0779 rflashma@mtholyoke.edu
For information or technical support, contact "gribnif@genie.geis.com"

2426. Atari ST Manager games!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 14:04:44 UTC
From: cherub@tlti.tokem.fi
Message-ID: <39lc5s$aoe@tethys.otol.fi>
Source record: 177580


```
:-----------------------:
: Petri Koponen :
: Cherub@tlti.tokem.fi :
: +358-698-430651 :
: *Come as you are* :
:-----------------------:
```

2427. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 14:05:09 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-0711940905090001@flash.comm.mtholyoke.edu>
Source record: 177579

In article <39h06r$19f@gumby.cc.wmich.edu>, obryan@gumby.cc.wmich.edu
(Joan O'Bryan) wrote:

> So, why didn't you take legal action? Seems like a pretty clear-cut case.
> And with substantial lost sales, it seems that the financial motivations
> would be pretty high?
>
> When there are no repercussions for actions such as these, what's to stop
> somebody from doing it again?

The cost of taking legal action in a foreign country (UK) was and is
simply prohibitive for a small company like ours, especially after having
lost one of our revenue sources.

--
Rick Flashman, President Tel 413.247.5620
Gribnif Software Fax 413.247.5622
P.O. Box 779, Northampton, MA 01061-0779 rflashma@mtholyoke.edu
For information or technical support, contact "gribnif@genie.geis.com"

2428. Re: Jag Joypad

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 14:18:24 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39lcvg$q0b@bs33n.staffs.ac.uk>
Source record: 177581

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:
: I was feeling depressed at spending 24.95 on a joypad, but then I saw the
: price of a 3d0 joypad (39.95) and that made me feel better :)

: Now I can play Llamazap & Steel Talons........

: Craig.

I think Tautology supports the Joypad. Hey I know for sure that there is
a little util called PowerMouse which lets you use the Joypad instead of
the mouse and all the buttons do different things like Double Click,
Click and Hold, etc... :)

How about a Joypad library for Hisoft Basic? :-)

Richard Davey
Falcon Owners Group (UK)
--
email here is his and miss!
or: requiem@armory.com

2429. Re: No audio from ExtenDOS Pro

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 14:31:48 UTC
From: graham@insignia.co.uk
Message-ID: <CywJ11.Huu@isltd.insignia.com>
Source record: 177607

```
In article gem5p@sv.span.com, ben@sv.span.com (Ben Willcox) writes:
>In article <38snec$iv3@crl7.crl.com>,
>Sam McGee <sammcgee@crl.com> wrote:
>
>>So it seems that the ED Pro cdaudio.prg requires the CD drive to have an
>>audio output. Do all drives have a headphone jack?
>
>No, but all the drives I've seen have an audio output on the back of the
>bare CD drive. If your drive is in a case you'll have to do a bodge job
>on it, and you'll need a special lead which has a wierd plug on it.
>
```

The Apple CD300e (the new version), for example, can send the audio over the SCSI. Perhaps cdaudio.prg is just a panel for managing the CD and cannot map such audio data to the Host audio out.

2430. Re: hi-speed modem on ST?

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 14:42:34 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <39lecq$22g@mailer.fsu.edu>
Source record: 177608

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
> There is a modification which will allow an STx to be able to use
> 38400 baud by remapping speeds like 300 baud or whatever to 38400
> baud. AFAIK this is the "RSVE" mod', which can apparently be quite
> tricky to find the bits for. And buying the constructed device
> from the author of the software patch costs about 5x what the device
> would cost if you made it yourself.

The info here is a bit jumbled. First, there are a number of hardware mods, each with differing capabilities (there is one really easy one that gives 38400 only, RSVE is more complicated but can also give much higher speeds). Second, the ability to map new speeds onto old unused ones is done through software (hsmoda04, in fact), not hardware, and can be experimented with before doing any modifications, if desired. For example, there are some programs out there that only go up to 9600 baud, and hsmoda04 can be used to get 19200 in these programs. In the directory /Utilities/Tosfixes, check out 38400.lzh, fser096b.lzh and rsve_1.lzh. In /Telecomm, check out turbors.lzh. These are all the hardware serial mods I know about on atari.archive.

I'm not sure how hard it is to build an RSVE board, but the author sells a super-tiny version for less than 100DM (could be much less, like 50-60DM, I cannot remember). Either price is pretty cheap IMHO. Compare this to the cost of a PC fast serial card, or even a Falcon/TT upgrade :-). For 8mHz or 16mHz ST or STE machines, RSVE gives you more serial speeds than the CPU can handle. I think the max for the board is up around 150,000 bps, but an 8mHz 68000 can only really handle around 57600 (if it does absolutely nothing else but process serial interrupts). I presume you could approximately double that for a 16mHz CPU. Something like a PAC/33 could probably use RSVE full bore. The RSVE/HSMODA04 docs discuss this in more detail.

I am in no way connected with the author of RSVE/HSMODA04, nor do I own an RSVE board (though I threaten to buy one about once a month).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2431. Re: Floppy fixer...

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 14:47:50 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <39lemm$22g@mailer.fsu.edu>
Source record: 177609

Stephen Cacclin (cacclin@fraser.sfu.ca) wrote:
> I have a ton of floppies that were formatted with an old version of TOS.
> I need to access these with my MS-DOS system. Does anyone know of a DOS
> program that will write the extra boot/FAT info needed to use these disks?
> If no....does anyone have source to an ST program that does the same?

Look on atari.archive.umich.edu, /Misc/st2dos.zip. This is a PC program
that rewrites the ST bootsector with a proper PC one, and thus should do what
you want. For an ST program, try DC Formatter in /Utilities/Dc. Hope that
helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2432. HSMODA04 doesn't work with Stalker 3?

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 15:06:23 UTC
From: selick@acs4.bu.edu
Message-ID: <39lfpf$icl@news.bu.edu>
Source record: 177617

While HSMODA04 seems to work fine with Uniterm and GSZRZ, I can't seem to get it to work with Stalker 3.0. Is this a configuration problem, or should I notify Gribnif that it is incompatible?

Thanks,
Steve
selick@acs.bu.edu

2433. Neodesk 3.04 patch

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 15:08:33 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <CywKqA.CrG@freenet.carleton.ca>
Source record: 177629

The subject says it all. Could someone please give me the address of a gopher or FTp site that has the Neodesk 3.04 patch? If not, the number of a BBS that I could DL it from? Or, if some kind sould could please uuencode it and mail it to me? Thanks a lot!

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

2434. Help with Xferring Atari FTP Files

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 15:48:19 UTC
From: bd@st-andrews.ac.uk
Message-ID: <39li83$co0@calvin.st-and.ac.uk>
Source record: 177584

Help!
I'm new to this newsgroup, so please forgive me if I'm asking something that has already been asked.
My problem is in successfuly transferring Atari files from anonymous FTP sites.

I am using an apple LCii. I manage to get the files from the FTP site to the Mac with no problem. I then use Mac FileTransfer to transfer the files to an MS-DOS format disk, and then take this to my ST. The files are there, but when I try to dearchive them (and this happens with both ZIPped and LHarced files), I just get lots of errors (the most common being a CRC Checksum.

I am aware that the CRC error is a Cyclic redundancy checksum error, and that this probably means the file has been corrupted at some stage.

If anyone has tried something similar, and succeeded, I'd be very grateful to hear from you..

Thanks in advance,

Brian(bd@st-and.ac.uk)

Brian (bd@st-and.ac.uk)
C
I am aware that the CRC ch

sites.

2435. Re: SpeedoGDOS [5.2] 5.0c

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 15:57:11 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Nov7.155711.5927@dmu.ac.uk>
Source record: 177632

In article <39ftn9$q7t@mercury.dur.ac.uk>, M J Maisey <M.J.Maisey@durham.ac.uk> writes:
> Steve Payne (srp20@cam.ac.uk) wrote:
>
> : Can I upgrade from the 'free' version I got with my Falcon or do I have
> : to fork out the full wack? Also, does this mean it can take Mac TType
> : fonts (I have many...).
>
> I'm afraid it only uses PC-style TT fonts. But the good news is yes, you
> can upgrade from the version you got with your machine.
>
> ATB,

I didn't get Speedo with my Falcon, how can I get hold of a free copy????
BTW I bought my Falcon in the UK, there was nothing on the Hard Disk, and I
got MultiTos on floppy.....

Thanks....

Alan.

>
> Martin
> --------------
> M.J.Maisey@durham.ac.uk
> http://www.dur.ac.uk/~d408x2/

2436. Falcon 32 MHz and Cubase?

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 16:06:17 UTC
From: glenn@loose.apana.org.au
Message-ID: <39lj9p$m9@loose.apana.org.au>
Source record: 177594

I would like to hear from anyone who uses Cubase Audio on a 32 MHz
upgraded Falcon.
Specifically, does the extra oomph mean the s/ware runs faster and are
there any compatabilty problems?

--

Glenn Reither glenn@loose.apana.org.au
"If you owned the word 'copyright' would you own everything?"

2437. GEMVIEW 3.08 now available at HENSA

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 16:08:24 UTC
From: vctec@westminster.ac.uk
Message-ID: <CywnI1.K6s@westminster.ac.uk>
Source record: 177572

GEMVIEW 3.08 is available at HENSA, and this is the full English version. Seems faster than 3.06, and has some more modules. Has bug fixes over v3.06.

Available from

micros.hensa.ac.uk

in:
micros/atari/tos/o/o017

filenames:
gvw3inst.app.gz
gvw_doc3.pax.gz
gvw_lies.txt.gz
gvw_mdl2.pax.gz
gvw_pic0.pax.gz
gvw_tol2.pax.gz
gvw_v308.pax.gz

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2438. Re: No More GEnie...

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 16:11:33 UTC
From: blade01@pplnet.com
Message-ID: <20917OUUQBJNGNSOSWT@pplnet.com>
Source record: 177590

IG>While DELPHI is working on a graphic front end, initially for
Windows, they
IG>have repeatedly affirmed their commitment to continued support for text base
IG>users. The two systems may work in parallel, with the user choosing which
IG>one to use.
IG>
IG>DELPHI Atari users will not be abandoned for the Windows herd.
IG>
IG>--Gordie Meyer
IG> Asst. Area Manager - DELPHI's Atari Advantage SIG
IG> biblinski@delphi.com

Thanks, Gordie, you have reaffirmed my decision to subscribe to Delphi
as soon as finances permit.

□
□ Rich Tietjens aka Captain Blade * from The Captain's Lounge □
□ Home of GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org □
□ STarship BBS * Quark's Holosuites * Hubworld □
□ 1-713-682-7474 * 24 hours/7 days * 14.4k bps * v.32bis/v.42bis □
□ 1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn □
□ 51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn □
□

--
Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

2439. ST-Guide (English) v2

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 16:13:42 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cywnqu.Kn2@westminster.ac.uk>
Source record: 177573

v2.0 of the English ST-Guide is now on-line at HENSA.

grab it from : micros.hensa.ac.uk
in
micros/atari/tos/o/o001

files available:
+ stguide2.lzh: containing ST-Guide, HCP, STool and Reflink

+ stg_util.lzh: containing 1st-Conv, PC-Conv, MAN2STG, with source
codes for each.

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2440. Booting older TOS vers. from disk??

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 16:48:32 UTC
From: georg@dali.nlp.physik.th-darmstadt.de
Message-ID: <GEORG.94Nov7174833@dali.nlp.physik.th-darmstadt.de>
Source record: 177589

I got a STE with TOS 2.06 and now have problems with some of the older
applications, which won't run on this TOS, but did with TOS 1.2.
I have a stoneage TOS 1.0 on disk, which fixes the problem, but I hate
the look of the icons and there are some problems with the harddisk.

Is there a way to create a boot disk from a ROM TOS or can I get
somewhere a bootdisk with TOS 1.2

Thanks for listening,

Georg.
--

+ Georg Mueller, Darmstadt, Germany + georg@nlp.physik.th-darmstadt.de +

2441. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 16:50:53 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <39lltd$hs4@percy.cs.bham.ac.uk>
Source record: 177588

jyoung57@delphi.com writes:
>Tommi Hietavuo TKKK <THIETAVUO@FINABO.ABO.FI> writes:
>
>>different tastes. I like TOS/GEM, even with its problems - and I'm expecting
>>that the new MagiC might be just what I need...
>
>
>In response to your comments about the new MagiC...Is there a newer
>version than 2.0 coming out? I haven't heard any whispering...

MagiC 3.0 is due later this year (hm, there's not much of it left now :-)

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2442. Re: Best Program For Modem for Atari ST 1040

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 17:04:19 UTC
From: gkirka@isle.waterloo-rdp.on.ca
Message-ID: <1994Nov7.170419.886@isle.waterloo-rdp.on.ca>
Source record: 177523

blade01@pplnet.com wrote:

: IN>Does anybody knows which is the best program
: IN>for communication with modem for ST 1040 ?

: IN>Rufus isn't so good ...

: Possibilities:

: Uniterm (Public Domain)
: ANSIterm (shareware)
: Freeze-Dried Terminal (unsupported shareware)
: TAZ (supported and truly EXCELLENT shareware)

: I'm using TAZ primarily, and ANSIterm somewhat.

I'd like to use TAZ myself (Actually I do when I get the chance) but unfortunately development is still going on on the faster modem ports and the hi-rez screen of the TT. I have to use Connect unfortunately to get these features.

(I am biased towards Taz, I know the authors)

2443. Drivert/Divert?

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 17:56:33 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <39lpoh$sni@charm.magnus.acs.ohio-state.edu>
Source record: 177592

Hi, I've searched high and low for a program called either 'Drivert' or 'Divert' that supposedly will allow me to switch drives A & B through software. My problems with drive A have now made it impossible to use the NeoDesk 4.0x to 4.04 patch because it (of course) insists on having a disk in drive A (arrgghhhhhhh!-). Apparenly a program called pchrome was supposed to have this program with it (or so I was told), but no such luck in the two versions of pchrome I downloaded... BTW, thanks to all who have helped with this problem in the past. Maybe I'll have to break down and do the hardware mod instead, but I prefer a software solution (of course).

So, could some kind soul please tell me where, and by what filename, to find this software? Thanks!!!!!!

Toodles!-)

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

2444. Re: Problems with PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 18:30:40 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941107Z183040.210dbrewood@nest.demon.co.uk>
Source record: 177548

> >PS. I also got the Apple Quicktime and also the Microsoft AVI movie formats,
> >would many of you register if I did Quicktime and AVI Falcon movie players?

Seconded 100%!! Go for it!

--


```
==========================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
==========================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Screen Eye and Audio/Photo CD =
= Beta testing on the Falcon.......: Extendos PRO / Apex Media / Super SAM =
= F-Search / CB-Zone / CD Sound / GEM Bench. =
= FTN system beta testing: JetMail, Semper, LFA, AutoFile, and Tidyfile. =
==========================================================================
```

2445. Prospero FORTRAN still supported?

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 19:26:32 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <Cywwo8.EpH@watserv2.uwaterloo.ca>
Source record: 177514

I recently acquired Prospero FORTRAN (TT version) and I have a few
questions:

1) Is Prospero software still in business?

2) Do they still support this product

3) Is the address on the registration card (190 Castelnau, London UK)
still valid

4) My version is mmt1.108 (TT). Is there a more recent version?

5) Are there updated GEm bindings for AES 4.x or do I have to
these myself?

I do a lot of consulting work in FORTRAN (don't ask) so I thought
this would be a good way to stay home and work :-). It is a very
complete compiler and I just want to make sure I have the latest
one - the README file is mid-1992 so it's not that old.

Thanks,
Sam

+--+
| Samy Mesbah "Karma can only be apportioned by the cosmos" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+--+
| "Men go crazy in congregations but they only get better one by one" |
| -Sting, _All This Time_ |
+--+

2446. Re: Developing Mosaic for

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 19:30:47 UTC
From: avg@cwi.nl
Message-ID: <avg.784236647@news.cwi.nl>
Source record: 177595

erlingh@nova.pvv.unit.no (Erling Henanger) writes:

>You don't have to learn all the features of mint. Just copy mintnp.prg
>to your auto folder and that's that. You won't notice it until you
>need the extra features.

In general you will notice before you leave your AUTO folder. I have
installed MiNT several times, and usually it takes a few hours to
set everything up to run without problems.

Unless you really mean to say: empty your AUTO folder, and add just
mintnp.prg...

>You want unix sockets ?
>Copy sockdev.xdd into your c:\mint folder.
>You want slip ?
>Copy slip.xif into your c:\mint folder.

You want to USE slip? Prepare for a few days of hard labour :-)

>Then with avg's "easy-to-use-even-for-lusers" config program, you can
>configure your ip-number, organization name etc. in nice gem dialog
>boxes. Probably even so nice that it contains a powerful help system
>that will tell you what an ip-number etc. is.

Yes, that is what we're aiming for.

>That was my thought. I don't see how that could confuse anyone.
>Perhaps his configuration program could even copy
>mint[np].prg, socket.xdd + friends to the proper directories for you.

This would be really hard to do in a fool-proof way. Anything wrong
in the auto folder and the system hangs (forever, if you're a naive
user...)

--
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2447. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 19:36:01 UTC
From: avg@cwi.nl
Message-ID: <avg.784236961@news.cwi.nl>
Source record: 177596

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>*All* configuration information (IMHO) should be available from a dialog
>box, but it should be stored in a plain ASCII file. Oh, and there's no
>reason for it to be as cryptic as DESKTOP.INF...

I agree.

>MiNT-1.11 is going to be released in binary form. It will be MiNT-net

You forgot to add 'hopefully'.

>aware "out of the box". There's no reason why your application couldn't
>come with MiNT and MiNT-net and install it, and set it up for the user.

[...]

>So what you're saying is that you'll develop everything from scratch,
>and it'll be buggy, and it'll take you years to finish, and it won't be
>compatible with MiNT-net (which is the *standard* as far as Atari is
>concerned; otherwise, why would the be releasing a binary MiNT-1.11 to
>the public?), etc.

Atari is too much 'dead' for still having one standard. As anyone
knows, there are some 3--4 standards around today.

>I suppose you're going to ignore the TMP environment variable, too, and
>store all your temp files in the directory with the app? Or maybe just
>keep 'em all in memory?

The TMP variable doesn't have a meaning on the Atari. It is UNIX.
Here's my objection to MiNT: it blindly adopts 90% of UNIX. I wish
people had used some more phantasy.

>>As far as telnet is concerned, this is not essential for a web
>>browser. One hardly encounters links to telnet sessions. Most
>>important are http and ftp.

I agree.

>True, but you get telnet off the gopher: links. If you supported
>MiNT-net, your telnet could still run while your web browser ran.

I presume you planned to use TOSWIN as a front end? Ugh.

>So, what if your Swiss Knife doesn't do everything? You have to go out
>and find another one. More $$$, more storage, and lots of wasted stuff
>where the two knives overlap in functionality.

That's what commercial developers earn their living with, isn't it?

>I guess you've been ignoring all of the dozens of posts stating:

>* MiNT-1.11 (which is MiNT-net aware) will be distributed in binary
>* there's no reason why your INSTALL.APP couldn't install MiNT, and
> all the MiNT-net stuff you'd need

I haven't ignored those. They have made me sick, and that's why
I am being a bit agitated on the news. MiNT 1.11 may not be available
at all, as Atari have dropped the 68k line and will never find it
worth the time and effort to do even such a simple thing as to write
that GPL licence.

It would be *very* hard to write an install program that installs
MiNT and MiNTnet so that it works on any system.

>It sounds like you're making excuses... is it because you don't want to
>collect this stuff and distribute it, or because you've already wasted
>some time developing IP stuff and socket stuff that isn't MiNT-net
>compatible?

I am merely investigating my options. My conclusions so far are that
from a programmer's point of view it is definitely easier to go for
MiNTnet, but from a user's point of view, it seems that built-in
support is more important.

>You're not looking at the big picture. Tell me why your INSTALL program
>can't take care of everything for the user? I'd say "free" sockets,
>"free" IP, "free" telnet, "free" multitasking, etc would be quite a win
>for someone wanting to cash in on the current WWW craze as quickly as
>possibles. Or were you planning on offering this for sale in three
>years when everyone has moved on to new machines?

I don't want to participate in a project that makes every Atari
look like a bad imitation of a UNIX box. If that's what you want,
get a cheap 486. Atari must remain Atari at all cost.

--
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2448. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 19:45:32 UTC
From: avg@cwi.nl
Message-ID: <avg.784237532@news.cwi.nl>
Source record: 177597

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <avg.783626816@news.cwi.nl>, Annius Groenink writes:
>>It is usually GIF. That can be handled efficiently even on an ST.
>>Most web browsers allow you to load the text first, while the images
>>come up later, either automatically or on command.

>The best way to handle inlines is the way NetScape handles it; you can
>read through the page _while_ the inlines are loadin, the inlines are
>displayed as they come through (works great for interlaced GIFs), and it
>loads several inlines at a time. VERY nice.

...very nice but a *real* challenge on a TOS machine... not sure we
will manage (but of course we will try.)

--
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2449. Poker, Wallstreet Wizard

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 19:46:06 UTC
From: ad339@freenet.unbc.edu
Message-ID: <39m06f$la@freenet.unbc.edu>
Source record: 177233

Does anyone know of serious poker software for the ST? I enjoy the game
but rarely get the chance.

Also there was a game being developed in Germany several years ago called
"Wallstreet Wizard" I believe. Does anyone know if it was ever released
in English? I sent a letter to the company but never got a reply.
--
Ed T. "If there's one thing that abounds it's misinformation"
Prince George Freenet.
B.C., CANADA
Ad339@freenet.unbc..edu

2450. Re: MiNT: time and energy (was developing Mosaic)

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 19:47:00 UTC
From: avg@cwi.nl
Message-ID: <avg.784237620@news.cwi.nl>
Source record: 177598

sourada@iastate.edu (Steven D Ourada) writes:

>In <avg.784146981@news.cwi.nl> avg@cwi.nl (Annius Groenink) writes:

>>I finally managed to install MiNTnet... but not to run it! Took
>>me a whole pack of aspirin. But don't expect me to be able to
>>set up a SLIP line on a null modem cable though. I saved that for
>>next week!

>But you think you're qualified to _write_ a networking package?? If it
>takes you longer than about an hour and a half to install MiNTnet and

The best software packages are insprired by irritation over existing
solutions.

>run it, you're not exactly a wizard of networking. Maybe you could be
>trusted to write a flashy little UI for it, but...

Wait and see. Everyone has a different personal learning curve.

>>Why is it that what people seem to find most important of UNIX to
>>be preserved in clones such as MiNT, seems to be its
>>user-unfriendliness?

>Yep, user-unfriendliness is the key. Certainly not flexibility,
>interoperability, compatibility, or conceptual simplicity.

That's right. User-friendliness first, then the rest. UNIX is
fine where flex, inter and comp are concerned, but if the user
interface stinks then it ends up being useless except to a few
scientists who know how to use it.

--
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2451. Re: looking for cubase manual

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 20:02:21 UTC
From: hjv@phil.ruu.nl
Message-ID: <39m14d$lvc@chico.staf.phil.ruu.nl>
Source record: 177593

Bas.Hekking@phil.ruu.nl (Bas Hekking) writes:

>Hi, I've been working with cubase for several months , but I haven't
>mastered all the commands yet.A manual would definately help, so if
>somebody knows where or how to get one please write....

How about buying a legal copy of Cubase, *with* manual, sucker.

Geesh, and now I notice this *&$% is even from my own faculty...

So: all you out there: please don't mailbomb this fool, since crashing his
system would mean crashing mine too :-).

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)

... I'd rather die than find myself betrayed again ...

2452. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 20:49:20 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <39m3sg$3aq@nyheter.chalmers.se>
Source record: 177599

```
>>It sounds like you're making excuses... is it because you don't want to
>>collect this stuff and distribute it, or because you've already wasted
>>some time developing IP stuff and socket stuff that isn't MiNT-net
>>compatible?
>
>I am merely investigating my options. My conclusions so far are that
>from a programmer's point of view it is definitely easier to go for
>MiNTnet, but from a user's point of view, it seems that built-in
>support is more important.
>
Why don't you start with MintNet to get things going, and when you have a
working version make your own builtin support? IF you get MintNet going
that is ;-).

Good luck with the project!

Christer.

--
| Chalmers | USENET: d2cg@dtek.chalmers.se | "Today I've started |
| University | SNAIL: Christer Gustavsson | earning my second |
| of | Hasselvagen 6 | million. The first |
| Technology | S-430 91 H?N? | one failed." |
```

2453. Re: Help with Xferring Atari FTP Files

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 21:00:59 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.12.001004A8@lobby.ti.com>
Source record: 177508

In article <39li83$co0@calvin.st-and.ac.uk> bd@st-andrews.ac.uk (Brian Duff) writes:

>I am using an apple LCii. I manage to get the files from the FTP site to the
>Mac with no problem. I then use Mac FileTransfer to transfer the files to an
>MS-DOS format disk, and then take this to my ST. The files are there, but
>when I try to dearchive them (and this happens with both ZIPped and LHarced
>files), I just get lots of errors (the most common being a CRC Checksum.

>I am aware that the CRC error is a Cyclic redundancy checksum error, and that
>this probably means the file has been corrupted at some stage.

>If anyone has tried something similar, and succeeded, I'd be very grateful to
>hear from you..

I don't use a Mac but have transfered files from an ftp site to a Unix box
then to a PC then to my ST. Only the last part is via floppy, while the rest
is via FTP program. Your problems sounds like you did not use BINARY file
transfer for your ftp. Try typing 'bin' on the ftp prompt.

Regards
William

2454. Problems with Calamus /UK

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 21:09:51 UTC
From: larserik@oslonett.no
Message-ID: <39m52v$cf1@hasle.oslonett.no>
Source record: 177600

> When I try to run Calamus 1.09 on a Mega STE with UK TOS 2.06, I just get
> a message "Calamus doesn't work on this TOS". I've got the same problem

I think som German programs check the translation/scan code table for some keys. I run 1.09 with TOS 2.06, but I use the new keyboard layout that have the E with ' and the U with " on the same plave as in Germany...

Anyway... My keyboard driver NORKEY5 and NORKEY6, and the Atari Norway driver NORTAST1 (all three written by me) all support this setup, and the programs are small and completly free - just mail me a request !!

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Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

2455. Floppy fixer...

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 21:10:01 UTC
From: larserik@oslonett.no
Message-ID: <39m539$chs@hasle.oslonett.no>
Source record: 177501

> I have a ton of floppies that were formatted with an old version of TOS.
> I need to access these with my MS-DOS system. Does anyone know of a DOS
> program that will write the extra boot/FAT info needed to use these disks?
> If no....does anyone have source to an ST program that does the same?

Immunize the disks with Protect6 or another anti-virus program that writes
an IBM bootable bootsector. It's only a few bytes at the start of the
bootsector that needs to be changed to allow MS-DOS to read the disks.

If you don't have PROTECT I can mail it to you (It's very small).
Just give me a hint !

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2456. Re: Overscan modification

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 21:10:04 UTC
From: larserik@oslonett.no
Message-ID: <39m53c$cin@hasle.oslonett.no>
Source record: 177502

> Try "Monster", "Double", "Bigscreen", and/or "Stretch". These will all
> increase the screen size on your STE, by creating a "virtual" screen
> which can be scrolled around. "Double" will also double the x

And for Double2, the program is so small that it is easily transferred
as a uuencoded message. Just mail me a request and I'll send a copy !!

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2457. CFV: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 21:42:27 UTC
From: rdippold@qualcomm.com
Message-ID: <comp.sys.atari.programmer-CFV1@uunet.uu.net>
Source record: 177503
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

```
FIRST CALL FOR VOTES (of 2)
unmoderated group comp.sys.atari.programmer

Newsgroups line:
comp.sys.atari.programmer Programming on the Atari computer.

Votes must be received by 23:59:59 UTC, 28 November 1994.

After this CFV appears on news.announce.newgroups it will be sent to
the mailing lists lexicor-list, gem-list mailing list, gem-magazine.

This vote is being conducted by a neutral third party. For voting
questions only contact rdippold@qualcomm.com. For questions about the
proposed group contact Yat Siu <ysiu@lexicor.com>

CHARTER

Summary: a newsgroup for the discussion of programming on the atari
TOS or 8bit computer and any clones or otherwise

The proposed group will provide a forum for the discussion of
programming queries, discussions of techniques or anything else that is
related to programming on the atari for any language that exist on the
atari (scheme, gcc, c, basic, pascal, assembler etc.)

Justification:

There are currently several comp.sys.atari.* newsgroups, however
none cover the aspect of programming questions. Atari Computer systems
(8bit, 16 or 32bit and clones) have various development tools from other
third party developers, some of which are very good. Atari Users require
a forum where they can ask questions about programming in any language.

This new newsgroup is also meant to encourage programming on the
atari and asking questions regarding programming. Very often programming
questions are asked in other forums, but they either don't get a reply or
ignored because it is not related to the topic. Atari Computers have got
a user base of programmers who need to support each other on the usenet on
a more global scale, and it should also help third party developers for
atari development tools read and see what programmers use/require/want.

HOW TO VOTE

Send MAIL to: voting@qualcomm.com
Just Replying should work if you are not reading this on a mailing list.
```

Your mail message should contain one of the following statements:
I vote YES on comp.sys.atari.programmer
I vote NO on comp.sys.atari.programmer

You may also ABSTAIN in place of YES/NO - this will not affect the outcome. Anything else may be rejected by the automatic vote counting program. The votetaker will respond to your received ballots with a personal acknowledgement by mail - if you do not receive one within several days, try again. It's your responsibility to make sure your vote is registered correctly.

One vote counted per person, no more than one per account. Addresses and votes of all voters will be published in the final voting results list.

2458. Adress of Cybercube

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 22:22:40 UTC
From: kemeny@rhrk.uni-kl.de
Message-ID: <1994Nov7.222240.17113@rhrk.uni-kl.de>
Source record: 177507

Hallo,
I'm looking for the e-mail adress of Cybercube Research. There is an old one "cybercube.research@canrem.com" but the ""postmaster" there does not know them

Greetings Gunther

--

2459. Re: Problems with Calamus /UK Tos

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 22:29:32 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <39m9oc$dgi@golem.wcc.govt.nz>
Source record: 177506

In article <39l95u$2nf@ugle.unit.no>, josk@Lise.Unit.NO (Jo Even Skarstein) writes:
>When I try to run Calamus 1.09 on a Mega SPath: lise.unit.no!josk
>Newsgroups: comp.sys.atari.st
>Distribution: world
>Followup-To:
>From: josk@Lise.Unit.NO (Jo Even Skarstein)
>Organization: Norwegian Institute of Technology
>Subject: Problems with Calamus /UK Tos
>
>When I try to run Calamus 1.09 on a Mega STE with UK TOS 2.06, I just get
>a message "Calamus doesn't work on this TOS". I've got the same problem with

This is a Big problem with Calamus, as its locked to the Country, you will need
to get a UK version of Calamus as their is no other way to fix it...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2460. Magazine Blow Out Sale!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 23:32:40 UTC
From: Mark Santora <santora@delphi.com>
Message-ID: <Je5Wzlw.santora@delphi.com>
Source record: 177509

ATTENTION:

Prepare yourselves for the BIGGEST MAGAZINE BLOW OUT you've ever experienced!

PLEASE NOTE: Each magazine is for sale as a SET ONLY. I will not break them up.

FOR SALE:

Electronic Games(2600, Intellivision, Coleco)
-this is the Original folks! I have sparadic copies of this mag and I am looking to only sell them as a SET.

EGM(current)
-what can I say except I have them mixed from when they were bimonthly.

Atari Explorer
-the sparadic inhouse atari mag. mixed issues.

ST Log
-Analog's ST mag.

START
-Antic's ST mag.

Current Notes
-The hands down BEST Atari mag, ever. Written by users for users.

ST USER (European)
with disks

ST FORMAT (European)
with disks from issue #1!

ST ACTION (European)
with discs

STARLOG
Since Issue 35 to about 2 years ago. Good to excellent quality.

There are more still burried in my basement, I will add to the list as I find them...

If you are looking for specific issue numbers, write me back and I will email you specifics on each mag. This is an AUCTION. I will update it weekly for the the 3 weeks! This auction ends on November

31st.

REPLIES TO:

M.SANTORA2@GENIE.GEIS.COM

2461. Re: B & C Computervisions

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 23:43:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.qpswUcfQhEQ@semprini.waterloo-rdp.on.ca>
Source record: 177456

In <17063B584S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>, L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>Just a note of interest - one of the few remaining Atari computer stores left
>in the S.F. Bay Area has moved to a smaller location, and recently mailed out
>a catalogue of sorts. B&C Computervisions of Santa Clara, California, has
>moved from its Scott Ave. location to a new, very small storefront at 1725 De
>La Cruz Blvd, #7, Santa Clara, Ca., 95050-3011 - telephone (408) 986-9960 -
>fax telephone (408) 986-9968. They are now open only three days a week,
>Thursday, Friday, and Saturday. Theey have lots of Atari stuff including ST,
>Falcon, Jaguar, 8-bit, etc. Check 'em out. --Mark van Wyk

I guess they have lots of stuff, but not many customers. :-(If they
were serious about business, they should probably branch out
(personally, I'd love to run a store that sold only 'A' things... Atari,
Amiga, Apple).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

2462. Re: Opinions on Microsoft Word and Word Perfect?

Newsgroup: comp.sys.atari.st
Date: 1994-11-07 23:49:11 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <Cyx8tz.437@cix.compulink.co.uk>
Source record: 177504

>Can anyone give me an opinion of the ST versions of Microsoft Word and
>Word Perfect. These are "premier" word processors in other platforms and

There is no version of Word on the ST. The nearest you can get is a version of Write (c1987) - which pre-dates the Windows v3 version. It's OK, but not worth chasing after. It isn't file compatible with any PC or Mac version (as far I can find)

Word Perfect on the ST is stuck at v4(.3?) - people seemed happy with it at the time. AFAIK it is file compatible with PC versions.

Bye,

John.

2463. Re: Best Program For Modem for Atari ST 1040

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 00:00:00 UTC
From: werner@sanyo.boerde.de
Message-ID: <5_SBGCJYXcB@sanyo.boerde.de>
Source record: 177441

azog@world.std.com meinte am 22.10.94 zum Thema "Re: Best Program For Modem for Atari ST 1040"
im Brett /comp/sys/atari/st:

> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>
> >Some will say connect, but to me it far to slow, some
> >will say FZDT, but has no VT100 support or ARGV support,
> >other will say Flash II, but thats far to slow..
>
> >One that I have use and no one seems to rubish is Uniterm 2E 15,
> >its old by to-days standards but does have good VT100 support...
>
> [...]
>
> >May be these GEM type programs are OK when you use a TT and NVDI, but to me
> >that is not the point, they should be fast to start with...
>
> I use CoNnect now, on my Falcon. prior, when I had an STe, I used Uniterm,
> which I still consider excellent. Problems I ran into with Uniterm on the
> Falcon, is that I often changed screen rez, and using a SccreenBlaster.
> Uniterm didnt deal too well with some of the higher rez' that Ive become
> accustomed to, that half the screen would be the terminal, and the ohter
> half was dead, and pressing the HELP button was useless.
>
> Using CoNnect on my Falcon in any rez works fine, as I can resize the window
> for my ease, and use larger font sizes in higher rez...
>
> I dont have NVDI (yet), but in 2 colour mode, the screen is very fast.
> Its reasonable in 16 colour mode, but 256 forget about...
>
> --
> Billy D'Augustine azog@world.std.com
>
> ... as they lower me down to that hole in the ground, I scream out for
> help but they hear not a sound ... summon the dead ... blood on my hands ...

I 've been working with the German Program "Starcall" from Ingo
Linkweiler.
It is an Shareware-Prog and works with a "Volksmodem" to. It has many
Options (VT 100 and so on). Also it hat an direkt-Option for an Mailbox-
programm (Starbox) and an Fax-program (Starfax).
I work with these programs on an Atari-1040-ST-e with a 20 MB Harddisk,
and i meen that it is an professional program-paket.
You can take this poket out of many BBS in German, but also You can

post the programmer over the "MAUS-NET" His Call-Phone Number is:
049-02363-55629 in the evening from 19.00 - 23.00 hours.
If it is not possibile, than I can help you with Binaer-load .But the
Programm what I have is not the Full-Version !
--
** \\ //\\ // //\\//\\ __ By, By, Bytes !! **
\\// \\// // \/ \\
CrossPoint v3.02

2464. Re: Baud Rate

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 00:18:02 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyxA62.6pI@cix.compulink.co.uk>
Source record: 177515

> A friend has a TT and is going to purchase a new high speed modem and
> wants to use it to it's full potential.

The TT and MSTE do 38400 quite happily as standard on at least one of their ports. The restriction is normally that the software can't select this baud, although HSMODEM has a workaround for this.

I believe the TT can do 115000 baud, but haven't tried it.

:-)

Roland.

@CiX

2465. Re: MiNT: time and energy (was developing Mosaic)

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 00:18:07 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyxA67.6q8@cix.compulink.co.uk>
Source record: 177516

In message <avg.784146981@news.cwi.nl>, avg@cwi.nl said:

> Well, let's admit it then and say that MiNT, MiNTnet and *especially*
> MiNTOS are just toys for the sick minds among us who still remember
> the UNIX machines of the early 70s (?- I was born around that time...)
> and get nostalgic about those every now and then...

Well this is how I consider it. It runs a pretty mean setup of GCC. When using my dumb terminal you can hardly tell it from real Unix ;-) OTOH MiNT is a big pain in the neck for those people who don't need it.

> I finally managed to install MiNTnet... but not to run it! Took me

I've been in that situation lots of time. Its always a miracle when my 2 machines will talk to each other under MiNT-Net.

I *know* MiNT-Net is an excellent package - but its not really for the unwashed massess - where as WWW *is*. (IMHO of course ;-)

> preserved in clones such as MiNT, seems to be its
> user-unfriendliness?

Because we're unlikely to get X-Windows running on it ;-)

Roland.

@CiX

2466. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 00:18:11 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyxA6B.6qz@cix.compulink.co.uk>
Source record: 177517

> I understood that the XtraRAM was only presently available for the
> ST series of CPU. They are 'thinking' about the MSTe. A BigRAM board

I met a man once who *had* a Marpet XtraRAM+ in his MSTE. This was over a year ago and apparently it had already gone out of production. I can't see it going back in considering the small numbers of MSTEs in existance :-(

Roland.

@CiX

2467. Re: Overscan modification for STE?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 00:18:14 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyxA6F.6rM@cix.compulink.co.uk>
Source record: 177518

> Has anyone done the overscan modification on the STE with TOS 2.06?

I don't think you can do this mod on an STE. Something to do with how Atari
redesigned some of the custom chips :-(

Roland.

@CiX

2468. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 00:53:16 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <CyxBss.9xL@cix.compulink.co.uk>
Source record: 177520

In response to raver909@telerama.lm.com's message:

> Has anyone noticed that in the latest ST Format on page two this place
> called Gasteiner in London, UK is selling 1040STE's with 12 Megs?
> Yes 12 Megs! Any Idea how they get that much memory?

By using Frontier's Xtra Ram +8 board.

#
InterNet: sidcelery@cix.compulink.co.uk
regards * *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #
* 51:502/100.16@atarinet.ftn *
#*#

2469. ST Hardware/Software Sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 01:20:23 UTC
From: baron@hookomo.aloha.net
Message-ID: <39mjon$110@nuhou.aloha.net>
Source record: 177524

```
The Atari ST clearance sale for me: $250 obo for everything.
Toad Computers under monitor dual harddrive case
Adaptec MFM Controller
ICD Host Adaptor w/clock
42Mb drive & 21Mb drive
ICD Host Adaptor Software
Cables
Toad Computers 360K 5.25" drive w/ST cable
Spectre GCR w/ROMs
Translator One
FullWrite Professional
EpStart Epson printer drivers
WordPerfect ST w/font disk for Postscript
Ultrascript ST-1 (PostScript Interpreter)
Font Families
ITC Avant Garde Gothic
ITC Bookman
Brush Script
Courier
ITC Garamond
Helvetica
Helvetica Narrow
Hobo
Lubalin Graph
Lucida
Lucida Sans
Lucida Sans Typewriter
Lucida Hebrew
Lucida Symbol
New Century Schoolbook
Optima
Palatino
Park Avenue
Symbol
Times
Univers
ITC Zapf Chancery
ITC Zapf Dingbats
STraight Fax
Jetlabel Elite
Macro Mouse
Flash
Shadow
G+Plus
```

Multidesk
Turbo ST
Diamond Back II
Universal Item Selector
Cleanup ST
TuneUp!
Codehead Utilities
DC Utilities
Macro Mouse
Video Text
ProCopy
Revolver
Flight Simulator II for ST
Hawaiian Odyssey Scenery Disk
Scenery disk 7 (East Coast)
MIDI Maze
Mean 18
Lock-On
50 disks:STart Magazine, ST Format Magazine, ST
Informer Magazine disks w/case
PaintPro
Flair Paint
Super Hang On
Chicago 30s
GFA BASIC w/manual
Programing with GFA BASIC 3.0 (book)
GFA Reboot Camp (book)
EZ-Track ST

Baron Sekiya Ph:(808) 328-8504 (Big Island)
I'm in Hawaii so email me for info or offers. I've bought a Mac so all of
this stuff has to go.
Aloha
.---.
/ Baron Sekiya Kailua-Kona, Hawaii /
/ Chief Photographer Internet:baron@aloha.net /
/ West Hawaii Today Ph:808/329-9311 Fax:808/329-4860 /
`---'

2470. Re: Help with Xferring Atari FTP Files

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 02:14:16 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <39mmto$q1k@terminator.rs.itd.umich.edu>
Source record: 177505

re. Mac File exchange...

You also want to watch what translation is turned on. I had problems in the past with people setting some idiotic translation as the default. Worked just fine for a text file, but anything else you could kiss goodbye.

Dan Ackerman
aka. baldrick

2471. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 02:52:18 UTC
From: jyoung57@delphi.com
Message-ID: <Zow1rr6.jyoung57@delphi.com>
Source record: 177526

Chris Ridd <C.J.Ridd@cs.bham.ac.uk> writes:

>>In response to your comments about the new MagiC...Is there a newer
>>version than 2.0 coming out? I haven't heard any whispering...
>
>MagiC 3.0 is due later this year (hm, there's not much of it left now :-)

I guess I've now heard a whisper.....Thanks.

jyoung57@delphi.com

2472. Re: Support FPU's

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 03:08:42 UTC
From: Michalis Papadopoulos <mpapad@leon.nrcps.ariadne-t.gr>
Message-ID: <Pine.SUN.3.91.941108050628.17632B-100000@leon.nrcps.ariadne-t.gr>
Source record: 177510

On 3 Nov 1994, Anthony Jacques wrote:

> Doesn't Gemview use the DSP on the Falcon? (There is a DSP option in one of the menus) The
> documentation that I have says that this is faster than a 16Mhz FPU - and all falcons have
> them (unlike FPU's).

Yes it does, but only for JPEG pictures.

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr

2473. Re: Booting older TOS vers. from disk??

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 03:10:27 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <39mq73$8a4@mailer.fsu.edu>
Source record: 177527

Georg Mueller (georg@dali.nlp.physik.th-darmstadt.de) wrote:
> I got a STE with TOS 2.06 and now have problems with some of the older
> applications, which won't run on this TOS, but did with TOS 1.2.
> I have a stoneage TOS 1.0 on disk, which fixes the problem, but I hate
> the look of the icons and there are some problems with the harddisk.
>
> Is there a way to create a boot disk from a ROM TOS or can I get
> somewhere a bootdisk with TOS 1.2

Not sure about the loadable ROM image. Eons ago, I had a program that would create an image file of TOS, but it was only useful for burning EPROMs as far as I know (I found it on an ftp site somewhere). I got rid of it long ago, sorry.

I have lamented the problems with TOS 2.06 myself (though I done have much choice, as I have a MegaSTE). Anyway, one thing you could do is build a small board so you can switch between two sets of TOS chips. Then, get yourself a TOS 1.62 chipset and you'll be happy (TOS 1.2 or 1.4 will not work on an STE, by the way, so I think it likely that you used to have TOS 1.6x).

I remember recently reading something in this newsgroup about being able to build an STE TOS switcher just by cutting a few traces on the STE motherboard, installing the other TOS in the spare ROM sockets, and installing a switch (I did not read it carefully, but that was the gist of it). So, perhaps someone could send you those articles, or perhaps you could look them up on a site that archives comp.sys.atari.st. The articles I am refering to were posted in the last week or two. Good luck!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2474. Re: Drivert/Divert?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 03:43:21 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <39ms4p$c4d@mailer.fsu.edu>
Source record: 177528

Panjandrum (dhbutler@magnus.acs.ohio-state.edu) wrote:
> Hi, I've searched high and low for a program called either 'Drivert' or
> 'Divert' that supposedly will allow me to switch drives A & B through
> software.
> [....]
> So, could some kind soul please tell me where, and by what filename, to find
> this software? Thanks!!!!!!

It is on atari.archive.umich.edu, in /Diskutils. Here is the entry from the
0index file:

divert13.zoo 4 Divert all drive a access to a hd partition

You can get it via ftp from atari.archive or one of its mirrors (try using
phoenix.doc.ic.ac.uk in /computing/systems/atari/umich or something like
that).

> the past. Maybe I'll have to break down and do the hardware mod instead,
> but I
> prefer a software solution (of course).

I just recently installed an A/B drive switch in one of my STs, and it was
quite easy. If you do it, I suggest that you not try to desolder the
two pins on the sound chip. Instead, cut them off near the motherboard
using side cutters or a Dremel tool (I used the latter, worked slick as snot).
You only need a little "stub" to solder onto, and trying to desolder and
pry out the pins increases the chances of it breaking off. I used a super-
tiny switch from Radio Shack, plus some 30-gauge wire-wrap wire.

I also replaced the internal floppy drive in that machine recently (so I
switched the switch back to "normal" postition, and will probably never
touch it again :-). It is a piece of cake given that you take the time to
find the exact same type of Atari mechanism (long thin eject button, or
small eject button either rectangular or parallelogram shaped). I bought a
SF314 with the correct type of eject button, and did a direct swap with
no problems. Good luck!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2475. Re: Problems with PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 03:50:37 UTC
From: sammcgee@crl.com
Message-ID: <39msid$12h@crl2.crl.com>
Source record: 177529

In article <377@stork.ukc.ac.uk>, M.D.Griffiths <mdg@ukc.ac.uk> wrote:
>PS. I also got the Apple Quicktime and also the Microsoft AVI movie formats,
> would many of you register if I did Quicktime and AVI Falcon movie players?

I would rather see audio support first.
But I am delighted at any upgrade. :)

Sam

2476. Re: What is a BGM partition?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 03:53:29 UTC
From: sammcgee@crl.com
Message-ID: <39msnp$14b@crl2.crl.com>
Source record: 177530

Hendrik Mylius (Hendrik_Mylius@pb2.maus.de) wrote:
: On Wednesday November 2nd at about five past seven
: boyd@math.fsu.edu (*Mickey Boyd*) happened to write:

: MBB>Also, software updates from Genie/Compuserve are quite nice.

: Will there be *any* further development beyond 6.5.5? I have a very strong
: feeling that ICD are not going to be active on the atari sector anymore.

Yes, I was looking forward to dual IDE drive support for the Falcon. (and others) Wasn't that supposed to be in the last version?

Sam

2477. Some news...

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 03:53:44 UTC
From: jonal@hiof.no
Message-ID: <jonal.2868.2EBEF648@hiof.no>
Source record: 177549

A few pieces of information from the latest ST Computer (German mag)...

Thought I'd share this with those unfortunate who have to rely on glossy British game mags etc. to keep up with the scene...

* New DMA to SCSI Adapter from Hard & Soft. The SCSI-II-Link is very similar to the ICD Link. Price including SCSI-Tools 6.x: DM 149,- With CD-Tools added: DM 198,-. For the ultimate in CD-ROM, get Erling Henagers Mint drivers, though.

* Mention of Uwe Seimet's new version of HDDRIVER with Bus Arbitration. (Hi Uwe!)

* Surprise of the month!!! Wilhelm Mikroelektronik, makers of the Spectrum TC video cards and the Charly Image software are back under the name of progemtec. The new firm will offer a range of graphics cards I feel will rival the Nova cards in price and performance. progemtec will be offering these cards: Spectrum 1TC (640x480x24) @ DM 348,-
Spectrum 2TC (800x600x24) @ DM 689,-
Spectrum 4TC (1280x1024x24) @ DM 1498,- (similar to Andromeda SuperNova+)
Spectrum 6TC (1600x1200x24) @ DM 2998-, (Presumably 6 megs of VRAM!)
They will also be offering their Charly Image upgrade to 4.0 for DM 98,- and something called the CharlyNet Ethernet module with drivers for Novell and Windows (for Workgroups..or?). Hey! Somebody write a MiNT device driver for this one. THe price if the net thingie should be DM 598,-. progemtec also have plans for making 030/040/060 accelerator boards for * all* Atari models. Looks like I'll have a 060 in my TT next year! No prices yest, with the exception that they will offer 030 cards for as low as DM 300,-. Could any one of you Germans with modem pull off some more info from WMI's mailbox at 02306/ 750158 and upload it to the net? Thanks...

* Whiteline, a cooperative unit of Atari dealers will release a CD collection of sh/w and PD stuff. Should include Linux for our beloved boxes.

* Speaking of CD-ROMs: Wohlfartstaetter has now released 3 discs while Lohrum is at numner 2. Add this to the recent Atari Archive disc, the Canadian SuzyBdisc and the above mentioned Whiteline disc and we're beginnig to get a solid library! Also, several gfx discs with GIFS, TIFFs and even CVGs have arrived onto the Atari scene the past few months.

* Crazy Bits are offering the new Fargo Primera Pro colour printer so I assume drivers are available...

* NVDI 3.0 and Speedo 5.0x are tested and I'm gettin both...

* The Janus card (Atari compatible in a PC) is tested and seems interesting for those who are cursed with Intel boxes at work or something... Lots of ads for portable "Ataris" based on a PC notebook and this card. A bit expensive though, at DM 900,- the card comes clean of both ROMS and RAM.

* Catch Computer offer a 48Mhz upgrade for the TT. Probably some stunt like the CaTTamaran which is handled by Compo over here.

* Calamus SL is down to DM 400,-

* The GE-Soft Eagle is finally appearing (or so it seems...). With a 33 Mhz (yes, it sait 64Mhz, but there are no such thing...) 040,
ACSI, SCSI, 4xseial, Lan, 2xVME, MIDI and a proprietary Eagle Channel, this beastly TT clone retails for DM 3500,- and accepts up to 14megs of ST RAM and 256 megs of TT RAM. I guess the quoted price is without RAM...grumpfh. Compared to the Medusa this seems very competitive as I've only seen the Medusa offered as a complete system starting at DM 5700,- or so. The magazine will have a feature on this system next time (and one on networks as well!)

* The MegaBoard were shown at the proTOS fair: A card for normal ST's which offers up to 8 megs of RAM with SIMM, an IDE HD controller (like the one in the F030) and an ISA slot for i.e. an ET4000 based PC graphics card. This cards comes courtesy of Heyer and Neumann. No price quoted.
Lots of new word processing software: Script 4.0, papyrus 4.0 (I gotta up-grade - even the current one is a killer...) and Gutenberg, a newbie. No! software, the new house for Interface showed Arabesque 2.0 which handles vector graphics in colour. Medusa T60 (68060 based!) were shown for the first time, likewise premiered two magazines, Atari Inside and Invers, the latter being a DTP specific rag. Buy them both!

* Digital Arts showed a complete 3D system, with Raystart as the heart I believe.

Well, it's 4:44 in the morning - gotta get some sleep, guys.

Jon

Snail : Hjortsbergvn. 7, N-1784 Halden. Norway Voice: +47-69-175939
E-Mail: jon.a.lovstad@hiof.no / jonal@gyda.hiof.no
Finger: jonal@sofus.hiof.no / jonal@gyda.hiof.no / jon@syd-georgia.hiof.no
Talk : jonal@gyda.hiof.no / jon@syd-georgia.hiof.no

Life is a lemon and I want my money back! (Jim Steiman)

2478. Re: Adress of Cybercube

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 04:25:58 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <39mukm$3bn@charm.magnus.acs.ohio-state.edu>
Source record: 177532

In article <1994Nov7.222240.17113@rhrk.uni-kl.de>,
Gunther Kemeny [Chemie] <kemeny@rhrk.uni-kl.de> wrote:
>Hallo,
>I'm looking for the e-mail adress of Cybercube Research. There is an old
>one "cybercube.research@canrem.com" but the ""postmaster" there does not
>know them
>
>Greetings Gunther
>
>--

They have several new Addresses:

cyrel@cybercube.com

cyrel@interlog.com

cybercub@genie.geis.com

BTW, they have a new price for the Cyrel sunrise card $545.00 US dollars, good
until Chirstmas.

Raymond Collins	Atari TT030 4/4 MB ST/TT RAM 245 HD
rcollins@magnus.acs.ohio-state.edu	Travel By ZyXEL 19,200 bps
or rcollins@freenet.columbus.oh.us	Die Hard Atari Fan since 1983

2479. User Group Meeting Notice

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 05:03:49 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1994Nov8.050349.16513@vpnet.chi.il.us>
Source record: 177519
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Suburban Chicago ATarians (SCAT) user group will hold its November meeting on Tues. Nov. 15 at 7:30 PM (7PM setup), at the College of DuPage, Room K157 (the K building is located on 22nd St. just west of Lambert Rd., in Glen Ellyn). We will watch a video of the Summer Consumer Electronics Show (I've been assured that it really will be there this time :-), and we plan to have at least one demo (probably on a TT, whether it be MagiX/MagiC or something else ....). Maybe even a Jaguar!

Everyone is welcome to attend.

For more information, send me E-Mail at one of the addresses below. [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, feel free to stop by!]

Nick DiMasi, SCAT President

dimasi@ssd.comm.mot.com (temp., read M-F)
nickd@vpnet.chi.il.us ('perm.', read once or twice/week)
TURBONICK@delphi.com (" " " " " ")

2480. CD ROM...

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 05:36:25 UTC
From: mbmccabe@bronze.coil.com
Message-ID: <39n2op$3fh@bronze.coil.com>
Source record: 177533

Wondering if everyone using ST's and CD ROMS could give me some
Email account of your experiences and uses.
For instance, is there anything beyond the likes of the Gemini
CD? Given one's individual incarnation of the ST/TT/Falcon, how did you
get your CD Rom connected? Does everyone use ultra-cheap single spin
units without a gripe, or is there a good arguement for spending the
extra bucks on a double or triple speed unit?
Just a few sample questions to answer, but feel free to give any
experience you like!

Thanks!

--
Those who educate children well are more to be honored than parents, for
these only gave life, those the art of living well. -- Aristotle
-=-=-=-=- Matt McCabe -=-=-=-=-=-=-=- mbmccabe@bronze.coil.com -=-=-=-=-

2481. TOS 1.2 Fixes?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 06:00:45 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <Cyxq1A.IGt@watserv2.uwaterloo.ca>
Source record: 176916

Hello all,

I just picked up a complete Mega 2 system for my sister to use
for word processing - it is:

Mega 2 ST TOS 1.02 (22/04/87)
SM124 Mono monitor
SH205 20 meg Hard disk
SF314 Floppy

I got it all for $150 Candaian (~$110 US) which is a pretty good
deal I guess. I am now setting it up for my sister but since I've
been using a TT for so long, I've forgotten the fixes I need.

I need some sort of FAT caching. FATSPEED screws up (I don't know
if it conflicts with anything else in the auto folder). Whenever
I try to write to the HD with FATSPEED installed it says the
disk is full. It works fine (but VERY slowly) without FATSPEED.

Is there another program that performs the same task but is maybe
more reliable? It runs as the first thing in the auto folder. I
also have Pinhead 2.1 and Headstart 1.1 installed.

Any other fixes necessary (I have FOLDRxxx installed)?

Thanks,
Sam

+--+
| Samy Mesbah "Karma can only be apportioned by the cosmos" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+--+

| "Men go crazy in congregations but they only get better one by one" |
| -Sting, _All This Time_ |
+--+

2482. Re: No More GEnie...

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 06:40:09 UTC
From: markvanwyk@aol.com
Message-ID: <39n6g9$2o6@newsbf01.news.aol.com>
Source record: 177534

In article <39k7gl$s0l@newsbf01.news.aol.com>, markvanwyk@aol.com (Markvanwyk) writes:

I might also mention that when I had GEnie, I was able to download and run the the full graphical version of "NTN Trivia" (I think it was called) and "QEB Football" (I think it was called) on my Atari Mega STe. They have specific Atari versions of the software on line which are required to play those very sophisticated (and expensive - - $8 per hour) nationwide interactive games. The Trivia game is not only available on GEnie, but can be found in many bars and restaurants throughout the U.S., with hundreds of participants playing at the same time. The same with the Football game, in which the participants follow along with an actual NFL football game on TV and try to predict plays. The graphics were very impressive, with numerous box scores and message boxes on the screen. The point is, if they could create this kind of graphical interface for Atari computers for these games, why could they not create similar interfaces to go work with such on line services as AOL, the new GEnie, etc.? Atari computers certainly are capable of handling these kind of graphics. Or is this just another losing battle?
--mark van Wyk

2483. Re: Atari FTP Site

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 07:27:28 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <Cyxu1t.9tG@cix.compulink.co.uk>
Source record: 177537

In message <mnb20.50.000B6DD2@cam.ac.uk>, mnb20@cam.ac.uk said:

> > Could anyone supply me wuth the names of some FTp sites which hold
> > Atari ST software. I'm mainly interested in educational stuff
> > and/or simple games for 6-8 year olds.
>
> ftp://src.doc.ic.ac.uk/packages/atari/umich/
>
> which is a mirror of
>
> ftp://atari.archive.umich.edu/atari/

This may work - I haven't tried it - but I ftp to src.doc.ic.ac.uk
and go to the directory computing/systems/atari/umich.
Possibly this is because there is more than one way to ftp.
Daniel Cohen

2484. Who sells Atari stuff in the Netherlands

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 07:28:45 UTC
From: hofman@nltv00.uni-paderborn.de
Message-ID: <39n9bd$on9@btmplq.god.bel.alcatel.be>
Source record: 177535

Hello,

Is there anybody out there who knows any stores in The Netehrlands,
which sell Atari ST stuff. I am looking for a SCSI host adapter,
but I cannot seem to find any stores which sell any hardware for
Atari ST. They are all very PC minded overhere.

I live in Rijswijk (ZH), so if there are any dutch guys (or girls)
out there who know something, please let me know.

Greetings, Peter

2485. Atari ST Manager games!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 08:01:46 UTC
From: cherub@tlti.tokem.fi
Message-ID: <39nb9a$pf3@tethys.otol.fi>
Source record: 177538

:-----------------------:
: Petri Koponen :
: Cherub@tlti.tokem.fi :
: +358-698-430651 :
: *Come as you are* :
:-----------------------:
hey, is there anybody out there who owns any decent football manager games?
(That are released after 1992) Especially I'm looking titles :Championship
manager,Supreme Manager and the Manager...So,please, If you own one of
these take contact via Email...

2486. Re: Problems with PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 08:17:36 UTC
From: hirliman@ufr-info-p7.ibp.fr
Message-ID: <39nc70$isn@vishnu.jussieu.fr>
Source record: 177539

D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
> In article <377@stork.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:

> > :>BTW, when will we (registered users) get the last registered version??
> > Registered users will get version 0.70 when I finish it! (i.e. a few days.)

> Sounds good to me! :)

> >PS. I also got the Apple Quicktime and also the Microsoft AVI movie formats,
> >would many of you register if I did Quicktime and AVI Falcon movie players?

> YES!

> --
> +-------------+---+
> | {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
> +-------------+---+
> | Looking for a Falcon sample editor? Get SuperSam v1.08! |
> +---+

I would 2.
--
Falcon 030 vga+FPU 4/200
Semprini, Assemble/Adebug user
E-mail : Fg024@cleveland.freenet.edu

2487. Re: Atari FTP Site

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 08:26:18 UTC
From: hirliman@ufr-info-p7.ibp.fr
Message-ID: <39ncna$isn@vishnu.jussieu.fr>
Source record: 177099

Stephen Donoghue (Steve.Donoghue@ncl.ac.uk) wrote:
> Could anyone supply me wuth the names of some FTp sites which hold Atari
> ST software. I'm mainly interested in educational stuff and/or simple
> games for 6-8 year olds.

A good place is FTP.CNAM.FR in /pub/Atari

Ludo
--
Falcon 030 vga+FPU 4/200
Semprini, Assemble/Adebug user
E-mail : Fg024@cleveland.freenet.edu

2488. TOS 1.2 able to run Cubase 3.11?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 08:32:39 UTC
From: ruokamo@ouhw11.nmp.nokia.com
Message-ID: <39nd37$4q1@noknic.nokia.com>
Source record: 177540

[No readable article body recovered]

2489. Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 08:43:12 UTC
From: pez_boy@pez_boy.seanet.com
Message-ID: <pez_boy-0811940043120001@pez_boy.seanet.com>
Source record: 177536

Hey!

This is not a slam, I am just out of touch with the Atari market.

I haven't seen any of the machines out there, where are they available in
the Seattle area?

What types of machines are still being made. I remember a notebook type
some years ago. Is it still alive?

I am serious. This is not a slam!!

Please email responses! Thanks!!

Cliff

--
US Digital Telephony Bill - The FBI Wiretap Bills are law
Read Wired Nov. 1994 pg 58 for more information.
Find out how your next civil rights are about to be stolen.
Stop Tessera and Clipper. Act Now!

pez_boy@pez_boy.seanet.com

2490. Re: Looking for a Calendar prg...

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 09:13:49 UTC
From: hirliman@ufr-info-p7.ibp.fr
Message-ID: <39nfgd$k09@vishnu.jussieu.fr>
Source record: 177542

Chuck Grimsby (Chuck.Grimsby@mypoint.flight.org) wrote:

> In a message of 30 Oct 94 15:31:12, Daron Brewood wrote:

> DB> In article <087_9410281835@flight.org>
> DB> Chuck.Grimsby@mypoint.flight.org "Chuck Grimsby" writes:

> DB> > Have you tried TODAYS. It's up to version 2.00 now, and 2.01 is due out
> DB> "RSN".

> DB> Looks could, could you advise a site where it can be obtained from?

> Look for a file called "TODAY20A". Either "ZIP"ed or "LZH"ed. (I can't
> remember which.) GEnie has it, and it went out on the AtariNet about a year
> ago. _Supposedly_ it's in the Archives somewhere too, but I've no idea where.
> (Most Atari BBSs and Clubs have too, I'm told.)

> Version 2.01 was released on 10/29/94, but all my attempts to send it out
> failed. (Hung hosts, hung systems, and a bizare crash to the desktop! Gee,
> ain't computers fun?!?)
> --
> | Internet: Chuck.Grimsby@mypoint.flight.org
> | FlightLine Public Access Mail Gateway [MSP]

Use Callpart which commes with every Falcon 030

Ludo
--
Falcon 030 vga+FPU 4/200
Semprini, Assemble/Adebug user
E-mail : Fg024@cleveland.freenet.edu

2491. -> Want to buy Atari SC 1224 Monitor

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 09:15:23 UTC
From: Victory@panix.com
Message-ID: <Victory.1134673763C@198.7.0.1>
Source record: 177458

Looking to by this monitor.....I'd prefer the made in Japan model....with the "sloped" top/back casing, etc. Will consider purchasing the korea/tawain made models too....as long as the dials are in the front, bottom below screen...etc.

Willing to pay $100 + shipping for a monitor in good condition (operationally), no burned out pixels, etc. Cosmetic apprearance is not a concern...

Thanks!

Vic.

2492. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 09:20:18 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <39nfsi$4sl@percy.cs.bham.ac.uk>
Source record: 177543

trek@intgp4.ih.att.com (-Booth,W.A.) writes:
>Netscape is out in Beta now - its one of the "newer" versions of what
>mosaic might become. Blazingly fast compared to mosaic in some of its
>operations - and new operations have been added. It might be better
>to shoot for that instead of just getting us to where technology has
>been (although that's still better than nothing.) Ideally you want to
>aim for where technology will be when you introduce your product, now
>where it was when you started working.
> Wayne

Neither Mosaic nor Netscape implement HTML fully. We're aiming for
HTML+.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2493. Re: SpeedoGDOS [5.2] 5.0c

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 09:39:26 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <39nh0e$5bq@percy.cs.bham.ac.uk>
Source record: 177544

M J Maisey <M.J.Maisey@durham.ac.uk> writes:
>Steve Payne (srp20@cam.ac.uk) wrote:
>
>: Can I upgrade from the 'free' version I got with my Falcon or do I have
>: to fork out the full wack? Also, does this mean it can take Mac TType
>: fonts (I have many...).
>
>I'm afraid it only uses PC-style TT fonts. But the good news is yes, you
>can upgrade from the version you got with your machine.

Mac-format TT fonts can be converted to PC-format TT fonts; I think
the only difference is that the Mac file forks are restructured to fit
in a single file.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2494. Obsession Bugs

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 09:51:57 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Nov8.095157.10960@dmu.ac.uk>
Source record: 177547

There are a few slight bugs in Obsession. Sometimes one of the flippers gets stuck in the 'up' position. This is probably due to some error in the keyboard interupt that fails to register that you've let go of the key (I've had similiar problems with the Atari keyboard processor).

Also when the ball is waiting on the spring it is wobbling up and down, plus you can't keep bouncing the ball on the spring to build up height (like you can on pinball dreams).

Apart from these minor problems the demo version looks, sounds and plays absoloutly briliantly. What do other readers think? I for one will be buying the Falcon version when it comes out, and I don't even like games (except Obsession of course!!!!) The programmers deserve our support.

Alan.

2495. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 10:14:02 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39nj1a$67@dux.dundee.ac.uk>
Source record: 176833

Cliff McElfresh (pez_boy@pez_boy.seanet.com) wrote:
: Hey!

: This is not a slam, I am just out of touch with the Atari market.

: I haven't seen any of the machines out there, where are they available in
: the Seattle area?

: What types of machines are still being made. I remember a notebook type
: some years ago. Is it still alive?

: I am serious. This is not a slam!!

: Please email responses! Thanks!!

: Cliff

Current (ie recent lines) are the Jaguar Console :- a 64 bit
games machine.

And the Falcon F030 personal computer.

However you can also buy (very rarely) TT's - 32MHZ 68030 + TOS 3.

Rod

--
==
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee
(None of this Abertay non-sense matey)

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

emai: rmccall@mcs.dundee.ac.uk

==

2496. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 10:33:04 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39nk50$70@bs33n.staffs.ac.uk>
Source record: 177545

mipap@ars.ath.forthnet.gr wrote:
: IB> Robinsons Reqium
: IB>

: Has anyone seen this? Is it like the PC version? (the falcon version)

: Michael Papadopoulos
: mipap@ars.ath.forthnet.gr

From what I hear the Falcon version will require a 32mHz machine to do
anything good on it!!!!!!!! Blimey :)

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

2497. Re: CD ROM...

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 10:35:11 UTC
From: brarda@vxclia.cern.ch
Message-ID: <brarda-081194113148@128.141.55.218>
Source record: 177546

In article <39n2op$3fh@bronze.coil.com>, mbmccabe@bronze.coil.com (Matt McCabe) wrote:

>
> Wondering if everyone using ST's and CD ROMS could give me some
> Email account of your experiences and uses.
> For instance, is there anything beyond the likes of the Gemini
> CD? Given one's individual incarnation of the ST/TT/Falcon, how did you

You can read my CD-ROM Faq availlable on ftp at micros.hensa.ac.uk and ftp.cnam.fr and posted here last week.

Loic

2498. Re: Help with Xferring Atari FTP Files

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 10:56:26 UTC
From: bd@st-andrews.ac.uk
Message-ID: <39nlgq$rln@calvin.st-and.ac.uk>
Source record: 177550

In article <39mmto$q1k@terminator.rs.itd.umich.edu>,
Dan Ackerman <baldrick@terminator.rs.itd.umich.edu> wrote:
>re. Mac File exchange...
>
>
> You also want to watch what translation is turned on. I had
>problems in the past with people setting some idiotic translation as the
>default. Worked just fine for a text file, but anything else you could
>kiss goodbye.
>
> Dan Ackerman
> aka. baldrick
>
>

Yup. This is where I reckon my problem lies too. What (and how) do I set up Mac File Exchange to translate atari files properly?

Thanks,

Brian

2499. Re: CD ROM...

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 11:38:03 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cyy5nF.F0w@westminster.ac.uk>
Source record: 177451

Matt McCabe (mbmccabe@bronze.coil.com) wrote:

: For instance, is there anything beyond the likes of the Gemini
: CD? Given one's individual incarnation of the ST/TT/Falcon, how did you

Yes there is. There are something like 6 Atari specific CD-Roms out
there, from which, IMHO, the Mega Archive CD is the best. Currently at
Volume 1, vol2 will be out sometime within the next couple of months.

This disk contains nearly all the files from atari.archive, and some
from hensa.

Get it, and you won't regret it. A new run is being printed atm, due to
the original lot being sold out.

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2500. Ghostscipt 2.61

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 11:46:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199411081346.a21480@a2w.maus.de>
Source record: 177095

Hio

I'm told that Ghostscript will let me view Postscript documents, and
the current version is 2.61.

Does anybody know if Ghostscript will run on a 1MB ST?

Ian_Taylor@a2w.maus.de Signature not left blank intentionally

2501. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 11:55:23 UTC
From: graham@insignia.co.uk
Message-ID: <Cyy6GC.3K0@isltd.insignia.com>
Source record: 177452

In article 2bd@terrazzo.lm.com, raver909@telerama.lm.com (Joe LeSesne) writes:
>Tom Hopper (hopper_t@msupa.pa.msu.edu) wrote:
>
>> I asked about memory upgrades for the MegaSTE on GEnie a couple of weeks
>> ago, and the answer I got is that there is a RAM expander comming out that
>> will be called BigRAM. It's supposed to be very good, but I have no idea
>> when it's due or how much it'll be.
>
>> Tom
>> hopper_t@msupa.pa.msu.edu
>
>
>Has anyone noticed that in the latest ST Format on page two this place
>called Gasteiner in London, UK is selling 1040STE's with 12 Megs? Yes 12
>Megs!
>Any Idea how they get that much memory?
> Joe
>
There is a memory board that adds 8Mb of Alternate RAM but requires the full main 4mb to present.

2502. Mega STE/TT Specs

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 12:01:10 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39npa6$4tk@dux.dundee.ac.uk>
Source record: 176834

What are the specs of these machines and can they be netwroked to the
F030 via its LAN port?

Rod

--
==
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee
(None of this Abertay non-sense matey)

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

==

2503. Looking for a BTX-terminal software

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 12:13:21 UTC
From: root@rz.fh-augsburg.de
Message-ID: <39nq11$nvp@av2.rz.fh-augsburg.de>
Source record: 177454

Hi everybody!

Does anyone know a public domain or shareware
decoder software for the german Bildschirmtext-system?

It should run on an Atari ST 1040 with 3 MB with a
mononchrome Monitor.

Thanks a lot in advance

CU, Michael Eiermann
eima@rz.fh-augsburg.de
Department of electrical engineering
Fachhochschule Augsburg

2504. Calligrapher & Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 12:16:32 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39nq70$5p5@dux.dundee.ac.uk>
Source record: 176838

I have heard a lot about this WP, so I as always have a few questions?

Does it run on the F030?
Where is at available from?
At what price?
What facilities does it offer?
e.g maths symbols, ability to take scanned images etc...

Rod

--
==========
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee
(None of this Abertay non-sense matey)

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

==========

2505. Re: looking for cubase manual

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 12:32:13 UTC
From: contacts@mits.mdata.fi
Message-ID: <39nr4d$p5s@prime.mdata.fi>
Source record: 177453

In article <Bas.Hekking-0711941126460001@ana-dyn-28.mac.phil.ruu.nl>,
Bas Hekking <Bas.Hekking@phil.ruu.nl> wrote:
>Hi, I've been working with cubase for several months , but I haven't
>mastered all the commands yet.A manual would definately help, so if
>somebody knows where or how to get one please write....

When you buy Cubase you'll get two manual books with it (3 with Cubase
Score). If you've bought a second hand Cubase without manuals, your
ony hope is to contacts nearest Steinberg distributor and try to
buy the manuals from there (I doubt if they'd sell them separately).

If you use a cracked version ---- well, I'll say it if Finnish language
(so there willbe no blushing among readers): Olet kylla aika paska jatka
jos kaytat krakattya versiota, ja olisi jo aika ostaa "oikea" kopio!
Vittuako kinuat sita manuaalia ilmaiseksi! Kylla tekijoille pitaa maksaa
heidan tekemastaan tyosta.

Please, no comments from readers from Finland :-) US ASCII is not suitable
for finnish language...

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

2506. Re: PC Keyboard on ST

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 12:59:36 UTC
From: graham@insignia.co.uk
Message-ID: <Cyy9FC.3zH@isltd.insignia.com>
Source record: 177455

Neven Petrlik (npetrlik@public.srce.hr) wrote:
> Does anyone knows how to connect a PC keyboard
> to the Atari ST ? (i've heard it's possible).

In the UK Sytems Solutions (aka Atari Workshop) sell Freekeys(?). This is a circuit board that
takes that provides remote mouse ports and keyboard port including an IBM keyboard socket.
It is advertised for use with the Desktopper kit for separating the keyboard from the main unit
to give a Mega style setup.

2507. Re: Problems installing Linux

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 13:22:40 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <n2ue&xsl3nw@moacs11>
Source record: 177419

In <39l640$6fu@liberator.et.tudelft.nl>, Henrik Kjellsson wrote:

> 1. How do I mount an Atari HD partition?

I assume you mean mounting an msdos filesystem?
If so: mount -t msdos /dev/[fhs]d... /...
You may want to insert the -r option (read-only).

> 3. Does anyone run Linux out there??

Yep, but I'm running it on a TT.

Waldi

2508. Re: Floppy fixer...

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 13:57:03 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CyyC34.9xG@hpbbrd.bbn.hp.com>
Source record: 177487

Stephen Cacclin (cacclin@fraser.sfu.ca) wrote:
> I have a ton of floppies that were formatted with an old version of TOS.
> I need to access these with my MS-DOS system. Does anyone know of a DOS
> program that will write the extra boot/FAT info needed to use these disks?
> If no....does anyone have source to an ST program that does the same?

Usually, you just need to change one byte in the bootsector
(the "media byte"). You can do this with just about any disk editor
for the ST.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

2509. What's with atari.archive.umich.edu lately?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 14:02:51 UTC
From: selick@acs4.bu.edu
Message-ID: <39o0eb$mqt@news.bu.edu>
Source record: 177457

Here's a short excerpt from a listing in the /Newitems dir in a.a.umich.edu.

7. crazy7.zoo 94-10-32 43K <PC Bin>
8. dcstuffr.arc 69-12-32 1K <PC Bin>

I have 2 questions regarding these:

1) What were YOU doing on the 32nd of October, 1994? And related to that, I didn't know that DC was around in '69!

2) It appears that many programs are showing up in the archive as only 1k, when they should be considerably longer.

Far be it for me to gripe about a free service! I just wanted to bring these to someone's attention should they wish to look into it.

By the way, I used Gopher, not FTP.

-Steve
selick@acs.bu.edu

2510. Spectre GCR v3

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 14:09:09 UTC
From: g.m.hockney@sussex.ac.uk
Message-ID: <g.m.hockney-0811941509090001@edbtech.central.susx.ac.uk>
Source record: 177418

I have for sale an unregistered Spectre GCR v3 complete with a Quantum 160Mb SCSI Hard Drive partioned as 20Mb for the ST & 140Mb for the Mac. I only want £300 (UK) for both items.

I also have an STe installed in a Desktopper (PC type base unit) complete with a discrete keyboard, ADSCI interface, HD PSU & another Quantum 160Mb drive partioned as C, D, E & F. For this I would like £250 (UK).

All items work perfectly.

Geoff

--
Geoff Hockney
Snr Computer Technician
Institute of Continuing and Professional Education
Education Development Building
University of Sussex
Falmer
East Sussex. BN1 2DB
Tel: (0273) 606755 ext 2535
(Overworked & underpaid)

2511. Re: X-Windows or X-Terminal for ST

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 14:15:59 UTC
From: ajr93@ecs.soton.ac.uk
Message-ID: <39o16v$41i@vermeer.ecs.soton.ac.uk>
Source record: 177459

I have been in contact with Michael Gehret at X/software and they are no longer developing X/TOS as the market is not large enough. It appears that they may be willing to release the old X11R5 version at reduced cost or possibly shareware.

Alistair Riddoch

2512. Opinions on Microsoft Word and Word Perfect?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 14:22:05 UTC
From: blade01@pplnet.com
Message-ID: <030323OOCXGVKCFLJBHG@pplnet.com>
Source record: 177462

```
IM>Can anyone give me an opinion of the ST versions of Microsoft Word and
IM>Word Perfect. These are "premier" word processors in other platforms and
IM>I'm curious to know how ST owners would rate them against other ST word
IM>processors out there. What are the pros and cons of each?

I haven't seen MS Word for the ST (although someone was advertising a
new shrink-wrapped copy for around $15 on FidoNet), but Word Pervert is
old, primitive code that does not make full use of the ST's
capabilities. First Word or almost any of the other ST-only word
processors beats the sox off of it.

```


```
```
```
```

2513. Re: Floppy fixer...

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 14:27:33 UTC
From: bd@st-andrews.ac.uk
Message-ID: <39o1sl$1o0@calvin.st-and.ac.uk>
Source record: 177460

In article <cacclin.784182904@sfu.ca>,
Stephen Cacclin <cacclin@fraser.sfu.ca> wrote:
>Hello all,
>
>I have a ton of floppies that were formatted with an old version of TOS.
>I need to access these with my MS-DOS system. Does anyone know of a DOS
>program that will write the extra boot/FAT info needed to use these disks?
>If no....does anyone have source to an ST program that does the same?
>
>Stephen

Why not just format a new disk to MS-DOS format (you can use Fastcopy or variousPD utilities to do this), and copy the files onto the new disk?

You'll actually only need one new disk, as you can reformat the old ones to MS-DOS format once you've copied the files, then copy them back again...

Brian

-=-=-=-=-=-=-

2514. Mac to Atari Help

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 14:34:50 UTC
From: blade01@pplnet.com
Message-ID: <029558EHVYHYEHWSKKLC@pplnet.com>
Source record: 177463

IE>This may sound like a strange request, I wonder if anyone can help.

IE>I have recently inherited an ATARI ST 1040 with practically no software
IE>and I have no experience of using it.

IE>At work I use a MAC (Centris 650) with which I am able to access the
IE>internet. My problem is the following, how do I download
IE>shareware/freeware for the ATARI with my MAC and how do I convert between
IE>the two disc formats so that I can use the software at home.

Ed, if the Mac C650 can use MS-DOS formatted disks, you have your
solution - just use preformatted 720k floppies and transfer the files
using 8.3 filenames. The ST uses the same file system as MS-DOS and can
read and write the disks directly. However, the formatting program in
the ST's ROM will not write the MS-DOS header on the disks, so you'll
need to either buy the disks preformatted (which is how most of them
come these days, here in the US, anyway), or get a formatter program for
the ST that writes the MS-DOS header.

Good luck!

--
Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

2515. HSMODA04 doesn't work with Stalker 3?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 14:38:34 UTC
From: blade01@pplnet.com
Message-ID: <029334UXXJGENDMFPBDU@pplnet.com>
Source record: 177464

```
IS>While HSMODA04 seems to work fine with Uniterm and GSZRZ, I can't seem to ge
IS>it to work with Stalker 3.0. Is this a configuration problem, or should I
IS>notify Gribnif that it is incompatible?

Gribnif is not the problem. HSModa04 works with Semper here, and with
XYZ.TTP - but it does NOT work with FidoDoor, ST-Keep, or any of the
other software I run on-line. HSModa04 is broken. Period.

```


```
```
```
```

2516. Re: Opinions on Microsoft Word and Word Perfect?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 14:41:36 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <39o2n0$6i2@charm.magnus.acs.ohio-state.edu>
Source record: 177461

Well, Wordperfect 6.0 handles Wordperfect for ST fine, saves me tons of money
so I can use the Laser printers in computer labs and spruce it up.

No disk conversions, just lock and load.

Michael Steve jr.
The Sequel

+++++_=-=-=-

things always look bleaker on my side of the fence.

2517. Re: Opinions on Microsoft Word and Word Perfect?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 14:45:08 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <39o2tk$kjd@osiris.wu-wien.ac.at>
Source record: 177413

John Watkins (jwatkins@cix.compulink.co.uk) wrote:
: >Can anyone give me an opinion of the ST versions of Microsoft Word and
: >Word Perfect. These are "premier" word processors in other platforms and

: There is no version of Word on the ST. The nearest you can get is a
: version of Write (c1987) - which pre-dates the Windows v3 version. It's
: OK, but not worth chasing after. It isn't file compatible with any PC or
: Mac version (as far I can find)

: Word Perfect on the ST is stuck at v4(.3?) - people seemed happy with it
: at the time. AFAIK it is file compatible with PC versions.

: Bye,

: John.

If you wnat to use a good word processinf softawre, get a look to Papyrus Gold. It is very fancy, almost DTP like and has very nice features.

Another option would be Temous Word, which is the fastest word processor avaliable, while still offering WYSIWYG.

Bye,

Alfred

2518. TOS 1.2 Fixes?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 14:52:32 UTC
From: blade01@pplnet.com
Message-ID: <028496MBOBAYVWHRRHUU@pplnet.com>
Source record: 177467

IS>I just picked up a complete Mega 2 system ...

IS>Mega 2 ST TOS 1.02 (22/04/87)

IS>I need some sort of FAT caching. FATSPEED screws up (I don't know
IS>if it conflicts with anything else in the auto folder). Whenever
IS>I try to write to the HD with FATSPEED installed it says the
IS>disk is full. It works fine (but VERY slowly) without FATSPEED.

IS>Is there another program that performs the same task but is maybe
IS>more reliable? It runs as the first thing in the auto folder. I
IS>also have Pinhead 2.1 and Headstart 1.1 installed.

IS>Any other fixes necessary (I have FOLDRxxx installed)?

FATspeed MUST be the first program in the AUTO folder. Anything that
runs before FATspeed will cause problems.

Also, you will want TurboCTS if you ever use a comms program with the
MST2.

My son has the British version of the same machine here, and we run
FATspeed quite happily.

--
Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

2519. Re: No audio from ExtenDOS Pro

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 15:10:50 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <39o4dq$406@btmplq.god.bel.alcatel.be>
Source record: 177469

-- Shurely shome confushion here...

You can use SCSI commands to control a CD-ROM playing an audio CD, thereby making your ST/Falcon into an overpriced remote control unit. You can also plug the output of any piece of audio equipment into the microphone jack socket of the Falcon, but to avoid grief you should either wire a suitable resistance (mumble) in series or turn the volume way down low.

But the really cool thing to do is to grab the digital information directly from the CD, without going via analogue. This is possible given the right driver software and the right CD-ROM drive: it works with Hard&Soft's CD Tools and my CD-ROM drive. I can't hear what's being recorded and it seems to take about 50% longer to transfer the data than it would to just play the CD. The result is a 44.1 KHz 16-bit stereo .WAV or .AVR file, which I can't play %{. I plan to use sox to convert it to a mono 22KHz Apple sound file... maybe tonight, who knows.

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

2520. Re: looking for cubase manual

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 15:25:17 UTC
From: s9205525@otto
Message-ID: <39o58t$5c1@aggedor.rmit.EDU.AU>
Source record: 177470

Sounds suspiciously like a pirated copy to me 8-)
But just in case it is not, there is an acc called IGOR which
is an online help for cubase commands. I think it can be found
at ftp.mcc.ac.uk /pub/cubase/ but i'm not 100% sure.

Anyway, NOTATOR RULES!!!!! (i can hardly wait to see all the flames 8-))

****
* *
* John Moon *
* *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* *
* *
****

2521. Re: TOS 1.2 able to run Cubase 3.11?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 15:29:52 UTC
From: s9205525@otto
Message-ID: <39o5hg$5c1@aggedor.rmit.EDU.AU>
Source record: 177465

Ari_Ruokamo (ruokamo@ouhw11.nmp.nokia.com) wrote:

Hmmm.... I didnt quite get that Ari, Err... try again 8-)
--

****
* *
* John Moon *
* *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* *
* *
****

2522. Re: Calamus and PostScript ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 16:17:33 UTC
From: spbcajk@ucl.ac.uk
Message-ID: <1994Nov8.161733.40579@ucl.ac.uk>
Source record: 177466

pi92pob@pt.hk-r.se (PerOlof Bengtsson) writes:

>I was wondering if there's a way of getting a postscript-file out of calamus instead of printing to a printer..
>I would like to use my schools HP laserjet 4P (600dpi) instead of my old 9pin Epson.

No. Sorry. However, if you can get hold of a Calamus - LaserJet printer driver which uses the TOS printing routines (ie is "legal") rather than the one supplied, it is possible to redirect output to file. The FaST club claim that they have a driver which, when used with Multiprint, allows you to do this. I tried writing my own then gave up and borrowed a LJ instead but it is technically feasable.
Cheers
/================\
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# #
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@@ # # ===
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\=========/ \========/ \===/ \===/
spbcajk@ucl.ac.uk

2523. Re: Calamus and PostScript ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 16:20:37 UTC
From: spbcajk@ucl.ac.uk
Message-ID: <1994Nov8.162037.42662@ucl.ac.uk>
Source record: 177468

Sorry. I should have added that this will not be a PostScript file - Calamus cannot output PostScript due to it's design limitations - the .CFN format is completely (well, fairly) unlike Type 1 PS. It will also be *very* big if it's a long document.

/j

2524. Re: Help

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 16:26:24 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <784311984snz@chowgar.demon.co.uk>
Source record: 177485

Hello there,

I'd just like to say thanks for all the help people have given me regarding my problem with NEWDESK.INF. I just managed to get things working okay by deleting NEWDESK.INF and starting from scratch and rebuilding the file.

--

Simon Moore

smoore@chowgar.demon.co.uk

2525. Re: Trade PC for STE

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 16:47:47 UTC
From: vctec@westminster.ac.uk
Message-ID: <CyyJzn.BDB@westminster.ac.uk>
Source record: 177471

AaronLP (aaronlp@aol.com) wrote:
: For trade: 386SX-25, Tower Case (mini),
: TRADE FOR ATARI 1040STE CPU.
: Will even add some cash to the deal!

No chance...
Actually, if you give me the PC, and some cash....like 250
USDollars, then maybe....hmmmm, I can go out and buy another STe with
that...;-) Or maybe sell the PC, and with the cash...go and buy a
Falcon, or even a TT.

Yeah...go on then....
;-))
Dan
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2526. Re: Calamus and PostScript ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 17:04:07 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.784314247@chacewater>
Source record: 177472

How about printing an IMG file to disk at the required resolution, and
getting hold of a program to convert a graphics file into a .PS file?

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

2527. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 17:17:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.icCzkQeV3yk@semprini.waterloo-rdp.on.ca>
Source record: 177370

In <RS+1zxf.jyoung57@delphi.com>, jyoung57@delphi.com writes:
>Speaking of upgrades, why is there no graphics board available for a
>stock ST. The addition of a board to allow 256 colors would be a
>tremendous breath of life to the ST line...

Where you would put it? What would you connect it to?

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

2528. Re: Looking for a Calendar prg...

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 17:24:24 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941108Z172424.531dbrewood@nest.demon.co.uk>
Source record: 177497

In article <20246FBMSSCSITRIULJ@pplnet.com> blade01@pplnet.com writes:

> ID>> Version 2.01 was released on 10/29/94, but all my attempts to send it out
> ID>> failed. (Hung hosts, hung systems, and a bizare crash to the desktop! Gee
> ID>> ain't computers fun?!?)
>
> ID>Any chance you could UUencode it and email it over?
>
> If he does, could you mirror it back to me, Daron? My Fido address
> would be ideal, but I'll take it here at ppl.com, too.

Hi Rich, good to see you in the old internet mate. No worries over sending it over, but alas nothing has been received.

BTW how come you dropped out of NeST?

--

```
===========================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
===========================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Screen Eye and Audio/Photo CD =
= Beta testing on the Falcon.......: Extendos PRO / Apex Media / Super SAM =
= F-Search / CB-Zone / CD Sound / GEM Bench. =
= FTN system beta testing: JetMail, Semper, LFA, AutoFile, and Tidyfile. =
===========================================================================
```

2529. Re: Accelerated Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 17:26:56 UTC
From: maba@simpson.ruhr.de
Message-ID: <39ocd0$3l@simpson.ruhr.de>
Source record: 177447

Jo Even Skarstein (josk@Lise.Unit.NO) wrote:
: Have anybody tried the Mighty Sonic accelerator? What increase in speed
: can I expect. I also want to add 4 or 8 Mb of TT-ram, are there any problems
: with compatibility?

Hi,

I'm using a Mighty Sonic in my Falcon since one year. The speed is about two
times faster as a normal Falcon if you use Fast-RAM.
There are no compatibility problems I think. You can decide if you want to
work with 16 or 32MHz.

Tschau,

/Martin/

--
+------------------+--------------------------------+------------------+
Martin Bartsch	Internet: maba@simpson.ruhr.de							MiNT is
Am Waldesrand 14a								Now TOS
D-58093 Hagen	Fax: +49 2331 589761	_//		_
Germany		/_/		_\
+------------------+--------------------------------+------------------+

2530. Some news...

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 18:07:37 UTC
From: larserik@oslonett.no
Message-ID: <39oep9$97i@hasle.oslonett.no>
Source record: 177473

> * New DMA to SCSI Adapter from Hard & Soft. The SCSI-II-Link is very
> similar
> to the ICD Link. Price including SCSI-Tools 6.x: DM 149,- With CD-Tools

Got one just the other day. It's real small and works great withmy tape
streamer. But with the norwegian toll and VAT it got expensive :-(

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

2531. Re: Atari mpeg player

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 18:34:56 UTC
From: sos@sos.sh.sub.de
Message-ID: <EKISDAUU1UP@sos.sh.sub.de>
Source record: 177433

In <CyuxEI.7FL@cix.compulink.co.uk> "Roland Givan" wrote :

> > There are a few: MPEGPLAY : Slow but working 030 viewer. This one
> > takes all
> > types of MPEG's
>
>Does this work on the TT? If so where can I get it from?

I'm interested too.

> > 1ST-GUIDE: Online help system that works on all TOS
> > computers. Uses 680x0 to decode. Works in all
> > resolutions.
>
>Found this on Umich - but doesn't seem to want to play. Won't touch any
>of the mpegs I have :-(

Old version....

>Thanks
>
>Roland.
>
>@CiX

SOS

--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
PGP public key available on request.
--

2532. Re: Pushing a Mega Ste beyond 4 meg

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 18:44:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411082044.a11198@pb2.maus.de>
Source record: 177406

On Saturday November 5th at about five past eight
raver909@telerama.lm.com (*Joe LeSesne*) happened to write:

JL>called Gasteiner in London, UK is selling 1040STE's with 12 Megs? Yes

They selll boards for several Atari-machines to fit a max. of 8 megs. Has
anyone successfully installed such a thingy?

I have my doubts ...

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2533. Q: how to upgrade 520ST...?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 18:44:26 UTC
From: gt5616a@prism.gatech.edu
Message-ID: <39ogua$ott@acmey.gatech.edu>
Source record: 177481

Here are a bunch of questions from a new Atari user. (I'm a Mac user usually, but there's a certain piece of software I want to run on the Atari (EditTrack).)

Questions about upgrading a 520ST

I have a 520ST. I'd like to run EditTrack on it, but EditTrack requires 1 Mb RAM. I don't have the ST here, so I can't see how much memory it has, but chances are that it has 512K. In that case, I'll have several possible choices:

a) Upgrade the 520ST. I'm not sure how to do this. I have a Mac Classic II with 4 Mb of RAM, which I'd be happy to steal RAM from if the 520ST can accept Mac SIMMs. (My fear is that it's either too old for SIMMs or that it just won't take Mac SIMMs.) I've been told that you have to add some kind of special memory adapter to take the 520 past 512K. I've also been told that it's cheaper to buy a used 1040ST than it is to upgrade a 520. If I can use my Mac's SIMMs, though, I think it might be worth it, depending on what's involved in upgrading the old thing.

b) Get a used 1040ST. This would be OK, but it would probably be more expensive than upgrading the 520ST, especially if I can use my Mac's SIMMs. Otherwise, I guess the cost of the SIMMs alone might make it a better option. But another problem is that I don't have an Atari monitor. I do have a composite monitor, and I can hook the 520ST to it, but I don't know if the 1040ST has a composite video output. If it doesn't, I'd have to buy a monitor, and then I'd be looking at some real money <grin>. And, of course, finding a 1040ST might be somewhat difficult, if my recent efforts are any indication.

Questions about disk drives

I also need to get a new disk drive for the 520. The one I've got is external, and quite beyond repair. Questions here: Can I get an internal drive and put it in the external's box? Can I put an internal drive in the 520ST (remember, it's been a while since I saw this thing)? What kind of disks does the Atari use (e.g., Mac, IBM, proprietary)? I've heard that there are single and double-sided Atari drives- can I get away with a single-sided, or should I get double-sided?

Well, if anybody has some useful (or useless) insight on my situation, feel free to shed light. (Also, if anybody has an old version of EditTrack that runs in 512K of memory that they can sell cheap... that would be great.)

- Michael Ashton
data@havoc.gtf.gatech.edu

2534. Re: Mint, Minix? (why/what??)

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 19:24:08 UTC
From: michrm@central.susx.ac.uk
Message-ID: <39oj8o$d40@infa.central.susx.ac.uk>
Source record: 177483

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:
: Can someone please explain to me exactly what the use of Minix and
: Mint is. Why do people install it on their STs, does it make the
: machine "better" in some ways, can it do things GEM can't?
: Do I need it?

: Hallvard

MiNT is a multitasking system (kernel I think is the right word) for the Atari range of computers. It was adopted by Atari a while back but started off as a PD project by Eric Smith (now working for Atari...?). It can work on its own or with the MultiTOS system which Atari have released.

The MiNT kernel can be ftp from many sites, but later versions must be compiled by the user...they are usually beta versions which cannot be expected to be totally realiable => they may well have bugs. It is thought that those who can compile it, usually have some know how and can report/fix bugs.

MiNT can load other file systems such as the Minix file system which allows faster access, and longer filenames amongst other things. You must have MiNT to use the Minix FS.

People install MiNT/MultiTOS/Minix for a number of reasons. Multitasking begin the obvios one for MiNT and MultiTOS. Minix is just a nicer file system for the reasons already mentioned.

Please don;t flame me for mistakes...just correct em politely ;) Hope that helps a little. MiNT has alot of other neat features, like pipes, but it would take too long to go through the lot.

There are other Multitasking systems around which ahave their advantages and disadvatages, such as MagiX, Geneva and OMeN.

Michael

2535. WILL BUY these unwanted softwares

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 19:32:34 UTC
From: kowalski@futureworld.digex.net
Message-ID: <1994Nov8.173633.18162@nntpxfer.psi.com>
Source record: 177474
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.ibm.pc.games,comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.apple2,alt.games.video.classic

I am in search to BUY these programs from whatever computer you may have
them for:

Software Name Software Publisher
---

1) "Pinball Construction Set" - Electronic Arts or Budge Co.

2) "Graphics Magician" - PolarWare or Peguin Software

3) "Special Effects" - Peguin Software
- painting and drawing software
for Apple II computers

If you have any of these, I will take them off your hands for a respectable
price. Please don't respond here, but instead send e-mail to:

kowalski@futureworld.digex.net

Thanks!
Rob

2536. <<<<<<<<<< Nick's Instructions >>>>>>>>>>

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 19:32:41 UTC
From: paien00@DMI.USherb.CA
Message-ID: <paien00.784323157@DMI.USherb.CA>
Source record: 177421

```
>>>>>>>>>>>>>>>>>>> Nick's Game Ratings Instructions <<<<<<<<<<<<<<<<<<<
================================================================================
Date : 11/01/94 Version : 1.25
================================================================================

Are you tired of spending 60$ for a cartridge, getting it home, and
finding it would be best used propping up the coffee table? Is 4 hours of
fun not exactly what you had in mind when you layed out those big bucks?
Here is a list of ratings, from people like you who voted their mind
about how good or bad their cartridges are. Make your friends vote also,
that way we're going to have more views.

Nick's Game Ratings
-------------------

The Nick's Game Ratings are a compilation of the votes that I receive
for the games on the Sega Genesis, Sega CD, Gamegear, Super Nintendo,
Nintendo, GameBoy, Atari Jaguar, Atari Lynx, Atari ST, CD32 and 3DO systems.
It's what the players think of the games.

HOW TO VOTE
===========

You can contribute in a number of ways to the database:

* vote for games you have played
* change or add information on a game already in the database
* add a game that is not yet in the database

If you'd like to correct a mistake in a game entry or simply add the
value for one of the missing fields, send me a mail in the format
described below.

ACCEPTABLE COMMANDS
-------------------

%GENVOT <vote> -> <Name_of_Game>

This command is to place a vote for the Sega Genesis game
called <Name_of_Game>. _Note_ that <vote> must be between 1 and
5 for your vote to count, where 1 means dire and 5 means
excellent. If <vote> is 9, your vote will not be counted _but_
this will enable you to modify the database afterwards. To vote
for games other than for the Genesis, replace %GENVOT with one
of the following:

+ %SCDVOT, for Sega CD
+ %GMGVOT, for Game Gear
```

+ %NESVOT, for Super Nintendo (SNES)
+ %NINVOT, for Nintendo (NES)
+ %GBYVOT, for Game Boy
+ %C32VOT, for Amiga CD32
+ %JAGVOT, for Atari Jaguar
+ %ALXVOT, for Atari Lynx
+ %3DOVOT, for 3DO
+ %ASTVOT, for Atari ST

%GENADD <vote> -> <Name_of_Game>

This command is to place a vote for a Sega Genesis game not already in the list called <Name_of_Game>. If <vote> is 9, your vote will not be counted BUT this will enable you to add that game and modify the database afterwards. Again, for other platforms substitute %GENADD with one of the following:

+ %SCDADD, for Sega CD
+ %GMGADD, for Game Gear
+ %NESADD, for Super Nintendo (SNES)
+ %NINADD, for Nintendo (NES)
+ %GBYADD, for Game Boy
+ %C32ADD, for Amiga CD32
+ %JAGADD, for Atari Jaguar
+ %ALXADD, for Atari Lynx
+ %3DOADD, for 3DO
+ %ASTADD, for Atari ST

The next functions can ONLY be used after a VOT or an ADD :

%DESC <description_of_Game>

This command will enable you to put a description (see the GAME DESCRIPTION section) for the game previously rated.

%YEAR <Year_of_Release>

This command will enable you to add the year of release to the database for the game previously rated.

%COMP <company>

This command will enable you to add the company to the database for the game previously rated.

%PLAY <Number_of_Players>

This command will enable you to add the number of players playing simultaneously to the database for the game previously rated.

SOME EXAMPLES

To vote for Super Mario Kart for the SNES:

%NESVOT 4 -> Super Mario Kart

To vote for Sonic 2 and Sonic 3 for the Genesis, and add the extra
information about Sonic 3 that it was released in 1994:

%GENVOT 4 -> Sonic 2
%GENVOT 5 -> Sonic 3
%YEAR 1994

To vote for Zool (AGA) on the Amiga CD32, and add the fact that it is
a 1-player game released in 1994, and also the fact that it
should take 20 hours of gameplay to complete, plus add Zool for
the Genesis, vote for that too _and_ say it's a platform game
on the Genesis (!):

%C32VOT 3 -> Zool (AGA)
%PLAY 1
%YEAR 1994
%HOURS 20
%GENADD 4 -> Zool
%DESC Platform

THE VOTES
=========

* - Dreck, yak, bleck, hack, gleck (Horrible beyond words).
** - OK, playable, still dreck, although someone might like.
*** - Decent game that will appeal to some (But not everyone).
**** - Pretty good, a fun game that almost everyone will like.
***** - Damn good, a real winner, every game should be this good.

GAME DESCRIPTIONS
=================

Adventure - Games where you must explore large worlds, killing enemies
and discovering hidden treasures, sometimes with a quest.
Arcade - Games that fit in no specific category except that they
are easy to start playing and are like arcade games.
Copter Sim. - Games where you are controlling the flight and other
capabilities of a helicopter, from a cockpit view.
Driving - Games where driving is the main object of the game, but not
racing other vehicles. Also may include combat & variations.
Easy R.P.G. - Games that are role-playing games but are designed for
the novice player to easily begin play. See Role-Play.
Fight & Jump - Games where you fight and jump to stay alive, and sometimes
have other powers. Boards usually scrolling horizontally.
Fighting - Games where you face off against another player, or the
computer in some form of one-on-one combat.
Flight Sim. - Games where you are given a cockpit view of some sort of
aircraft, and are given a flying mission.
Game/Show - Games that either emulate game-shows or board games.
Competition is with other players or against the computer.
Light-Gun - Games where you must use your system's light gun to perform
some function, usually similar to Shooter-type games.

Interactive - Games where you interact with on-screen video characters
in order to complete the given scenario.
Maze Game - Games where navigating a maze is the main objective. This
can be from any perspective, such as above and inside.
Multiple - Games where there are a variety of game scenarios of
differing sorts, played either randomly or in sequence.
Pinball - Games that emulate the playing of arcade-style pinball
machines, usually with some different options though.
Platform - Games where moving from platform to platform, avoiding
enemies, and getting prizes are the objective.
Racing - Games where the objective is to beat an opponent (either
computer or human) in some sort of vehicule race.
Reality Sim. - Games of this type take place from the point of view of a
fictional character's perspective. Like virtual reality.
Role-Play - Games where you take on the role of some sort of adventurer,
able to increase in abilities and experience along the way.
Shooter - Games where you shoot a lot and avoid being shot by the
enemies you are shooting. Most often are space scenarios.
Sports^ - Games where there is some sort of sporting event to play
other than everyday, normal sporting events.
Strategy - Games that require more thought than dexterity. This can
encompass a great variety of different type games.
Sub Sim. - Games where you are given the command and control of a
submarine and play from a viewpoint within the sub. itself.

Tank Sim. - Games where you are given the command and control of a
tank and play from a viewpoint within the tank itself.
Think-Fast - Games that require the player to make fast decisions and
act on them, kind of a quick-thinking strategy.
Very Young - Games that are too easy for adults and even kids, these
games are really meant for kids 5 and under.

^ Regular sports games will be described by their appropriate sporting event

HOW IS COMPILED THE TOP SECTION
==========

At the begining of the lists, the minimum number of votes
needed in order to qualify for the TOP SECTION was of
four. With the time, I got more votes and some people pointed out
that four voters for a game is not that much so we came up with
a change.

From now on, the minimum number of voters to qualify will be
calculated from the number of voters.

The formula is : Average number of voters per game

STD

2

Note : The minimum number of votes required to qualify is 10.

GETTING THE RATINGS
==========

By E-Mail :

The latest release of my ratings are one e-mail away. All you
have to do is send me an e-mail (paien00@dmi.usherb.ca) with one of
those commands as the SUBJECT :

get_sega - Ratings and Voting Ballot for the Genesis
get_segacd - Ratings and Voting Ballot for the Genesis CD
get_gamegear - Ratings and Voting Ballot for the GameGear
get_supernes - Ratings and Voting Ballot for the Super Nintendo
get_nintendo - Ratings and Voting Ballot for the Nintendo
get_gameboy - Ratings and Voting Ballot for the GameBoy
get_jaguar - Ratings and Voting Ballot for the Jaguar
get_lynx - Ratings and Voting Ballot for the Atari Lynx
get_cd32 - Ratings and Voting Ballot for the CD32
get_3do - Ratings and Voting Ballot for the 3DO

NOTE : DO NOT put any ratings in those messages because I don't read
them, my mail filter is doing all the job. Also be sure of
including the underscore.

Over The World-Wide-Web :

If you have access to the World-Wide-Web (WWW) with any of the following
browsers:

o NCSA Mosaic - for Unix/X systems
o Mosaic for Windows - for PCs with Windows
o MacMosaic - for Apple Macs
o AmigaMosaic - for Commodore Amigas
o Lynx - vt100 Unix (or similar)

The address (or URL) of Cardiff's Video Game database browser is:

http://www.cm.cf.ac.uk:/Games/

Come and have a browse, and enjoy!

Sy: maintainer of Cardiff's Video Game database browser.
e-mail: Simon.N.Smith@cm.cf.ac.uk

On FTP Site :
---
ftp.digex.net
under /pub/access/spatton/
SunSITE.Unc.EDU
under /pub/micro/games/sega/ratings/

Please vote for ALL the games you have played, not just the ones you liked. People want to know which ones are really crappy. Also if you have a suggestion or a comment about the ratings, send it to me - as you can see I've been more than willing to make changes - but I make no promises that everyone's ideas and changes will be made. I apologize to anyone who's votes I lose or mess up. WARNING - you might find mistakes. You will not hurt my feelings if you write me to bring any mistake that I made to my attention. I do not read the newsgroup all the time so it's safer to send me e-mails than to reply to the message.

And for those of you who participated -
Thank You

Nick

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It may be redistributed freely as long as it is not modified in any way.

2537. <<<<<<<<<< Nick's Atari ST Game Ratings >>>>>>>>>>

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 19:33:03 UTC
From: paien00@DMI.USherb.CA
Message-ID: <paien00.784323178@DMI.USherb.CA>
Source record: 177422

```
>>>>>>>>>>>>>>>>>>>> Nick's Atari ST Game Ratings <<<<<<<<<<<<<<<<<<<<
================================================================================

Those who voted this week: Of:

Aidan Keady akeady@nmrc.ucc.ie
David.stevenson@jet.uk David.Stevenson@jet.uk

Date of Compilation : 11/08/94

THE TOP 0
=========

================================================================================
Game # of Votes Year
Rating Name of Game Voters Tally Released Company
================================================================================
================================================================================

LISTING OF ALL THE GAMES EVALUATED
==================================

================================================================================
Name of Game # of Game Ranking # of Total Desc
Players Rating Voters Votes
================================================================================

Buggy Boy 1 **** - 1 4 Driving
Cybertrix 1 **** - 1 4 Shooter
Elite 1 **** - 1 4 Role-Play
Gunship 1 ***** - 1 5 Copter Sim.
Hardcore 1 ***** - 1 5 Arcade
Lemmings 2 **** 1/2 - 2 9 Think-Fast
Magic Boy 1 ***** - 1 5 Platform
Revenge of the Mutant Camel 1 ***** - 1 5 Arcade
Sim City 1 ***** - 1 5 Strategy
Speedball II 2 **** - 1 4 Sports
Starball 1 *** 1/4 - 3 10 Pinball
World Conquest 2 **** - 1 4 Strategy
================================================================================
12 games reviewed
Games are ranked from 1 to 0.
The minimum number of votes required to qualify is 10.

GLOSSARY
========
```

+ - Game going up in the ratings.
= - Game that did not move.
- - Game going down.
! - Game in which you find a lot of discrepancies in the voting.
* - Dreck, yak, bleck, hack, gleck (Horrible beyond words).
** - OK, playable, still dreck, although someone might like.
*** - Decent game that will appeal to some (But not everyone).
**** - Pretty good, a fun game that almost everyone will like.
***** - Damn good, a real winner, every game should be this good.

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2538. <<<<<<<<<< Nick's Atari ST3 Voting Ballot >>>>>>>>>>

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 19:33:16 UTC
From: paien00@DMI.USherb.CA
Message-ID: <paien00.784323192@DMI.USherb.CA>
Source record: 177423

```
>>>>>>>>>>>>>>>>>>>> Nick's Atari ST Voting Ballot <<<<<<<<<<<<<<<<<<<<
================================================================================

You will find in this message the list of all the games already
placed in the database. All you have to do is to Reply ('R') to this
message and place your rating just after the command (%???VOT) ( YOU MUST
AT LEAST LEAVE A SPACE BETWEEN THE COMMAND AND YOUR RATING ). NOTE: your
vote should ONLY be a whole number between 1 and 5. Please do not put
stars because the system will not reconize them... See the HOW TO VOTE
section at the bottom of the Rating Summary for the list of all available
commands. ******* Vote ONLY for games you've PLAYED! ********
Thank you for your time.

Nick

WHOLE NUMBER VOTES ONLY! WHOLE NUMBER VOTES ONLY! WHOLE NUMBER VOTES ONLY!

================================================================================

%ASTVOT ->Buggy Boy
%COMP
%YEAR
%ASTVOT ->Cybertrix
%YEAR
%ASTVOT ->Elite
%YEAR
%ASTVOT ->Gunship
%YEAR
%ASTVOT ->Hardcore
%ASTVOT ->Lemmings
%YEAR
%ASTVOT ->Magic Boy
%ASTVOT ->Revenge of the Mutant Camel
%ASTVOT ->Sim City
%ASTVOT ->Speedball II
%YEAR
%ASTVOT ->Starball
%ASTVOT ->World Conquest
================================================================================
12 games listed
```

2539. Re: Obsession Bugs

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 19:33:32 UTC
From: popemerlin@delphi.com
Message-ID: <5i+UL90.popemerlin@delphi.com>
Source record: 177484

Hi,
Merlin here.

We are distributing the game in the UK along with jcaeurope. We are pleased that you liked the game. We have just passed on your comments to the programmers and they
appreciate your feedback. The Falcon version should be out in March 1995.

Hope to hear from you soon :)

Phineas Pope

2540. Re: What's with atari.archive.umich.edu lately?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 19:42:11 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <39okak$kmr@mailer.fsu.edu>
Source record: 177486

selick@acs4.bu.edu wrote:

> Here's a short excerpt from a listing in the /Newitems dir in a.a.umich.edu.
>
> 7. crazy7.zoo 94-10-32 43K <PC Bin>
> 8. dcstuffr.arc 69-12-32 1K <PC Bin>
>
> I have 2 questions regarding these:
>
> 1) What were YOU doing on the 32nd of October, 1994? And related to that, I
> didn't know that DC was around in '69!
>
> 2) It appears that many programs are showing up in the archive as only 1k,
> when they should be considerably longer.
>
> Far be it for me to gripe about a free service! I just wanted to bring these
> to someone's attention should they wish to look into it.
>
> By the way, I used Gopher, not FTP.

That is pretty weird. I just looked at the gopher listing for the first time, and I must admit that it does give some bizzare information. First, let me assure you that the files are in fact fine. Here is an ls -l of those two files from the /Newitems:

baldrick 25 Nov 2 09:19 crazy7.zoo -> ../Games/Cards/crazy7.zoo
baldrick 28 Nov 5 11:43 dcstuffr.arc -> ../Utiliites/Dc/dcstuffr.arc

(I cut off some info in the front so it would fit) Now, note that the files actually reside in the directories mentioned at the end. The Newitems directory only has links to these files (the links go away after a couple of weeks). That might be part of the problem in terms of how gopher displays stuff, though it does not seem to be a fully determinite part. In fact, if we look at where the file actually resided with gopher, we see:

47. dcstuffr.arc 94-11-06 12K <PC Bin>

Which is obviously much more accurate. Also, with my gopher client, when I try to retrieve the dcstuffr.arc file from /Newitems, I get a zero length file. However, when I retrieve it from its "real" directory, I get the actual file.

So, the moral of the story seems to be: Use ftp if you can. If you cannot, get the weekly "newstuff" listings that we post to this newsgroup, and get the files (via gopher) from the place that they really reside in, not from the /Newstuff directory (which is only links). There might be

other solutions, I have only worked on this for a couple of minutes.

I have a funny feeling that this problem has to do with three things:
Gopher, the link structure in /Newitems, and the use of AFS at umich (this
is a wide-area distributed filesystem thing).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2541. Calamus User Magazine.

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 20:00:00 UTC
From: Darren.Trutzenbach@f616.n2605.z1.fidonet.org
Message-ID: <e3d_9411131144@nisc.fidonet.org>
Source record: 177119

```
available now...
/\
// )
// )
// )
######## ####### // ) ####### ## ##### ## ### ### #########
### # ######### // ) ######### ############## ## ## ###
## ### ### // ) ### ### ## ## ## ## ## ########
### # ### ### //_ ) ### ### ## ## ## ## ## ###
######## ########## // ########## ### ## ### ######### #########
//
/ U S E R
```

~ The Independant Magazine for users of the Calamus DTP Package ~

If you are a user of the Calamus DTP package you will undoubtedly be
Interested to learn of the arrival of an Independant Magazine totally
dedicated to this "Great Professional" Desktop Publishing Program.

This Magazine Is available on a quarterly basis, in an A4 mono format
with a minimum of 14 pages per issue.
The aim of this magazine is to help you, the user to gain the most
from your investment. CALAMUS USER will act as a platform for users to
help to offer others and exchange ideas. Whilst keeping you informed of
the latest events in the Calamus and DTP world.

News Desk will contain the most relavent and up to date information on
product announcements within the DTP world to keep you abreast of this
fast moving market.
Each issue has an indepth reveiw on a forthcoming, new or existing
product that will enhance the use of Calamus. Many reviews will be written
by experienced users who rely on the best products for there livelihood.
Technical tips will tell you what the manuals don't. This willbe done by
experienced users and you will learn all there is to know about Calamus
DTP.

The CALAMUS USER is available now four times (quarterly) a year for the
introductory price of $22.00 (US Dollars) postage paid to your address.

This "Fanzine" will only survive if you the user contribute to it's
content. So, please help us to achieve our goal by subscribing to it.

For more information about this magazine, or if you want a years
subscription please send checks (US currency only) made payable to:

D. Trutzenbach
31 Muskingum Drive,

Shamong, NJ 08088.

or call the Round Table BBS at (609)268-7524, your Calamus, Desktop Publishing support BBS.

~ Remember The Windows NT version of Calamus will be availabe soon ~

```
+=-----============================================================-----=+
| R_O_U_N_D T_A_B_L_E B.B.S, Shamong NJ USA (609)268-7524 |
| ATARI Exclusive, 28.8 Baud + CD-ROM |
| +=-------------------------------------------------------=+ |
| ~ Sysop: D.Trutzenbach@f616.n2605.z1.fidonet.org ~ |
| Darrenet@aol.com |
|Fidonet 1:2605/616 Atarinet 51:1/18 NeST 90:301/18 Tablenet 26:1/1|
+=-----============================================================-----=+
```

2542. Re: Mac to Atari Help

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 20:09:45 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411081916.AA01374@ilmen.lanl.gov>
Source record: 177420

In article 029558EHVYHYEHWSKKLC@pplnet.com, blade01@pplnet.com () writes:
>
>Ed, if the Mac C650 can use MS-DOS formatted disks, you have your
>solution - just use preformatted 720k floppies and transfer the files
>using 8.3 filenames.

All later Mac's with the 1.44Mb 'superfloppy' drive can read and write DOS (or Atari) formatted diskettes, however the process can be made easier with a bit of software such as Apple's PC File Exchange or Insignia Software's Access PC. The latter allows you to format DOS disks on the Mac and even auto converts lengthy Mac filenames to the more conventional (although less useful) 8.3 format.

-Hutch- @ Fair Dinkum Tech

2543. Re: Help with Xferring Atari FTP Files

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 20:13:32 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411081919.AA01379@ilmen.lanl.gov>
Source record: 177424

In article rln@calvin.st-and.ac.uk, bd@st-andrews.ac.uk (Brian Duff) writes:
>In article <39mmto$q1k@terminator.rs.itd.umich.edu>,
>Dan Ackerman <baldrick@terminator.rs.itd.umich.edu> wrote:
>>re. Mac File exchange...
>>
>> You also want to watch what translation is turned on. I had
>>problems in the past with people setting some idiotic translation as the
>>default. Worked just fine for a text file, but anything else you could
>>kiss goodbye.
>
>Yup. This is where I reckon my problem lies too. What (and how) do I set up
>Mac File Exchange to translate atari files properly?

I'm not that familiar with Mac File Exchange (I use Access PC, instead) but
quite often the trouble you describe is due to the telecom program settings
used on the Mac to download Atari files. Make sure when downloading any
non-Mac file that the 'MacBinary' option is turned OFF. This should result
in a clean download of a plain text file.

-Hutch- @ Fair Dinkum Tech

2544. Re: CFV: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 20:16:32 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411081921.AA01390@ilmen.lanl.gov>
Source record: 177425

In article CFV1@uunet.uu.net, rdippold@qualcomm.com (Ron "Asbestos" Dippold) writes:
> FIRST CALL FOR VOTES (of 2)
> unmoderated group comp.sys.atari.programmer
>

Hey, at last! Less talk and more action! :)

Goodonya, Ron.

-Hutch- @ Fair Dinkum Tech

2545. Re: Baud Rate

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 20:33:42 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <txf_d4mp6g_@moacs11>
Source record: 177439

In <CyxA62.6pI@cix.compulink.co.uk>, "Roland Givan" wrote:

> I believe the TT can do 115000 baud, but haven't tried it.

modem2 port 153600 baud, serial2 port 115200 baud.

Waldi

2546. Re: Speeding up the FPU i

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 21:16:26 UTC
From: jornm@oslonett.no
Message-ID: <39opra$n62@hasle.oslonett.no>
Source record: 177430

In message #25, gert@ttgk.textlitho.nl writes:

> In <39ign0$hkj@hasle.oslonett.no> J|rn Moe wrote :
>
> >In one of the later issues of the german magazine 'ST- Computer' there
> is
> >a description on how to increase FPU speed. It's very simple and it
> >works.
>
> Well, why not connect this speed upgrade to the main processor too ??

At least one good reason is that the CPU don't have a clock speed strap,
so I would have to cut into the PCB. Another reason is that I realy don't
know what would hapen to the bus timing when the CPU is doing synchronous
bus-accesses... I guess there's som reason why a product like CaTTamaran
tok so long to appear.....

> If a stock 16 MHz Falcon can handle 40 MHz, how far could a 32 MHz 68030
> go...

It's not the Falcon, but the CPU that handles 40Mhz. The rest of the
machine stays (more or less) at the good ol' 16Mhz!
And most 16Mhz marked CPU's are probably 32Mhz parts 'relabled', so a
part marked 32 MHZ would probably not go any further than a 16MHZ part!
At least this is what I've heard is valid for Motorola CPU's and
FPU's. And the Falcon 32MHZ upgrades sort of verifies this story.

Maybe my 32Mhz FPU realy is a 50MHZ part in disguize:)
^^^^^^^^----(sp?)

J|rn Moe (email: jornm@oslonett.no)

2547. GDOS, Magic, Mint ?????

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 21:18:13 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11081994.211813@empyr.dircon.co.uk>
Source record: 177495

Hi,
Can anyone tell me what GDOS, Magic and Mint are ?

How can I get my ST to use different system fonts, as I am sick of the
standard one ?

Cheers.
Kev.

___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

2548. Looking for English dictionary program

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 21:41:53 UTC
From: selick@acs4.bu.edu
Message-ID: <39orb1$2ss@news.bu.edu>
Source record: 177498

Hi All!

I'm looking for a program that will ask for a word, and then go and define it. English, preferably :)

Otherwise, I could go for a big text file in ascii format, and use less to search for a word. Any suggestions on where to find one?
-Steve
selick@acs.bu.edu

2549. What price seems reasonable?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 21:45:08 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1994Nov08.214508.102082@zeus.aix.calpoly.edu>
Source record: 177260

Hi, I am thinksing about selling my TT system and was wondering if I
could get some input about what prices I might expect to get.
The system is as follows

(1) TT computer 4 megs ST ram, 50meg internal HD
(1) 130 meg external HD
(1) SLM 605 laser printer
(1) PTC1426 color monitor
(1) TTM 195 19" mono monitor
(1) supra 2400/9600 fax modem
(1) Migraph hand scanner
(1) Spectre GCR w/roms

Pagestream 3.0
Calamus SL
Redacteur
Studio Photo
Convector
Touchup
Outline Art 3.0
1st Graph
MegaPaint
STalker
STeno
Geneva
Neodesk 3
Diamond Edge
Cardfile
Hotwire
Warp 9
Xboot
Gramslam

and other programs...

thanks for your help
(i am looking at getting a SGI, that's the reason i want to know what i
can get for the above.)

*steve

arise from beneath the remains before schizophrenia and morbid visions
create the new chaos a.d.

2550. Looking for W. Klaren

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 21:50:18 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <784331418snz@bigbox.demon.co.uk>
Source record: 177268

I'd like to contact Wout Klaren (author of TeraDesk) Has he got an email address or would I have to do this by post?

Also does anyone know of a desktop replacement which is compatable with MiNT file systems like Minix FS?

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

2551. Which program can view .PS files ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 22:22:42 UTC
From: npetrlik@public.srce.hr
Message-ID: <39otni$e3j@nippur.irb.hr>
Source record: 177500

```
Hi !

Which program can view .PS (postscript) types of
files ?

Thanx
```

2552. Problem with SF314 drive

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 22:36:40 UTC
From: Slawo <slawo.wesolkowski@waterloo.ncr.com>
Message-ID: <Cyz054.BGq@attwat.Waterloo.NCR.COM>
Source record: 177272
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a problem with the SF314 double drive. It will not read any of my disks. When I try to create a folder with that disk drive it tells me that "the application cannot find the folder/file you tried to open." It reads all disks as having 0 bytes and 0 items. The drive is 6 years old. Does that mean I need a new drive? Can anyone help me with this? Which ocmponent in the drive might be damaged?

Please e-mail me or post back to the newsgroup some suggested actions.

All help is appreciated. Thanks in advance.

Slawo

2553. Local Atari User Group Meeting - Wed Nov 9/94

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 22:56:59 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <Cyz12z.Hy5@undergrad.math.uwaterloo.ca>
Source record: 177482
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

```
Atari user group, KWEST, general meeting, Wednesday, Nov 9, 1994
at 7:00pm in MC2009, 2nd floor of the Math & Computer Building
at the University of Waterloo.
Phone 725-2068 for details. Visitors welcome.

Hope to see you there,
Dani Roloson
```

2554. Q: how to upgrade 520ST..

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 23:19:13 UTC
From: larserik@oslonett.no
Message-ID: <39p11h$3ji@hasle.oslonett.no>
Source record: 177255

> with 4 Mb of RAM, which I'd be happy to steal RAM from if the 520ST can
> accept Mac SIMMs. (My fear is that it's either too old for SIMMs or

Can be "piggy-back" upgraded to 1M (newer one even has the needed signals
ready to connect on the board, have done several of these upgrades :-)

Give me your mail-adresse (snail-mail) and I'll send you more info !

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

2555. problems-FTP/ftp.informatik.rwth-aachen.de

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 23:33:54 UTC
From: hallvart@ifi.uio.no
Message-ID: <39p1t2$sba@holmenkollen.ifi.uio.no>
Source record: 177258

```
ftp> open ftp.informatik.tu-muenchen.de
ftp: connect: Connection refused

Anybody know what's going on with this FTP site?
Please email me if you know something about this, and I will update
my FTP sites list with it, if there's been a change.

Hallvard, Oslo, Norway
```

2556. Re: TOS 1.2 Fixes?

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 23:37:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <39p24n$plm@golem.wcc.govt.nz>
Source record: 177263

In article <Cyxq1A.IGt@watserv2.uwaterloo.ca>, sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:
>Hello all,
>
>I just picked up a complete Mega 2 system for my sister to use
>for word processing - it is:
>
>Mega 2 ST TOS 1.02 (22/04/87)
>
>Is there another program that performs the same task but is maybe
>more reliable? It runs as the first thing in the auto folder. I
>also have Pinhead 2.1 and Headstart 1.1 installed.
>
>Any other fixes necessary (I have FOLDRxxx installed)?

Yes get TOS 1.4 ROMS, has pages of Fixes and gives some new features,
also you will not need Folder Fix or Hardstart if you go that way, to
me its the only way to go...

>Sam

>| Samy Mesbah "Karma can only be apportioned by the cosmos" |
>| EE Grad Student -Homer Simpson |
>| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2557. Upoint light- help needed

Newsgroup: comp.sys.atari.st
Date: 1994-11-08 23:48:15 UTC
From: hallvart@ifi.uio.no
Message-ID: <39p2nv$i2@holmenkollen.ifi.uio.no>
Source record: 177264

I have downloaded Upoint light several times and tried to make it
work, but I never get any GEM screen or anything!

I remember I tried out this program last year, and I got it working,
but I can't remember where I downloaded it from.
Can someone please help me.
Are there other offline readers?
I also got hold of "Microtalk QWK offline reader" "MT_QWK.PRG"
and this seems to work okay, but what is the difference between UUCP
and QWK? Two different standards, or totally different things?

Hallvard

2558. Re: Civilization

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 00:00:02 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <784520670.0@mettav.exnet>
Source record: 177220

Morgoth bibbled on 5 Nov 94 to All...

> replaced my original file with the new one - and: miracle!
> Civilization works great on my Falcon.
> If this helps anyone, the size of a _working_ CIV.PRG is 445.984
> bytes.

Ah. Mine is 452,800 (or thereabouts) long. Have you thought of making an update file with SuperZap or similar and uploading that? I suspect that just uploading the fixed prog would contravene some law or other...

Col

Gabber system: col@bibble.mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

2559. Re: FAQ for this group??

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 00:03:59 UTC
From: paul@xciv.demon.co.uk
Message-ID: <784339438snz@xciv.demon.co.uk>
Source record: 177489

In article <39d98q$e25@bs33n.staffs.ac.uk>
cm3hirjd@bs47c.staffs.ac.uk "Requiem" writes:

> : Eh!? Surely the status of your email being hit and miss isn't of concern
> : for a C4 program? ;-)
>
> ;-) Hey FOG has been on the Channel 4 Digitiser section all last week.
> I think I've done more advertising for the Falcon than Atari have ;-)

Oh I see, you should have said before and I would have had a look, a too
late now though..

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) IRC: Civ */
/* ST & PC A woman needs a man like a fish needs a bicycle */
/* Owner "Beware of Trojans, they're complete smegheads!" - RD5 */

2560. Re: Obsession Bugs

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 00:06:34 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <Cyz4Ay.I5K@cix.compulink.co.uk>
Source record: 177273

In response to se2ap@dmu.ac.uk's message:

> Apart from these minor problems the demo version looks, sounds and
> plays absoloutly briliantly. What do other readers think?

Errmm... I'm probably not the best person to ask about this, but I dl'd it and played it. It seems to be a pinball game. The movement is quite similar to the real thing. It's accurate enough for me to have deleted it again after ten minutes. I don't like Pinball and I don't like this even though it seems to be reasonably well done.

Sorry I spoke 8^{)

#
InterNet: sidcelery@cix.compulink.co.uk
regards * *
%%*%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/140.16@nest.ftn #
* 51:502/100.16@atarinet.ftn *
#*#

2561. GEnie changes

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 00:15:37 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411082321.AA00366@ilmen.lanl.gov>
Source record: 177265
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

There have been some rumors floating around about GEnie dropping support for the Atari in the near future. I went to the head of the class, so to speak, to find out what the real story was. Here is the reply I received from Darlah Potechin, Chief Sysop of the Atari RT on GEnie:

From darlah@genie.geis.com Mon Nov 7 20:21:33 1994
>
> Although it is true that there will be a GUI for the Mac and IBM,
> that will not let the Atari market out. At the worse case
> scenario, we would have text. Though, a GUI for Atari is in the
> market to happen. Rest assured, Atari support on GEnie will
> continue.
>
> Thanks!!

So with evident pressure from the likes of AOL, it looks like GEnie is going to go graphical, too. Let's hope that whatever GUI tools they cook up for the Atari will be as good as their ST Aladdin software.

-Hutch- @ Fair Dinkum Tech

P.S.: I apologize for the crossposting but I thought this was important enough to justify it.

2562. Re: SpeedoGDOS 5.2

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 01:04:06 UTC
From: rengbers@ix.netcom.com
Message-ID: <39p766$1m6@ixnews1.ix.netcom.com>
Source record: 177488

1. No matter how you picked up SpeedoGDOS 4 (ie - purchased outright, included with Falcon/Works, etc.) you can upgrade to
SpeedoGDOS 5 for $50 (in the US). Contact COMPO Software - 415-355-0862 (US), 0487-3582 (UK).

2. For US and Canadian registered users, the upgrade from version 5.0b to 5.0c is free if you want the upgrade emailed to you.
Just send a request in email - send it to compo@genie.geis.com. The upgrade can also be ordered on diskette for $10. UK users should
contact COMPO Software Ltd. at 0487-3582.

3. As Chris pointed out, SpeedoGDOS 5 can use Type 1 and TrueType fonts from a Mac, but they must be converted to PC format
first. This is very easy and straightforward, and there are numerous utilities to convert font format.

Robert Engberson, COMPO Software

2563. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 02:29:02 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <EKJCCFUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 177387

In <39nk50$70@bs33n.staffs.ac.uk> Requiem wrote :

>mipap@ars.ath.forthnet.gr wrote:
>: IB> Robinsons Reqium
>: IB>
>
>: Has anyone seen this? Is it like the PC version? (the falcon version)
>
>: Michael Papadopoulos
>: mipap@ars.ath.forthnet.gr
>
>From what I hear the Falcon version will require a 32mHz machine to do
>anything good on it!!!!!!!! Blimey :)
>
>Richard Davey
>Falcon Owners Group (UK)
>--
>email here is hit and miss!
>or: requiem@armory.com
>
Well, I have played the Falcon version (I was trying to decide
whether to buy Ishar III - F030 or Robinson's), and although a 32 mHz
machine would be nice anyway, it didn't really need it. BTW, the
reason I didn't buy it is that I'm waffling between buying it for the
Falcon or the Jag, and I want to see the Jag version before I make my
judgement.

Leslie
--
*
--

-- --
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

2564. NVDI 3.0 and Speedo 5.x

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 03:13:55 UTC
From: damms002@acpub.duke.edu
Message-ID: <39pepj$hbt@news.duke.edu>
Source record: 177491

To my knowledge, NVDI 3.0 as well as SpeedoGDOS 5.0 support all kinds of vector fonts but NVDI 3.0 is able to use these fonts even without SpeedoGDOS.

Is theire any advantage using NVDI 3,0 and SpeedoGDOS 5.0 together or is it enogh to use NVDI 3.0 alone ?

Is an upgrade from NVDI 2.5 to 3.0 available ?

Dose the current NVDI ET 400 also support Speedo fonts ?

TD

damms002@acpub.duke.edu

2565. CRAZY DOTS II

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 03:16:21 UTC
From: damms002@acpub.duke.edu
Message-ID: <39peu5$hbt@news.duke.edu>
Source record: 177492

I wonder that nobody is advertising on the CRAZY DOTS II grafik card any more.

Doese TKR still produce for the ATARI platform ?

2566. MagiC World, Speedo and Crazy Dots

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 03:18:43 UTC
From: damms002@acpub.duke.edu
Message-ID: <39pf2j$hbt@news.duke.edu>
Source record: 177490

I tried to use MagiC with SpeedoGDOS 4.x on my Crazy Dot II but with this set up the Crazy Dot doesen't display a correct picture.

Doese anybody else use this combination on a TT ?

2567. Re: GEnie changes

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 03:43:03 UTC
From: mrathwel@uoguelph.ca
Message-ID: <39pgg7$t0e@nermal.cs.uoguelph.ca>
Source record: 177496
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Hutch (hutch@ilmen.lanl.gov) wrote:
: There have been some rumors floating around about GEnie dropping support for
: the Atari in the near future. I went to the head of the class, so to speak,
: to find out what the real story was. Here is the reply I received from
: Darlah Potechin, Chief Sysop of the Atari RT on GEnie:

"The Atari" what???? I wish people would be more specific! The
"Atari" as you call it, could mean the 8-bit, the ST, the TT, the Lynx,
the Falcon, the Jaguar, the Portfolio or various other products.

>> Mark <<

2568. Re: Some news...

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 04:56:45 UTC
From: Lexicor@world.std.com
Message-ID: <CyzHqM.2tF@world.std.com>
Source record: 177493

>* Digital Arts showed a complete 3D system, with Raystart as the heart I
> believe.

Jon,

actually Da's Render Kit 1.0 comes with Phoenix/Xenomorph 2.0
Render Kit 2.0 comes with Raystart
Render Kit 3.0 comes with Phoenix 2.0 and Raystart :)

THose are the 3 complete 3D systems...

Cheers

Yat @ Lexicor

>
>Well, it's 4:44 in the morning - gotta get some sleep, guys.
>
>Jon
>
>--
>Snail : Hjortsbergvn. 7, N-1784 Halden. Norway Voice: +47-69-175939
>E-Mail: jon.a.lovstad@hiof.no / jonal@gyda.hiof.no
>Finger: jonal@sofus.hiof.no / jonal@gyda.hiof.no / jon@syd-georgia.hiof.no
>Talk : jonal@gyda.hiof.no / jon@syd-georgia.hiof.no
>
> Life is a lemon and I want my money back! (Jim Steiman)
>--

2569. Re: CRAZY DOTS II

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 04:58:43 UTC
From: Lexicor@world.std.com
Message-ID: <CyzHty.3Ax@world.std.com>
Source record: 177494

In article <39peu5$hbt@news.duke.edu>,
Thomas Damms <damms002@acpub.duke.edu> wrote:
>
>I wonder that nobody is advertising on the CRAZY DOTS II grafik card any more.
>
>Doese TKR still produce for the ATARI platform ?

They stopped the CRDOTS Boards, however you can still buy their excellent
modems

Cheers

2570. Re: Looking for a Calendar prg...

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 05:21:18 UTC
From: Chuck.Grimsby@mypoint.flight.org
Message-ID: <7d3_9411091735@flight.org>
Source record: 177385

In a message of 08 Nov 94 04:13:49, Hirlimann Ludovic wrote:

HL> Use Callpart which commes with every Falcon 030

Callpart? Ok, but first I'll have to buy a Falcon. That may take a while, as
my TT030 is still running just fine...
--
| Internet: Chuck.Grimsby@mypoint.flight.org
| FlightLine Public Access Mail Gateway [MSP]

2571. Christmas Wish List of Atari Items! WTB!

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 07:58:07 UTC
From: bensmith@teleport.com
Message-ID: <39pvef$jis@sandra.teleport.com>
Source record: 177499

I'm looking for An Inexpensive, Complete Copy of Frontier Elite II as a Present for a Friend. I'm also looking for an Inexpensive, Complete copy of Flash II. REMEMBER, I'm looking for Flash II, not Flash 1.6 from Antic. Does anybody know if Flash II supports Z-Modem as easily as X and Y-Modem? I hope its built in? I'm also looking for an ICD ADSCSI+ Host Adapter. It should say so on the Edge of the Host Adapter. Also, I'm looking for an inexpensive and complete copy of the OCR SoftWare from Migraph. I don't mean the Lite Version, I mean the complete version which will accept Scans Scanned from the outside of OCR From Migraph.

All interested Parties Reply in E-Mail:

bensmith@teleport.com

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2572. Re: Obsession Bugs

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 08:42:53 UTC
From: chainxor@kom.auc.dk
Message-ID: <39q22d$m44@news.iesd.auc.dk>
Source record: 176998

In article popemerlin@delphi.com, popemerlin@delphi.com writes:
> Hi,
> Merlin here.
>
> We are distributing the game in the UK along with jcaeurope. We are pleased that
> you liked the game. We have just passed on your comments to the programmers and
> they
> appreciate your feedback. The Falcon version should be out in March 1995.
>
> Hope to hear from you soon :)
>
> Phineas Pope

I also want to give my compliments to the programmers of OBSESSION. It`s a very cool game indeed (I`ve tried the demo-version). I just wish that the Falcon-version could be out a bit earlier, since I have a Falcon, and wan`t to buy OBSESSION.

Keep on going strong :-)

Keep Cool and Flying...

ChainXOR...

2573. Re: Dextrous Development - Assistance needed.

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 08:44:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411091044.a11212@pb2.maus.de>
Source record: 177096

On Saturday November 5th at about five past eleven
dbrewood@nest.demon.co.uk (*Daron Brewood*) happened to write:

DB>with NVDI and Speedo, but as the author says, NVDI is very slow

Well, the a author is a little /loudmouth/, isn't he. NVDI is a available and
Dextrous isn't. So why don't we wait until *we* can compare the performance
ourselves.

DB>so he want's to build font support directly into the program itself.

And invent the wheel a second, third, or even fourth time? BTW, NVDI isn't
just only for fonts ...

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2574. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 08:52:01 UTC
From: chainxor@kom.auc.dk
Message-ID: <39q2jh$m44@news.iesd.auc.dk>
Source record: 176999

In article 70@bs33n.staffs.ac.uk, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
> mipap@ars.ath.forthnet.gr wrote:
> : IB> Robinsons Reqium
> : IB>
>
> : Has anyone seen this? Is it like the PC version? (the falcon version)
>
> : Michael Papadopoulos
> : mipap@ars.ath.forthnet.gr
>
> From what I hear the Falcon version will require a 32mHz machine to do
> anything good on it!!!!!!!! Blimey :)

I have played ROBINSON`s REQUIEM on a 16 Mhz Falcon and the graphics looks very (if not identical) like the PC-version, the sound is a little better on the Falcon.
BUT it`s true that a 32 Mhz or better Falcon would be better to play the game, it`s quite heavy graphics.
I have a 36 Mhz Falcon myself :-)

Keep Cool and Flying...

ChainXOR....

2575. Re: Mint, Minix? (why/what??)

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 09:37:52 UTC
From: fvkampen@cs.vu.nl
Message-ID: <Cyzur6.2DH@cs.vu.nl>
Source record: 177401

michrm@central.susx.ac.uk (Michael May) writes:

>Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:
>: Can someone please explain to me exactly what the use of Minix and
>: Mint is. Why do people install it on their STs, does it make the
>: machine "better" in some ways, can it do things GEM can't?
>: Do I need it?

>: Hallvard

>MiNT is a multitasking system (kernel I think is the right word) for the
>Atari range of computers. It was adopted by Atari a while back but started
>off as a PD project by Eric Smith (now working for Atari...?). It can work
>on its own or with the MultiTOS system which Atari have released.

< stuff deleted >

>begin the obvios one for MiNT and MultiTOS. Minix is just a nicer file
>system for the reasons already mentioned.

Minix is a complete new operating system, more or less compatible with
Unix 7. It supports multitasking, multiuser, all the things you would a
Unix system to support. All the sources come with the package, and it is
rather easy to compile it yourself (if you make changes, the binaries are
also delivered with the packege). Only it is NOT PD, but copyrighted by
P. Hall. I heard some rumours about Minix 2.0 which would be completely
posix complient.
There are a lot of Utils/tools/upgrades on the net, and even a newsgroup`
comp.os.minix.

>Please don;t flame me for mistakes...just correct em politely ;) Hope

Hope this is polite enough...

< stuff deleted >

>Michael

Florentijn van Kampen

--
+---+
| Florentijn van Kampen fvkampen@cs.vu.nl fvk@bavo.home.cs.vu.nl |
| http://www.cs.vu.nl/~fvkampen Bavo Music Lab. We Compose The Future... |
+---+

2576. Re: Dextrous Development - Assistance needed.

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 10:13:41 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39q7cl$ajf@dux.dundee.ac.uk>
Source record: 176839

David Stevenson (djs@jet.uk) wrote:
: In <399n1f$fkq@rigel.infinet.com> tdcflcn@infinet.com (Tom Chamberlain) writes:

: >Check out ST Format issue 62, page 12.....

: >"Dextrous is a totally different kettle of fish, replacing the monstrously
: >bad GEM, and finally giving Falcon users an interface they can understand
: >and use to do more than just copy the occasional file. In fact, Dextrous
: >looks like it takes off where GEM stops (thats right at the beginning, then).
: >Billed as the cyber-iconic file manager....."

: That is completely typical of ST Format; it doesn't actually tell you what
: you need to know. Is it an OS, AES, desktop, or what?
: --
: David Stevenson, JET Joint Undertaking +44 1235 465028
: Email: djs@jet.uk or hoagy@cix.compulink.co.uk
: - Disclaimer: Please note that the above is a personal view and should not
: be construed as an official comment from the JET project.

When is it due out? It really does sound too good to be true.

Rod

--
==
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee
(None of this Abertay non-sense matey)

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

==

2577. Re: Which program can view .PS files ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 10:46:55 UTC
From: graham@insignia.co.uk
Message-ID: <Cyzxy8.Elu@isltd.insignia.com>
Source record: 177402

If you have enough RAM and a hard disk then Ghostscript. Either GS2.61 or GS301 available from ftp://src.doc.ic.ac.uk/computing/systems/atari/ or follow the signposts from http://www.nl.net/~zfc/Atari/index.html.

That reminds me I must post my modified dither matrices for low res output. and see if anybody
else likes them,

2578. How interested are you in ST/FALCON games ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 11:12:09 UTC
From: alenm@ifi.uio.no
Message-ID: <39qaq9$gdg@kolsaas.ifi.uio.no>
Source record: 177403

Words from IMAGINA company and democodergroup

My fried has been developing an STE shoot'em up game a year now and
The work is near its end. The reason it took so long is the lack of
a productive graphist. Now he got hold of two very good artists and
the work has taken off.
He is planning to make a twoplayer beatemup (like IK,MK,SFII) in TRUEcolor.
The graphics are being drawn by the best sci/fantasy artist in Norway and
are unbelivable. The frames will be scanned in from airbrushpaintings.

I just wondered how big a market it is for STE and FALCON games out there.
After I saw fuzz about Obsession I suspect that there is a market for a
GOOD game for the STE. The shootemup he is making is PERPLEXED and is
an 1 meg STE game. It uses the blitter and will run with 12.5 khz
module+samples and run on 25fps. IMAGINA is also releasing the ESION sound
tracker any day NOW. Tis will be the only FULLY WORKING VERSION of ESION on
the market and will be a commercial program. He is also planning to convert
the program to falcon 030 and expant to 16 channels instead of 4.

What I'm intersted in is how many of you are interested, and how many
will buy these programs. For those of you living in the US we will be
selling games over mail(post).

Reply to my e-mail adress
alenm@ifi.uio.no

You will be hearing from us soon !

2579. Re: looking for cubase manual

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 11:34:55 UTC
From: contacts@mits.mdata.fi
Message-ID: <39qc4v$sbk@prime.mdata.fi>
Source record: 177407

In article <39o58t$5c1@aggedor.rmit.EDU.AU>, Glenda MOON <s9205525@otto> wrote:
>Anyway, NOTATOR RULES!!!!! (i can hardly wait to see all the flames 8-))
^^^^^^^^^^^^^
I wonder, how can all these persons under the age of 12 get into the Net? ;-)

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

2580. MagiC3 - MintNET & MinixXFS

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 11:44:53 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <39qcnl$e94@whitbeck.ncl.ac.uk>
Source record: 177408

In article <39l32g$5f8@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>2. Kay is porting MintNet to MagiC 3.
>

Can Kay confirm this ? Nice one.....

Also, if Stephen Henson is reading, will you be doing a MinixXFS for magiC3?
If not, will it come with one of it's own which can access minix partitions?

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

2581. Re: SpeedRes Card

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 11:49:14 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <39qcvq$ea9@whitbeck.ncl.ac.uk>
Source record: 177409

In article <mnb20.52.000BBBB3@cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
>In terms of graphics it isn't much better, but that little bit makes all the
>difference, allowing 800x608x256 and 640x480x16bit.
>

Thats no improvement at all - you can do 800*608*256 in software with a plain vanilla f030 4/16Mhz with out any extra hardware at all. But the 640*480*16bit is an improvement.......

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

2582. Re: HSMODA04 doesn't work with Stalker 3?

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 12:31:14 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <39qfei$nll@RW320B49.rz.fhtw-berlin.de>
Source record: 177410

In article <029334UXXJGENDMFPBDU@pplnet.com>, blade01@pplnet.com writes:
> Gribnif is not the problem. HSModa04 works with Semper here, and with
> XYZ.TTP - but it does NOT work with FidoDoor, ST-Keep, or any of the
> other software I run on-line. HSModa04 is broken. Period.

No info on which machine, bad. But your very well and best software,
does it run on other ports than the MODEM1? Will your software run
on other ports than the "atari-original" ones (on machines, which
does not have the "normal" serial hardware)? The answer at least
for the second question will be: "No."

And the most interesting thing: You did not send any mail to me.

There is at the moment only one clear standard for controlling
the serial ports of Ataris, and this standard is supported by the
HSMODA-driver package.

Yes, this standard came late, and it not "atari-official", because
Atari decided to work only for video games in the future, but Atari
is not honestly enough to say it directly.

Regards, HS

2583. Questions about Flash 2?? Please Help...

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 12:51:35 UTC
From: bensmith@teleport.com
Message-ID: <39qgkn$mgp@sandra.teleport.com>
Source record: 177411
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does Flash 2 support VT100\ANSI as well as the Old Flash from Antic Did?? I use Flash 1.60 because it supports VT100 Better than FZDT and it works better for me on the InterNet. Unfortunately, I also now need to use Z-Modem but Z-Modem isn't built in to Flash 1.60. Is Z-Modem built into Flash 2 like X-Modem and Y-Modem Batch was in Flash 1.60?

Also, does anyone have an inexpensive, complete copy of Flash 2 for sale?
Also, does anyone know what is the current version of Flash 2?
Also, does anyone know the Quality of Flash 2's Manual? And how big of a Manual is it and how many pages?

Please direct all replies to E-Mail:

bensmith@teleport.com

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2584. FALCON color palettes

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 12:51:52 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.784385512@sakura>
Source record: 177367

Could somebody give me a hint how to set the color palettes of
a Falcon? I use PureC and want a 256 colors greyscale...

Many thanky in advance,

Christian

2585. Re: Which program can view .PS files ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 12:58:42 UTC
From: hkjdv93@hv.se
Message-ID: <39qh22$pch@liberator.et.tudelft.nl>
Source record: 177214

In article e3j@nippur.irb.hr, npetrlik@public.srce.hr (Neven Petrlik) writes:
>
> Hi !
>
>Which program can view .PS (postscript) types of
>files ?
>
> Thanx

Ghostscript!

Henrik!

2586. Re: CD ROM...

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 13:03:40 UTC
From: trek@intgp4.ih.att.com
Message-ID: <Cz04A4.Lo8@ssbunews.ih.att.com>
Source record: 177437

In article <Cyy5nF.F0w@westminster.ac.uk>,
Denesh Bhabuta <vctec@westminster.ac.uk> wrote:
>Yes there is. There are something like 6 Atari specific CD-Roms out
>there, from which, IMHO, the Mega Archive CD is the best. Currently at
>Volume 1, vol2 will be out sometime within the next couple of months.
>
>This disk contains nearly all the files from atari.archive, and some
>from hensa.
>
>Get it, and you won't regret it. A new run is being printed atm, due to
>the original lot being sold out.
>
>Danny

Mine arrived yesterday - and for those of you not from the UK, Systems
Solutions takes visa and will ship directly to your house. The
shipping is about equivalent to VAT and they don't charge VAT on
foreign orders. There are just hours and hours of exploring and
no hassles with trying to connect to atari.archive. So far I have been
pleased with what I saw. Good job. Bring on volume 2. Wayne

2587. Re: Atari mpeg player

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 13:20:58 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Nov9.132058.5071@bay.cc.kcl.ac.uk>
Source record: 177223

In article <CyuxEI.7FL@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:

I found one on my local bbs which hails from Germany. It (subjectively) appears to be a little bit slower than Griffs (both in colour). It's also shareware (50DM), but since I've registered Griffs (which is substantially less money), I'm keeping his :-)))

Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <

2588. Re: TOS 1.2/Cub.3.11- correction

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 13:31:39 UTC
From: ruokamo@ouhw11.nmp.nokia.com
Message-ID: <39qivr$jp@noknic.nokia.com>
Source record: 177219

Glenda MOON (s9205525@otto) wrote:
: Ari_Ruokamo (ruokamo@ouhw11.nmp.nokia.com) wrote:

: Hmmm.... I didnt quite get that Ari, Err... try again 8-)
: --
: **
: * *
: * John Moon *
: * *
: * *
: * Email Address: s9205525@otto.bf.rmit.edu.au *
: * *
: * *
: * *
: **
:
I messed with posting so here's the story again:

So, I'm buying 3 Meg ST (TOS 1.2). I heard the latest(?) Cubase 3.11,
which I'm also purchasing, cannot run in TOS 1.2. Is this true, or am I
misinformed?

Ari Ruokamo, Oulu, Finland

eMail: ruokamo@ouclu.nmp.nokia.com

2589. Diamond BckUP III ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 13:44:58 UTC
From: hirliman@ufr-info-p7.ibp.fr
Message-ID: <39qjoq$kuf@vishnu.jussieu.fr>
Source record: 177218
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need info on Diamond backup 3. Does it use the
Dsp on the Falcon ? Who edit it (Snail, Fax, E-mail) ?
Is it a Good product ?

Ludo
--
Falcon 030 vga+FPU 4/200
Semprini, Assemble/Adebug user
E-mail : Fg024@cleveland.freenet.edu

2590. Re: Who sells Atari stuff in the Netherlands

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 13:45:52 UTC
From: evgaster@hvsae01.ns-nl.att.com
Message-ID: <Cz068H.2rK@nntpa.cb.att.com>
Source record: 177414

hofman@nltv00.uni-paderborn.de wrote:

: Hello,

: Is there anybody out there who knows any stores in The Netehrlands,
: which sell Atari ST stuff. I am looking for a SCSI host adapter,
: but I cannot seem to find any stores which sell any hardware for
: Atari ST. They are all very PC minded overhere.

: I live in Rijswijk (ZH), so if there are any dutch guys (or girls)
: out there who know something, please let me know.

: Greetings, Peter

Go to the local Bruna book/magazine store and buy a copy of ATARI ST
nieuws published by the 'Atari ST Computerclub Nederland'. The better
stores all have adds in it.

One near you would be ATIN in Valkenburg (ZH).

Ed
ed.m.van.gasteren@ns-nl.att.com

2591. Re: MiNTNet?

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 13:51:34 UTC
From: roemer@dares.rbi.informatik.uni-frankfurt.de
Message-ID: <39qk56$r0b@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 177412

In <CyvLxo.3qq@world.std.com> azog@world.std.com (azog) writes:

>I am wondering whats the deal with MiNTNet? Ive been following it
>off and on since release 0.22, and have been reading about it
>here. I downloaded .50 (the latest?), and as others have bitched
>about, its in source form.

No, all net-???.tgz archives that I have uploaded to atari.archive.umich.edu
always contained both binaries and sources.

The lastest release is 0.55. BTW: You can always find the newest versions
on atari.archive.umich.edu:/atari/Mint/Network/net-???.tgz

>Now things are a major mess. To compile the latest version of
>MiNTNet, I need to patch MiNT to like 1.11hmumble, but theres
>a bajillion patches to apply, and it still looks like a mess
>to me. Will MiNT 1.11 be released 'offically'? Why is MiNTNet
>is source form? Its not like the old Unix situation, where it

Well, read above. Because the net-???.tgz archive is getting really big
I'm going to distribute seperate source and binary distributuions.

Kay Roemer.

2592. CaTTamaran

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 14:04:00 UTC
From: ralf.doewich@canrem.com
Message-ID: <60.54763.4514.0N1BD92C@canrem.com>
Source record: 177372

Hi Billy,

-> For only $100, it seems like it cant be beat. Ive downloaded the demo
-> software, and went thru the 'run me first' installation
-> tutor, and it looks pretty simple. It states that installation in a
-> Rev G system is easiest, but I dont have a Rev G. The demo didnt
-> mention anything less than this, altho I would hope that the
-> install instructions would cover such things (dunno what rev my
-> system is) I am not afraid of a soldering iron, but am afraid of
-> screwing things up.

If you need any info regarding the CaTTamaran, please write to:

cyrel@cybercube.com (is being set up right now, so you might also
want to try: cyrel@interlog.com)

To identify your motherboard, check these 'vital parts':

1. Is the CPU on the left or right hand side of your motherboard?
If it is on the right hand side, you got at least Rev.F or higher.

2. If it is on the left hand side, is it on a CPU daughterboard
(those are the motherboards we refer to as Rev.A) or in a
socket (that's what we call Rev. B)?

There are three set of instructions, one for Rev.A, one for Rev.B-E
and one for Rev.F and higher.

If you do not feel comfortable soldering and you have an <Rev.F board,
ask a dealer or a technician to install it for you.

Ralf.

2593. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 14:07:33 UTC
From: graham@insignia.co.uk
Message-ID: <Cz078L.Gnu@isltd.insignia.com>
Source record: 177415

In article CAr@cix.compulink.co.uk, sidcelery@cix.compulink.co.uk ("Harry Sideras")
writes:
>In response to Hendrik_Mylius@pb2.maus.de's message:
> >
> > I work with a 4meg MegaSTE with NVDI 3.01 and at the moment I've *lots*
> > of fonts installed.
>
>Excuse me for changing the subject, but have you got any comments about
>NVDI v3.01? It's due out for release this week in the UK and I was
>wondering how it compared to v2.51 and Speedo 5
>
> *#*
> # InterNet: sidcelery@cix.compulink.co.uk #
> regards * *
> *%*%*%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
> % Harry S % * 2:254/108.16@fidonet.org *
> *%*%*%*%*%*%* # 90:102/140.16@nest.ftn #
> * 51:502/100.16@atarinet.ftn *
> #*#
>

NVDI 3.01 supports Speedo and TrueType. I can't say how well as I don't have a copy.

Speedo 5.0c supports Speedo and TrueType and PSType1. The last two formats show scrambled
encodings in the high 128 slots especially with Symbol and ZapfDingbats, also the encoding
changes
depending on how complete the font is. Even the Speedo format shows some faults, at least
with
the copies of Symbol Mono and More Wingbats I received with 5.0beta.

2594. Re: CaTTamaran

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 14:19:00 UTC
From: ralf.doewich@canrem.com
Message-ID: <60.54765.4514.0N1BD930@canrem.com>
Source record: 177365

Hi Christoph,

-> How much you can benefit from the board depends a lot on which
-> application you run. As only the CPU is accelerated and as there
-> isn't any additional cache memory included in the CaTTamaran, memory
-> intensive applications (e.g. TeX or GemView) hardly benefit from the
-> accelerator (only 10-15% performance increase).

To get a higher performance index, use TT-FastRAM whenever possible.
Also, install something that relocates the ROM to the FastRAM. This can
boost your ROM accesses dramatically.

-> It looks quite differently when it comes to programs like POVray
-> whose performance depends a lot on the pure CPU speed. CPU intensive
-> applications are accelerated up to about 30%.

That's true. Your performance increase vary from application to
application. You will get the biggest increase where you have to deal
with heavy CPU activity.

-> I think you will hardly find an application which will run 1.5 times
-> faster, although this would be the theoretical speed up (48 MHz vs.
-> 32 MHz). Every program needs more or less memory to run. And for
-> every memory access, the CaTTamaran has to _wait_.

Not quite. The CaTT improves regular memory access (ST-RAM) to the level
of TT-FastRAM. So, even without a FastRAM card, you can have quite a
boost. When it comes to FastRAM cards, disable BURST mode whenever
possible. At 48 MHz the CaTT/CPU handles regular accesses faster than
most boards to BURST cycles, thus we found that we were able to increase
our TT-FastRAM access index from 179% (regular GE-Soft board) to 220%
(modified). Check the documentation.

-> In general, every clean GEM program won't have any difficulties when
-> run with the CaTTamaran. For critical applications, it is possible to
-> switch back to 32 MHz, which guarantees 100% compatibility with a
-> plain TT.

It's easy enough using the Dashboard. *grin*

Ralf.

2595. Re: CaTTamaran

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 14:21:00 UTC
From: ralf.doewich@canrem.com
Message-ID: <60.54766.4514.0N1BD931@canrem.com>
Source record: 177373

Roland,

-> FWIH the CaTTerman is a 48Mhz accelerator for the TT? I'm not sure
-> I'd want to boast my 68030 up that far. It would seem that a much
-> safer bet would have been the implementation of a secondary cache?

I've had the CaTTamaran installed for over 8 months now in my system and
I don't want to miss it anymore. Haven't had any problems or defects
either. *grin*

Ralf.

2596. Re: Help with Xferring Atari FTP Files

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 15:07:50 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <39qok6$krh@terminator.rs.itd.umich.edu>
Source record: 177416

>>
>> You also want to watch what translation is turned on. I had
>>problems in the past with people setting some idiotic translation as the
>>default. Worked just fine for a text file, but anything else you could
>>kiss goodbye.
>>
>> Dan Ackerman
>> aka. baldrick
>>
>>

>Yup. This is where I reckon my problem lies too. What (and how) do I set up
>Mac File Exchange to translate atari files properly?

>Thanks,

>Brian

Get DOS Mounter ;) No, I can't remember the exact details as
it's been awhile since I've used Mac File Exchange, but the menu you want
to look under is 'Mac to PC'. Under that will be a few selections one of
which is 'default'. Check and see which one is turned on if it's default
and still giving you problems, I believe there is an item at the bottom
of the list that is 'select default' or 'configure default' or something
along those lines.

Hope that helps some.

Also avoid any translations if at all possible. Look for
something along the lines of 'Raw Data'.

Dan Ackerman
aka baldrick@terminator.rs.itd.umich.edu

2597. Re: What's with atari.archive.umich.edu lately?

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 15:18:45 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <39qp8l$l6l@terminator.rs.itd.umich.edu>
Source record: 177417

```
My fault. With the retrieving of dcstuffr.lzh

dcstuffr.arc -> ../Utiliites/Dc/dcstuffr.arc

^^^^^^^
should have read Utilities

Sorry about any inconvenience, I caused anyone.

Dan Ackerman
aka baldrick@terminator.rs.itd.umich.edu
```

2598. HP Deskjet questions

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 15:26:39 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994Nov9.152640.8287@vax.sbu.ac.uk>
Source record: 177426

I've been playing with my new Deskjet 560C for a couple of weeks now, and I thought I'd better get some advice before wasting any more ink ... one of the questions I have is ST specific, and there didn't seem to be any more suitable group for the others, so here goes:

1) Pagestream drivers. The Laserjet driver will work in mono, but I'm wondering if there's a colour Deskjet driver available. I've got several collections of HP utilities, from PD libraries and FTP sites; hundreds of different drivers for 1st Word Plus, but none for PageStream. I'm using an old version (pre-V2) if that makes any difference.

2) Colour text printing. There don't seem to be any codes in the manual for using colour with the internal fonts. Is it possible?

3) Paper. Anyone know of a good compromise between plain paper and the over-priced HP Glossy stuff? Bleedproof marker paper seems to work well for CMY colour, but it doesn't like the black ink at all.

Thanks,
Ross

--
Ross McNaughton
mcnaugra@vax.sbu.ac.uk

2599. Re: Obsessive pinballing!!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 15:27:04 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <39qpo8$17s@infa.central.susx.ac.uk>
Source record: 177427

popemerlin@delphi.com wrote:
: Steve Wells <wells_s@ix.wcc.govt.nz> writes:
:
: At least with Obsession you have 4 tables to choose from, improving the
: playability beyond Starball by 400%. Also, with Obsession when you pay
: for your copy you will get support from your reseller or from the programmers.
:
: Starball was a 5 GBP registration, which as a library we sent, no thanks or
: anything so remember support and more tables add to your enjoyment and to the
: play
: ability of the game.
:
: Phineas Pope
: - Partner Merlin

I seem to remember that an add on disk with more tables was also going to come
out for Obsession, and if they're up to the standard of the present 4 tables
then I'll be buying the disk!!

Andy
--
Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk
---
I _DO_ have reason why I do what I do - I just can't remember them
---

2600. Broken 1040 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 15:31:45 UTC
From: ford@esvax.dnet.dupont.com
Message-ID: <ford-0911941031410001@fordduo.es.dupont.com>
Source record: 177363

I bought this a few years back, then one day, it wouldn't boot. It won't try to access the internal drive. I've tried swapping for another floppy drive, new power supply, new glue chip, etc....

Must have a memory problem on the motherboard....

So, make me an offer and it's yours for the parts:

1040 ST , 1Mb RAM , internal floppy, mouse, 2 power supplies. I have no idea what it's worth, so make an offer. I WILL sell to best offer as of 12/1/94.
UPS COD, you pay shipping.

Tom Ford Chemist@DuPont
All opinions expressed are those of the author and not DuPont.
Use at your own risk

2601. Re: Which program can view .PS files ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 16:00:39 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <39qrn7$28ud@sat.ipp-garching.mpg.de>
Source record: 177431

```
Neven Petrlik (npetrlik@public.srce.hr) wrote:
> Which program can view .PS (postscript) types of
> files ?

Ghostscript. (On Macs: Adobe Illustrator and Aldus Freehand.)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */
```

2602. Re: Some news...

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 16:10:50 UTC
From: jonal@hiof.no
Message-ID: <jonal.2873.2EC0F489@hiof.no>
Source record: 177428

In article <39oep9$97i@hasle.oslonett.no> larserik@oslonett.no (Lars-Erik Oesterud) writes:
[SCSI-II- Link]

>Got one just the other day. It's real small and works great withmy tape
>streamer. But with the norwegian toll and VAT it got expensive :-(

Expensive? Did you get the Germans to deduct their VAT before
they sent it?

Jon

Snail : Hjortsbergvn. 7, N-1784 Halden. Norway Voice: +47-69-175939
E-Mail: jon.a.lovstad@hiof.no / jonal@gyda.hiof.no
Finger: jonal@sofus.hiof.no / jonal@gyda.hiof.no / jon@syd-georgia.hiof.no
Talk : jonal@gyda.hiof.no / jon@syd-georgia.hiof.no

Life is a lemon and I want my money back! (Jim Steiman)

2603. Re: NVDI 3.0 and Speedo 5.x

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 16:15:53 UTC
From: jonal@hiof.no
Message-ID: <jonal.2874.2EC0F5B9@hiof.no>
Source record: 177429

In article <39pepj$hbt@news.duke.edu> damms002@acpub.duke.edu (Thomas Damms) writes:

>To my knowledge, NVDI 3.0 as well as SpeedoGDOS 5.0 support all kinds of
>vector fonts but NVDI 3.0 is able to use these fonts even without SpeedoGDOS.

NVDI support Bitstream Speedo and TrueType fonts. It has a built in font
scaler/rasterizer which makes it independent of SpeedoGDOS.

SpeedoGDOS supports the above two formats + PstScript Type1 fonts.

Both support old bitmap GDOS fonts.

>Is theire any advantage using NVDI 3,0 and SpeedoGDOS 5.0 together or is it
>enogh to use NVDI 3.0 alone ?

If you don't need the Type1 support, you could do well with NVDI only. I
believe Speedo comes with more fonts and drivers though.

>Is an upgrade from NVDI 2.5 to 3.0 available ?

Yes.

Jon

Snail : Hjortsbergvn. 7, N-1784 Halden. Norway Voice: +47-69-175939
E-Mail: jon.a.lovstad@hiof.no / jonal@gyda.hiof.no
Finger: jonal@sofus.hiof.no / jonal@gyda.hiof.no / jon@syd-georgia.hiof.no
Talk : jonal@gyda.hiof.no / jon@syd-georgia.hiof.no

Life is a lemon and I want my money back! (Jim Steiman)

2604. Re: CDAR504 Atari CD ROM Drive

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 16:20:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199411091820.a45374@wi2.maus.de>
Source record: 177090

In article <39f1dl$7f5@news.ysu.edu>, tom lamparty (tom lamparty)
wrote:
> I've just been given a cdar504 Atari CD ROM Driver. I got
>the metados2.zip file from a.a.u.e and installed it. Actually I
>tossed the whole thing (after extraction) into the auto folder, per
>the instuctions. Only problem is I get BOS device is not responding
>bos device is not installed, and the same for the 2 DOS files.

(1) You should try the current version: metads24.zip.
(2) Are you sure that you used the correct device number in config.sys?

2605. What to 'correct' in Obsession

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 16:43:49 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <39qu85$12n@vishnu.jussieu.fr>
Source record: 177432

Hello. I wanted to ask if Obsession's coders could change the effect of the spacebar so that it shifts the ball horizontaly and not only vertically ?? Thanks in advance.

MB.

2606. Re: Obsession Bugs

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 16:54:21 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <39qurt$12n@vishnu.jussieu.fr>
Source record: 177434

In article 10960@dmu.ac.uk, se2ap@dmu.ac.uk (A Parker) writes:
(...)
briliantly. What do other readers think? I for one will be buying the Falcon version when it comes out, and I don't even like games (except Obsession of course!!!!) The programmers deserve our support.
}
}Alan.
}
}

I think you can count on me too, if the Falcon version is good enough.

MB.

2607. Re: GEnie changes

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 16:57:17 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411091603.AA00552@ilmen.lanl.gov>
Source record: 177436
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article t0e@nermal.cs.uoguelph.ca, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>Hutch (hutch@ilmen.lanl.gov) wrote:
>: There have been some rumors floating around about GEnie dropping support for
>: the Atari in the near future. I went to the head of the class, so to speak,
>: to find out what the real story was. Here is the reply I received from
>: Darlah Potechin, Chief Sysop of the Atari RT on GEnie:
>
> "The Atari" what???? I wish people would be more specific! The
>"Atari" as you call it, could mean the 8-bit, the ST, the TT, the Lynx,
>the Falcon, the Jaguar, the Portfolio or various other products.

Oh, well excuse me for livin'.

GEnie currently maintains a specific area (called a RoundTable) for Atari
support including all the machines you mentioned, to some extent. This
support includes a staff of Sysops, some salaried and some as volunteers
with limited free access.

If they dropped support, this officially maintained area would go away.
That is not going to happen in the forseeable future, according to GEnie
sources. A graphical front end for the Atari will likely come about but
not until after the PC and Mac software is finished.

Clear enuf for ya?

-Hutch- @ Fair Dinkum Tech

2608. Re: Problems with PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 17:00:00 UTC
From: christian.andersson@p5.f611.n203.z2.ct.se
Message-ID: <ftn_2.203.611.5_2ec10047_Christian.Andersson@ct.se>
Source record: 177328

> PS. I also got the Apple Quicktime and also the Microsoft AVI movie
> formats, would many of you register if I did Quicktime and AVI Falcon
> movie players?

Yes! You would get me on your list!

Chris.

2609. Patched version of MiNT 1.11h2

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 17:05:46 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Nov9.170547.5077@bay.cc.kcl.ac.uk>
Source record: 177440

In article <mnb20.51.000B816F@cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
! In article <39l17c$4gd@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
!
! >Yes it would! However there are only four patches:
! >mint1.10-1.10h8
! >mint1.10h8-1.10h9
! >mint1.10h9-1.11h1
! >mint1.11h1-1.11h2
!
! >Anyone want me to upload the sources to 1.11h2?

There is a completely patched source to 1.11h2 on my ftp site:

phlem.ph.kcl.ac.uk:/pub/MiNT/mint111h2.tar.gz

ATB,
Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <

2610. Q: how to upgrade 520ST...?

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 17:10:33 UTC
From: blade01@pplnet.com
Message-ID: <649PBTTBWDXMYECHT@pplnet.com>
Source record: 177360

```
IG>Questions about upgrading a 520ST
IG>---------------------------------
IG>I have a 520ST. I'd like to run EditTrack on it, but EditTrack requires 1 M
IG>RAM. I don't have the ST here, so I can't see how much memory it has, but
IG>chances are that it has 512K. In that case, I'll have several possible
IG>choices:

IG>a) Upgrade the 520ST. I'm not sure how to do this.

Call Toad Computers at 1-800-448-8623 or +1-301-544-6943 and tell them
you want to order the JRI RAM board for the ST. you can put up to 4
megs of SIMMs on it - and if you get another shifter chip, you'll get
the STe palette, too. SIMMs from your MAC will work - just use 4 of the
same kind.

IG>Questions about disk drives
IG>---------------------------
IG>I also need to get a new disk drive for the 520. The one I've got is
IG>external,
IG>and quite beyond repair. Questions here: Can I get an internal drive and
IG>put it in the external's box? Can I put an internal drive in the 520ST (rem
IG>ember, it's been a while since I saw this thing)? What kind of disks does t
IG>Atari use (e.g., Mac, IBM, proprietary)? I've heard that there are single a
IG>double-sided Atari drives- can I get away with a single-sided, or should I g
IG>double-sided?

Get any double-sided 720k drive you can find for a good price. If you
have a double-sided drive in the external case now, it should just plug
& play (although you may need to perform surgery on the faceplate of the
plastic case). Don't mess with single-sided drives, they aren't worth
anything, and you can't swap disks with some systems (MS-DOS
preformatted disks, for example, are all double-sided). Also, the best
software is now on DS disks and can be a major pain to try to switch to
single sided.

If you have any problems with the hardware upgrades, drop me a line -
I've done dozens of them. Toad also does the work, and probably won't
charge you any more than anyone else.

```


```
                                                                        □
```
Rich Tietjens aka Captain Blade * from The Captain's Lounge
Home of GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld
1-713-682-7474 * 24 hours/7 days * 14.4k bps * v.32bis/v.42bis
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn

 51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--
Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

2611. ATARI 520ST forsale very cheap

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 17:21:10 UTC
From: joe@trdlnk.com
Message-ID: <Cz0G7D.B6n@trdlnk.com>
Source record: 177207

I have an Atari 520ST that I upgraded to 1Meg of RAM. It has a floppy drive and a color monitor. I know these things are obsolete but the unit is like new and the color monitor has to be worth something.(The monitor has excellent clarity). All 3 pieces are original Atari. It also has a mouse and tons of floppies with all types of games on them.

I'll sell it to who ever makes the best offer and you don't have to offer much.

2612. Re: HSMODA04 doesn't work with Stalker 3?

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 17:32:02 UTC
From: blade01@pplnet.com
Message-ID: <1938XUOHLDYMNFHAFM@pplnet.com>
Source record: 177326

IS>In article <029334UXXJGENDMFPBDU@pplnet.com>, blade01@pplnet.com writes:
IS>> Gribnif is not the problem. HSModa04 works with Semper here, and with
IS>> XYZ.TTP - but it does NOT work with FidoDoor, ST-Keep, or any of the
IS>> other software I run on-line. HSModa04 is broken. Period.

IS>No info on which machine, bad. But your very well and best software,
IS>does it run on other ports than the MODEM1? Will your software run
IS>on other ports than the "atari-original" ones (on machines, which
IS>does not have the "normal" serial hardware)? The answer at least
IS>for the second question will be: "No."

It's a Mega STe with TOS 2.05; some of the other software that will not support MODEM2 and SERIAL2 was written in GFA BASIC (which is crap, of course) and I am currently translating the sources I have to HiSoft BASIC 2 in order to fix this problem.

However... Using GEMDOS calls to cauxos under HSModem _always_ produces a "port is ready to send" response; under TurboCTS, handshaking does work. Now, if there were a complete English explanation of how to make HSmodem handshake properly under GEMDOS, or if the default setting would do that, there would be no problem.

IS>And the most interesting thing: You did not send any mail to me.

Right sorry about that - I simply haven't had time. Little things like rent, food, and car payments keep intruding.

IS>There is at the moment only one clear standard for controlling
IS>the serial ports of Ataris, and this standard is supported by the
IS>HSMODA-driver package.

How about a backward-compatible mode or driver for people who don't wantto replace ALL their software just to support the "new standard" method? Since the old way worked - and the only reason I had to switch to HSmodem was to support Semper - it would appear that the "standard" is another non-standard change.

IS>Yes, this standard came late, and it not "atari-official", because
IS>Atari decided to work only for video games in the future, but Atari
IS>is not honestly enough to say it directly.

OK, assume that Atari has dropped computers. I can live with that. Why should I run out and buy all new software that supports HSmodem if I can get all my old software to work fine by switching back to TurboCTS and Binkley instead of Semper? Sure, Semper is nice - but not nice enough to justify the expenditure of several hundred dollars more to replace everything else I run!

--

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Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

2613. Compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 17:41:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39r1jc$4e8@dux.dundee.ac.uk>
Source record: 176840

Do I need Gcc to do this or with pure C do?

System: Falcon 4mb with FPU.

Rod

--
==========
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee
(None of this Abertay non-sense matey)

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

==========

2614. Re: X-Windows or X-Terminal for ST

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 18:05:20 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39r310$4e8@dux.dundee.ac.uk>
Source record: 176837

Alistair J Riddoch (ajr93@ecs.soton.ac.uk) wrote:
: I have been in contact with Michael Gehret at X/software and they are no
: longer developing X/TOS as the market is not large enough. It appears
: that they may be willing to release the old X11R5 version at reduced cost or
: possibly shareware.

: Alistair Riddoch

Excuse me if I appear dumb but what material benefits are there of having
X windows on an Atari. Surely GEM is capable of somethings?

Rod

--
==
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee
(None of this Abertay non-sense matey)

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

==

2615. Re: Canonical standard?

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 18:15:00 UTC
From: Christian_Roth@a2w.maus.sub.org
Message-ID: <199411092015.a22393@a2w.maus.de>
Source record: 177089

... more RAM, I'd say at start, and a OS like MagiC. This was what I did to upgrade my MegaST1 to a 4 MB. And it was remarkably smoother to work with! ...Until you start MIDI applications, where MagiC fails and you'll have to switch back to old TOS..

-cr

2616. Music Studio to MIDI converter...?

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 18:17:05 UTC
From: lunman@ChamplainCollege.QC.CA
Message-ID: <39r3n1$m00@samuel.ChamplainCollege.QC.CA>
Source record: 177058

Hello all. Some years ago, I had a program called PLAYER.PRG which would play back Music Studio song files. Also, it would convert them to standard MIDI files. That's what I need it for. The problem is that I have somehow managed to erase my only existing copy of the program. (I thought I had back ups but...) If my memory serves correctly, it was in the public domain. If anybody has this program or knows where I might find it... Any help would be appreciated!

Thanks in advance for any info.

Jon
---
lunman@ChamplainCollege.QC.CA

2617. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 18:37:21 UTC
From: avg@cwi.nl
Message-ID: <avg.784406241@news.cwi.nl>
Source record: 177057

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>How the hell are you going to connect to ftp or http or anything else on
>the UNIX systems if you're not going to use sockets?!? That's what
>*all* the UNIX networks speak over TCP/IP!

The specification of TCP/IP doesn't even mention UNIX or
sockets. OK, they may be a logical solution on file-oriented
systems, but for a simple client-only net application, they are
dispensible.

There is absolutely no reason to have the same architecture on my
side of the connection as whatever is on the other end. And BTW,
an FTP server is not always automatically a UNIX machine. It may
be VMS, Mac or MS-DOS just as well.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2618. Re: Who sells Atari stuff in the Netherlands

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 18:42:42 UTC
From: avg@cwi.nl
Message-ID: <avg.784406562@news.cwi.nl>
Source record: 177378

hofman@nltv00.uni-paderborn.de () writes:

>Hello,

>Is there anybody out there who knows any stores in The Netehrlands,
>which sell Atari ST stuff. I am looking for a SCSI host adapter,
>but I cannot seem to find any stores which sell any hardware for
>Atari ST. They are all very PC minded overhere.

>I live in Rijswijk (ZH), so if there are any dutch guys (or girls)
>out there who know something, please let me know.

For the most accurate information (and any software on sale in the
Netherlands), try ACN. They so much as *are* Atari here.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2619. Sim City cheat codes

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 18:46:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199411092046.a22161@a2w.maus.de>
Source record: 177091

I think Sim City is a great little game and so does my son who plays it whenever he can get me off the ST.

He is desparate to know the cheat codes, especially for getting more money, can someone please let us know.

Ian_Taylor@a2w.maus.de Hmm, maybe time I had a new signature?

2620. Re: Overscan modification for STE?

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 18:46:05 UTC
From: paul@xciv.demon.co.uk
Message-ID: <784406765snz@xciv.demon.co.uk>
Source record: 177449

In article <CyxA6F.6rM@cix.compulink.co.uk>
rgivan@cix.compulink.co.uk "Roland Givan" writes:

> > Has anyone done the overscan modification on the STE with TOS 2.06?
>
> I don't think you can do this mod on an STE. Something to do with how Atari
> redesigned some of the custom chips :-(

IIRC two of the chips (glue + video shifter?) were combined into one, and to
do the overscan mod one of these chips needs to be modded in some way.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) IRC: Civ */
/* ST & PC A woman needs a man like a fish needs a bicycle */
/* Owner "Beware of Trojans, they're complete smegheads!" - RD5 */

2621. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 18:49:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411092049.a11220@pb2.maus.de>
Source record: 177094

On Monday November 7th at about twenty-five to nine
avg@cwi.nl (*Annius Groenink*) happened to write:

AG>The TMP variable doesn't have a meaning on the Atari. It is UNIX.

That's b*llsh*t. Many applications use the ENV$ if they are set on that
particular system. Your programme should at lease *look* for them and use them
if they are set.

AG>Here's my objection to MiNT: it blindly adopts 90% of UNIX. I wish

What's so bad about this? I don't like the cryptic handling of CLIs and dozens
of parameters, but you can build an excellent shell on it. Look a X. It
wouldn't exist without *nix.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2622. Re: GEnie changes

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 19:57:40 UTC
From: mrathwel@uoguelph.ca
Message-ID: <39r9jk$qpc@nermal.cs.uoguelph.ca>
Source record: 177078
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

: Oh, well excuse me for livin'.

: GEnie currently maintains a specific area (called a RoundTable) for Atari
: support including all the machines you mentioned, to some extent. This
: support includes a staff of Sysops, some salaried and some as volunteers
: with limited free access.

Good! Thanks for clarifying! I wouldn't get so ticked off except
that Atari machines underrated because they general populous thinks that
Atari isn't even in business. When you say "The Atari", most of the
population thinks about the old 2600 game system. When you are more
specific (ie. "The Atari Portfolio Palmtop PC"), people realize that
Atari is more than games and take Atari more seriously. It benefits the
Atari community. Sorry if I seem harsh, but the only way the Atari
community can thrive is by maintaining and building upon current support.
We have to let people know that Atari has a diverse product line!

Cheers,

>> Mark <<

2623. Re: GEnie changes

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 20:02:01 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <39r9rp$hum@charm.magnus.acs.ohio-state.edu>
Source record: 177438
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

In article <39pgg7$t0e@nermal.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>Hutch (hutch@ilmen.lanl.gov) wrote:
>: There have been some rumors floating around about GEnie dropping support for
>: the Atari in the near future. I went to the head of the class, so to speak,
>: to find out what the real story was. Here is the reply I received from
>: Darlah Potechin, Chief Sysop of the Atari RT on GEnie:
>
> "The Atari" what???? I wish people would be more specific! The
>"Atari" as you call it, could mean the 8-bit, the ST, the TT, the Lynx,
>the Falcon, the Jaguar, the Portfolio or various other products.

Probably ST and compatibles. I can't imagine them going to the
trouble of programming a graphical interface for the 8bits these days.
The Lynx and Jaguar can't even use a modem, and the portfolio is
DOS-compatible.

I've noticed a lot of software I've compiled for Unix machines saying
that it could be configured for Ataris, and I've always assumed they
meant the ST family.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

2624. Re: Some news...

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 20:15:27 UTC
From: larserik@oslonett.no
Message-ID: <39rakv$bl3@hasle.oslonett.no>
Source record: 177075

> Expensive? Did you get the Germans to deduct their VAT before
> they sent it?

They probably did, but the norwegian VAT is so much higher :-)
And there are all numbers of taxes and handeling fees too :-(
(they even charge VAT and taxes for the postage !!!!)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

2625. Re: Opinions on Microsoft

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 20:29:33 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11091994.202933@empyr.dircon.co.uk>
Source record: 177254

-=> Quoting H9250467 @idefix.wu-wien. to All <=-

H@> If you wnat to use a good word processinf softawre, get a look to
H@> Papyrus Gold.

Does it korekt tiping misstayks too ? ;-)

___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

2626. Re: Looking for W. Klaren

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 20:48:51 UTC
From: paul@xciv.demon.co.uk
Message-ID: <784414131snz@xciv.demon.co.uk>
Source record: 177450

In article <784331418snz@bigbox.demon.co.uk>
bjb@bigbox.demon.co.uk "Ben Bell" writes:

> I'd like to contact Wout Klaren (author of TeraDesk) Has he got an email
> address or would I have to do this by post?

AFAIK he doesn't, Mark Matts (of TeddyTerm fame) used to provide all the
support for TeraDesk, and he had to do it by post because the author didn't
have a modem.

You might be able to contact Mark, try matzy@filesys.demon.co.uk

> Also does anyone know of a desktop replacement which is compatable with MiNT
> file systems like Minix FS?

NeoDesk v4 might be, I think.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) IRC: Civ */
/* ST & PC A woman needs a man like a fish needs a bicycle */
/* Owner "Beware of Trojans, they're complete smegheads!" - RD5 */

2627. Re: IBM Emulation (looking for Supercharger, AT Speed)

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 20:50:00 UTC
From: Klaus_Beschorner@bb.maus.de
Message-ID: <199411092250.a17590@bb.maus.de>
Source record: 177092

>No one seems to have any info on the Vortex 386 SX card, other than that
>it is prone to blowing up!

I had one in my old Mega STE and it worked like a charm, although as
slow as you'd expect from a 16 MHz 386SX. Windows 3.0 worked.
Only trying to use the on-board "fast RAM" was calling for trouble.

-klaus-

2628. ExtenDOS Pro & SCSI audio

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 20:52:33 UTC
From: rzb20@ccc.amdahl.com
Message-ID: <1994Nov9.205233.3106@ccc.amdahl.com>
Source record: 177366

In article <CywJ11.Huu@isltd.insignia.com> graham@insignia.co.uk writes:
(followups to previous articles omitted)
>
>The Apple CD300e (the new version), for example, can send the audio over the SCSI. Perhaps
>cdaudio.prg is just a panel for managing the CD and cannot map such audio data to the Host
>audio out.

The current version of ExtenDOS Pro supports playing audio CDs through
the audio facilities of the drive, i.e. via headphone or audio-out jack.
(As a side note: there probably ARE drives that support audio but don't
have a headphone jack ... I've just never seen one). ExtenDOS Pro
provides this kind of audio support on many drives from different
manufacturers. The CDAUDIO program/accessory interfaces to code in
the drivers that allows audio CD control. The interface is essentially
the one defined in CDBIND01.H.

Reading audio via the SCSI interface is a different matter. Only more
recent drives support this. It's my intention to add support for this
to ExtenDOS Pro in the (near) future, but I suspect it will probably
be used by most folk for sampling rather than playing entire CDs.
It will clearly take lots of cpu time to process the incoming data
& convert it into something to play through the system speaker, versus
just telling the drive to play the whole CD & going off to do your
compile/dtp/etc.

Regards,
Roger Burrows / Anodyne Software
--
Roger Burrows | (613) 238-8151 | rzb20@juts.ccc.amdahl.com |
Amdahl Corporation | | |
[The opinions expressed above are mine, solely, and do not]
[necessarily reflect the opinions or policies of Amdahl Corp.]

2629. Re: Booting older TOS vers. from disk??

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 20:58:18 UTC
From: Adrian.Gruber%239@satlink.oau.org
Message-ID: <3bb_9411101259@satlink.oau.org>
Source record: 177300

```
>> Georg Mueller (georg@dali.nlp.physik.th-darmstadt.de) wrote:
>> I got a STE with TOS 2.06 and now have problems with some of the older
>> applications, which won't run on this TOS, but did with TOS 1.2.
>> I have a stoneage TOS 1.0 on disk, which fixes the problem, but I hate
>> the look of the icons and there are some problems with the harddisk.
>>
>> Is there a way to create a boot disk from a ROM TOS or can I get
>> somewhere a bootdisk with TOS 1.2

From: adrian.gruber%239@satlink.oau.org
Newsgroup: COMP.SYS.ATARI.ST
Subject:Boot TOS from disk
Date:11/09/94 21:00:00 EST
---------------------------------------------------------------------------
Georg, I remember when the first ST's came along in 1984-85-86? which the
original ST case came in an off white thety did not contain a TOS chip.
You had to boot The Operating System like dos from a floppy disk.
The original Tos 1.0 came on a floppy and had to be loaded into the St in
order to run any type of software. I saw such a machine about 2 years ago
at a friends house here in Orlando, I don't think these machines exist
any more.
--
|Fidonet: Adrian Gruber 1:363/239
|Internet: Adrian.Gruber%239@satlink.oau.org
|
| Standard disclaimer: The views of this user are strictly his own.
| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).
```

2630. ST items for Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 21:12:01 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Nov9.171201.29753@ac.dal.ca>
Source record: 177343

For Sale!

All items best offer....

SC-1435 Stereo Color Monitor
SM-125 Monochrome Monitor
Monitor Master
Megafile 30
SC-1224 Color Monitor
SX-212 1200 baud modem
Migraph Hand Scanner w/scanning tray and software.
Computer Eyes Video Capture system

All items are in excellent condition and work great.
Please E-mail if you are interested.

2631. Re: Questions about Flash 2?? Please Help...

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 22:44:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <39rjcu$2aa@golem.wcc.govt.nz>
Source record: 177442
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <39qgkn$mgp@sandra.teleport.com>, bensmith@teleport.com (Benjamin Smith) writes:
>Does Flash 2 support VT100\ANSI as well as the Old Flash from Antic Did?? I
>use Flash 1.60 because it supports VT100 Better than FZDT and it works
>better for me on the InterNet. Unfortunately, I also now need to use Z-Modem
>but Z-Modem isn't built in to Flash 1.60. Is Z-Modem built into Flash 2 like
>X-Modem and Y-Modem Batch was in Flash 1.60?

You will find that FLASH 2 is a bit to slow, they have made it 100% GEM compatible, so you will need a screen accelerator to get back to a normal speed...

Flash 1.6, well I use GSZRZ Zmodem all the time, its on many sites....

NOTE: Alan Page did not have any thing good to say about FLASH 2, his comments was that it still had some of the flaws that Flash 1.6 has...

>bensmith@teleport.com

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2632. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 23:20:19 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <Cz0wtw.2D9@cix.compulink.co.uk>
Source record: 177364

In response to graham@insignia.co.uk's message:

> NVDI 3.01 supports Speedo and TrueType. I can't say how well as I don't
> have a copy.

Thanks for that Graham, but I've already got the feature list. I wanted to get a report on how well it seems to do the job and whether there are any reports of problems or advantages over a) the previous NVDI and b) the Speedo aspects.

At the moment I have Speedo v4.1 and QuickST v3 , so I've got the opportunity of either trading in Speedo for NVDI3 at HiSoft for 40ukp or just buying NVDI 2.51 for 30ukp and keeping the existing Speedo but doing without TTs and Type 1s.

##*#

2633. Minix - on which FTP ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 23:20:23 UTC
From: npetrlik@public.srce.hr
Message-ID: <39rlfn$oob@nippur.irb.hr>
Source record: 177344

I don't have a Minix, so I'll be very
grateful if someone know where i can
find Minix (i mean on which ftp ?)
I'm searching for a complete version
(not an upgrade, or patch, etc ..)

Thanx To All !

2634. Ghostscript - where ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 23:21:17 UTC
From: npetrlik@public.srce.hr
Message-ID: <39rlhd$oob@nippur.irb.hr>
Source record: 177342

```
Where (on which ftp ) i can find Ghostscript ?
```

2635. Overscan modification for STE?

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 23:48:00 UTC
From: mikke.mattsson@f0.n200.z2.ct.se
Message-ID: <ftn_2.203.611_2ec15fe5_Mikke.Mattsson@ct.se>
Source record: 177317

> From: hallvart@ifi.uio.no (Hallvard Tanger&#65533;s)
>
> Has anyone done the overscan modification on the STE with TOS 2.06?
> I would like to know how it works and if it works well.
> I'm using an NEC Multisync II monitor as well.

Can you do it on an STE?! I thought it was only possible on plain ST's.

-M:

2636. Cin'tari November Meeting

Newsgroup: comp.sys.atari.st
Date: 1994-11-09 23:53:00 UTC
From: mike.hill@cccbbs.cincinnati.oh.us
Message-ID: <89D646D.0833000848.uuout@cccbbs.cincinnati.oh.us>
Source record: 177324

All,

Cin'tari is having its November meeting on the
12th of November (this Saturday) at 3:30pm at
the Star Bank in Roselawn. 7660 Reading Road.

Everyone is invited to attend. Cin'tari
(Cincinnati Atari Computer Users) supports the
8-bit, ST/STE/TT/Falcon line of computers and
also the Jaguar game system.

This month we will be demoing the Jaguar and
Alien VS. Predator. As always we will have
some computers there also.

We also have Special Interest Groups (SIGS)
that get together to discuss issues such
as Telecommunications, Programming, etc.

If your in the area, please try to make it
to a meeting. All meetings are the 2nd
Saturday of each month at the above place
at 3:30pm. Drop me a note if you want more
info or are interested in a Sig.

Mike Hill
mike.hill@cccbbs.cincinnati.oh.us

2637. Help, new tt owner

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 00:21:14 UTC
From: 3ws5@qlink.queensu.ca
Message-ID: <39rp1q$5b2@knot.queensu.ca>
Source record: 177352

Hi everybody!

I'm wondering if anyone knows if PC-ditto II or I will run on a tt, and
if so, does anyone have a copy?

Is there a file convertor for 1st word to wordperfect?

what is the latest version of spectra GCR?

Does anyone have a copy of wordperfect for the st. Are the file
compatible with pc wordperfect 5.1?

Would it be a better idea to upgrade my tt or purchase a new falcon?
Does anyone know if atari's producing any more computers?

2638. Re: What's with atari.archive.umich.edu lately?

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 00:28:43 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <39rpfr$eeg@mailer.fsu.edu>
Source record: 177443

Dan Ackerman (baldrick@terminator.rs.itd.umich.edu) wrote:
>
> dcstuffr.arc -> ../Utiliites/Dc/dcstuffr.arc
>
> ^^^^^^^
> should have read Utilities

Whoops, I didn't notice that. I guess Gopher is OK after all :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2639. Re: Diamond BckUP III ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 00:33:25 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <39rpol$eeg@mailer.fsu.edu>
Source record: 177444
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hirlimann Ludovic (hirliman@ufr-info-p7.ibp.fr) wrote:
>
> I need info on Diamond backup 3. Does it use the
> Dsp on the Falcon ? Who edit it (Snail, Fax, E-mail) ?
> Is it a Good product ?

I doubt that it uses the DSP, but I could be wrong. I believe there is a
demo of this program on atari.archive.umich.edu, so that might answer many
of your questions.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2640. Toad Holiday Festival '94

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 00:42:14 UTC
From: toad@charm.net
Message-ID: <39rq96$pf0@sowebo.charm.net>
Source record: 177448

```
TOAD COMPUTERS -- HOLIDAY FESTIVAL '94
======================================================================

NEW EXHIBITORS JUST ANNOUNCED: GRIBNIF AND ANODYNE SOFTWARE!

Toad Computers is proud to announce HOLIDAY FESTIVAL '94 which will
take place on December 3rd & 4th, 1994. Last year's event drew
500 people from all over the country and featured guests and
exhibitors such as:

- Dave Small
- Joe Waters, Ed. of Current Notes
- Charles Smeton (STraight FAX!)
- Dave Troy (CN Columnist / Toad Co-owner)
- Tim Reyes
- MajicSoft
- Carter's Creative Computer
- Greg Ondo of Steinberg Jones

We'll feature free hot apple cider, door prizes and more! We'll also
have another raffle to benefit Habitat for Humanity (which raised over
$500 last year!!)

The show will take place at TOAD COMPUTERS in the Park Plaza Shopping
Center in Severna Park, Maryland. There's unlimited free parking and
lots to see and do nearby, as we're nestled between Washington,
Baltimore, and Annapolis.

Confirmed 1994 attendees include:

- Tom Harker, ICD Inc. (CatBox and Star Battle)
- Roger Burrows, Anodyne Software (ExtenDOS CD Driver)
- Gribnif Software -- Dan Wilga / Rick Flashman
- Bob Luneski, Oregon Research
- MajicSoft
- Binary Sounds (Hybrid Arts Product Line)
- Joe Waters, Ed. of Current Notes
- Greg Ondo, Steinberg Jones
- Charles Smeton (STraight FAX!)
- And of course, the Toad Gang -- including
Dave and Jennifer Troy

TOAD COMPUTERS HOLIDAY FESTIVAL '94:

Saturday December 3rd 10:00am - 7:00pm
Sunday December 4th 10:00am - 5:00pm
```

Toad Computers
Park Plaza Shopping Center
570 Ritchie Highway
Severna Park, MD 21146-2925

Voice: (410) 544-6943
Orders: (800) 448-8623
FAX: (410) 544-1329
BBS: (410) 544-6999
TOADFAX: (410) 544-0098

For MAPS, DIRECTIONS, HOTEL ACCOMODATIONS, or any other
information you may need, please call us!

The local HOLIDAY INN is offering $59 (reg $90) rooms for the
show. For more information, please call us at (410) 544-6943!

Keep an eye open for further developments on the show! We plan to have
announcements on and in:

- GEnie - CompuServe
- Internet - Delphi
- Current Notes - ST Informer

We will also be mailing postcards in support of the show
sometime in November. If you know of someone who would like
to come to the show, give us their name and address and
we'll be sure they get the information!

ADMISSION IS FREE!!!! ADMISSION IS FREE!!!

We hope to see you here! Last year, we were really happy with how
things went. The holiday season adds a spirit of real levity and
excitement that is often missing at other Atari events. We're looking
forward to putting on a first-class show, and we hope you can join
us.

David Troy
Jennifer Troy
Ray Mitchell

========== 11/08/94 =====

--

--
toad@charm.net Toad Computers

2641. uuencode/decoder needed!

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 00:52:15 UTC
From: 16320@ef.ev.maricopa.edu
Message-ID: <199411100058.RAA19766@ev.maricopa.edu>
Source record: 177446

Howdy... Can someone direct me to an FTP site where I can get a uuencode/decode program? I've only found one, and it refuses to decode anything successfully no matter how I tried it (I got it from the umich archive). Thanx!

```
___ ___
/\ \ "She had a pair of blue eyes that / /\
//\\__\ looked green to me." /__//\\
\\// / -- Yello \ \\//
\/__/ \__\/
```

16320@ef.ev.maricopa.edu 16320@ef.gc.maricopa.edu

2642. Re: Questions about Flash 2?? Please Help...

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 01:30:35 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.784431035@BIX.com>
Source record: 177351
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I've already responded to Ben in email, as requested, but in case anyone
else here is interested, let me post some replies to
his message here too...

bensmith@teleport.com (Benjamin Smith) writes:

> Does Flash 2 support VT100\ANSI as well as the Old Flash from Antic Did?? I
> use Flash 1.60 because it supports VT100 Better than FZDT and it works
> better for me on the InterNet. Unfortunately, I also now need to use
> Z-Modem but Z-Modem isn't built in to Flash 1.60. Is Z-Modem built into
> Flash 2 like X-Modem and Y-Modem Batch was in Flash 1.60?

Yes, Flash II *fully* supports VT100 (as well as VT101, 102, 200 & 300) as
well as ANSI. An added benefit to our ANSI support is the built-in
IBM/ANSI character set so that you get full ANSI graphics displayed when
calling an ANSI BBS. We also support ANSI colors, up to 16 of them
depending on the type of Atari computer you're using.

> Also, does anyone have an inexpensive, complete copy of Flash 2 for sale?

If you own an old version of Antic's Flash, you can upgrade to Flash II
for only $30 + $4 shipping (in North Americ). That's one heck of a good
bargain!

> Also, does anyone know what is the current version of Flash 2?

Our current release is 2.21.

> Also, does anyone know the Quality of Flash 2's Manual? And how big of a
> Manual is it and how many pages?

We like to think our manual is one of the best telecom program user manual
around. It's grown to over 250 pages and includes 9 chapters, a full
Table of Contents and a large and easy to use Index for cross referencing.

If anyone else has any questions, please feel free to ask. Thanks.

~~~~~~
John R. Trautschold	j.trautschold@bix.com
""""""""""""""""""""	j.trautschold on BIX * 71333,1003 on CIS
Missionware Software	J.TRAUTSCHOL on GEnie * MISSIONWARE on Delphi
~~~~~~

2643. Re: What's an SC1224?

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 02:27:06 UTC
From: Michalis Papadopoulos <mpapad@leon.nrcps.ariadne-t.gr>
Message-ID: <Pine.SUN.3.91.941110042432.10695A-100000@leon.nrcps.ariadne-t.gr>
Source record: 177353

On Fri, 4 Nov 1994, Rick Schofield wrote:

> FOR SALE: to a good home
>
> Atari SC1224 (with about .07 miles on the odometer)
> single floppy drive
> mouse, joystick, dustcovers, disks, manuals etc.
>
> Software:
< lots of software list and printer deleted>

Well to sell a monitor (the SC1224) with a floppy and software...
Where is the computer???

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr
mpapad@leon.nrcps.ariadne-t.gr

2644. Re: GEnie changes

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 02:29:24 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <39s0i4$550@golem.wcc.govt.nz>
Source record: 177359
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

```
] : There have been some rumors floating around about GEnie dropping support
] : the Atari in the near future. I went to the head of the class, so to spea
] : to find out what the real story was. Here is the reply I received from
] : Darlah Potechin, Chief Sysop of the Atari RT on GEnie:
]
] "The Atari" what???? I wish people would be more specific! The
] "Atari" as you call it, could mean the 8-bit, the ST, the TT, the Lynx,
] the Falcon, the Jaguar, the Portfolio or various other products.
]
] >> Mark <<
```

Atari. e.g. Everything.

2645. Re: SpeedoGDOS 5.2

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 02:41:06 UTC
From: Michalis Papadopoulos <mpapad@leon.nrcps.ariadne-t.gr>
Message-ID: <Pine.SUN.3.91.941110043845.10695B-100000@leon.nrcps.ariadne-t.gr>
Source record: 177354

On 7 Nov 1994, Chris Ridd wrote:

> Some versions of Speedo 5 break with some TrueType fonts; later
> versions (5.0c) are supposed to be OK.
>

No they aren't. I have some problems with True Types.
There is another problem... if you have any GDOS font (for screen as i
have) in Motorola format then Speedo just crashes.

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr
mpapad@leon.nrcps.ariadne-t.gr

2646. Re: HP Deskjet questions

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 02:56:34 UTC
From: mparrott@pnw.net
Message-ID: <39s252$4cj@rocky.pnw.net>
Source record: 177356

> 1) Pagestream drivers. The Laserjet driver will work in mono, but
> I'm wondering if there's a colour Deskjet driver available... I'm
> using an old version (pre-V2) if that makes any difference.

I don't think there's a color Deskjet driver for version 1.8 of
PageStream. If you can upgrade to version 2.2, you'll have a driver
for the 550C which will work with the 560C.

> 3) Paper. Anyone know of a good compromise between plain paper and
> the over- priced HP Glossy stuff?

You might try Hammermill Laser Plus, which tends to resist
bleed-through, or Hammermill Laser Print, which is a
slightly-heavier-than-bond paper. Both are very bright white, tend
not to bleed through much, and produce excellent results with my
Canon BJC-600. I imagine they'd perform very will with the HP
Deskjet as well. Cost: about $10.00/ream for Laser Print, $14.00/ream
for Laser Plus, though you can do better if you shop around.

Hope this helps!

- -- - - - - - - - - - - - - -
Michael Parrott !!! Proudly Using Atari
mparrott@cascade.pnw.net (. .) TT030@48Mhz/4/4/630
((v)) "Despite the high cost
"Old Immortals don't die; o-----/m-m------o of living, the practice
they just... DON'T..." remains popular..."

\=- Home of the Plexy 4000 Trilark De-Scrappler -=/
- -- - - - - - - - - - - - - -

2647. Re: Accelerated Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 03:01:38 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <39s2ei$nae@cxc1.cl.msu.edu>
Source record: 177357

maba@simpson.ruhr.de (Martin Bartsch) writes:

>: Have anybody tried the Mighty Sonic accelerator? What increase in speed
>: can I expect. I also want to add 4 or 8 Mb of TT-ram, are there any problems
>: with compatibility?

>I'm using a Mighty Sonic in my Falcon since one year. The speed is about two
>times faster as a normal Falcon if you use Fast-RAM.
>There are no compatibility problems I think. You can decide if you want to
>work with 16 or 32MHz.

I am using the little brother of Mighty Sonic, called "Eagle Sonic" and I
am very disappointed in the fact that the DSP is disabled when running
in 32MHz mode. I'd also like to see a way to reset to 16MHz without
having to reboot. (It's possible that this has been addressed in a
software upgrade to which I am not privy. Anybody know any more about this?)
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2648. Re: Falcon 32 MHz and Cubase?

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 03:05:55 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <39s2mj$ncb@cxc1.cl.msu.edu>
Source record: 177358

glenn@loose.apana.org.au (Glenn Reither) writes:

>I would like to hear from anyone who uses Cubase Audio on a 32 MHz
>upgraded Falcon.
>Specifically, does the extra oomph mean the s/ware runs faster and are
>there any compatabilty problems?

Would also appreciate any comments about Cubase Lite running on a 32MHz
Falcon. Will this work in any Falcon resolution or must it be set to
an ST rez?
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2649. BBS software?

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 04:01:02 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <39s5tu$nhh@cxc1.cl.msu.edu>
Source record: 177361

I've been running a BBS in southeastern Michigan for over 8 years on an XE-based system using the reverent AMIS software (extremely modified, of course.) Now that I've moved up to a Falcon, I have a 2.5Meg 520STfm w/ ICD Adspeed enhancement that I'd like to use as the BBS.

I'd like to see a discussion of the various AVAILABLE shareware and commercial BBS packages that will run on the above ST using a mono monitor and (of course) a hard drive.

Please indicate the following where possible:

1) program title
2) author
3) how to acquire (also, is there a demo available?)
4) price
5) hardware requirements & fastest baud rate supported
6) comments

Thanx!
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2650. Re: No audio from ExtenDOS Pro

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 04:06:56 UTC
From: sammcgee@crl.com
Message-ID: <39s690$ik5@crl2.crl.com>
Source record: 177362

Chris Gray (cgra@se.bel.alcbel.be) wrote:

: -- Shurely shome confushion here...

: You can use SCSI commands to control a CD-ROM playing an audio CD, there-
: by making your ST/Falcon into an overpriced remote control unit. You can
: also plug the output of any piece of audio equipment into the microphone
: jack socket of the Falcon, but to avoid grief you should either wire a
: suitable resistance (mumble) in series or turn the volume way down low.

: But the really cool thing to do is to grab the digital information direct-
: ly from the CD, without going via analogue. This is possible given the
: right driver software and the right CD-ROM drive: it works with Hard&Soft's
: CD Tools and my CD-ROM drive. I can't hear what's being recorded and it
: seems to take about 50% longer to transfer the data than it would to just
: play the CD. The result is a 44.1 KHz 16-bit stereo .WAV or .AVR file,
: which I can't play %{. I plan to use sox to convert it to a mono 22KHz
: Apple sound file... maybe tonight, who knows.

What must a CD-ROM drive have to do this? (SCSI 2?)

Sam

2651. Re: Overscan modification for STE?

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 05:07:02 UTC
From: jonaeson@algonet.se
Message-ID: <39s9pm$jrt@aristotle.algonet.se>
Source record: 177376

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: > Has anyone done the overscan modification on the STE with TOS 2.06?

: I don't think you can do this mod on an STE. Something to do with how Atari
: redesigned some of the custom chips :-(

To my knowledge there is no overscan hardware-modification available for the STE.

However, it is not certain that it is impossible, there are some ways of doing it that could work, in theory....

It will be worked on, in a very near future, I'll keep you updated on the progress!

2652. Re: Help with Xferring Atari FTP Files

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 08:24:34 UTC
From: ab164@yfn.ysu.edu
Message-ID: <39slc2$32g@news.ysu.edu>
Source record: 177371

The problem you are having unarcing or unlzhing the files
that you FTPed on a mac could be due to the fact that since MAC
doesn't use file extensions it write header and sometime footer info
on just about every file that passes through it! I ran into some GIF's
that a friend of mine gave to me. Most of my GIF viewers refused to
look at them till I deleted the header info with ED_Hack. I doubt
that this method would work for compressed data, but it is real easy
to see as it is plain text.
Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

2653. EASE 3.0 DEMO...!!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 08:31:53 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <39slpp$8n7@golem.wcc.govt.nz>
Source record: 177377

Can some one explain what is so good with EASE 3.0 I have the Demo
from Hensa, but does it do seem to any more than what TOS 2.x or 4.x dose.

It did not have any were near the features that even NEodesk 3.3 does,
or am I missing some thing..

If you wish he world to use this piece of software then we need real
English Demo versions..

So some English help would help..:-) and a list of its feature
that the otheres Desktops don't have....

Thanks.....
****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2654. TOS 3.06 needed

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 08:49:18 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <39smqe$gaq@ccpnws.in2p3.fr>
Source record: 177375
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am currently building a PAK3 accelerator board (68020@16Mhz) for my
MegaST computer and I need a Tos 3.06 if I want to put the system on
the PAK.
As the Atari market is nearly dead in France (don't know if they ever
sold one TT!), I am looking for someone who could send me an image
file of the TOS 3.06.
Thanks for any help.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+-------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Ask a silly question and you'll get a silly answer"

2655. WTB: Frontier Elite II!!! Please Read This!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 09:12:54 UTC
From: bensmith@teleport.com
Message-ID: <39so6m$3ti@linda.teleport.com>
Source record: 177374

Want To Buy an Inexpensive, Used, Complete copy of Elite II!

All interested Parties Reply in E-Mail

bensmith@teleport.com

--Thanks--
---Ben---

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2656. Re: Music Studio to MIDI converter...?

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 09:26:06 UTC
From: steve-j@teleport.com
Message-ID: <39sove$s1e@elaine.teleport.com>
Source record: 177381

In article <39r3n1$m00@samuel.ChamplainCollege.QC.CA>,
Jon Lunman <lunman@ChamplainCollege.QC.CA> wrote:

>Hello all. Some years ago, I had a program called PLAYER.PRG which would
>play back Music Studio song files. Also, it would convert them to
>standard MIDI files. That's what I need it for. The problem is that I
>have somehow managed to erase my only existing copy of the program. (I
>thought I had back ups but...) If my memory serves correctly, it was in
>the public domain. If anybody has this program or knows where I might
>find it... Any help would be appreciated!
>
>Thanks in advance for any info.

Look for MIDI Music Maker (MMMxxx.xxx), which will convert a
multitude of music file formats to SMF files.

2657. Re: Developing Mosaic for the ST - addition

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 09:32:41 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <39spbp$5q8@percy.cs.bham.ac.uk>
Source record: 177380

cherborth@semprini.waterloo-rdp.on.ca writes:
>In <392pft$7jh@percy.cs.bham.ac.uk>, Chris Ridd writes:
>>Annius and I are aiming to provide the WWW client for *all* versions
>>of TOS (well maybe not TOS 1.0). Not everyone has MagiC. Not everyone
>>has Mint, and fewer still have MintNet.
>
>Then *why* don't you include MiNT-net?!? It would solve many problems
>for *free*.

Because a suitably patched and compiled Mint (eg 1.11) cannot be
distributed. We are not holding our breath waiting for Atari to come
up with the goods.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2658. Re: HDDriver v3.50

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 09:46:46 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.784460806@acp5>
Source record: 177388

sidcelery@cix.compulink.co.uk ("Harry Sideras") writes:

>was going to tell me anything or not. I'd say it would make sense if it
>reported no devices found and to advise you to check your connections and
>that the driver was correctly configured.

I'll think about this.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

2659. WANTED: Cable for Navarone Cart to Scanner!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 09:50:03 UTC
From: bensmith@teleport.com
Message-ID: <39sqcb$492@linda.teleport.com>
Source record: 177379
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm looking for a Cable To Connect Between my Navarone Scanner Cartridge and
my Saba Scanner. Does someone know the Pinouts and can they Build me one!

I know Navarone Industries won't help. They don't support Atari Anymore.

I want one Longer than my old one and my older one is getting Worn.

Please, don't reply in the Msg Bases.

Direct all Replies to bensmith@teleport.com

or for Faster Service, Call (503)256-9974
Ask for Ben.

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2660. virtual tt-ram

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 09:58:57 UTC
From: rstolk@ixcim.att.com
Message-ID: <Cz1qEA.MFz@nntpa.cb.att.com>
Source record: 177400

Hello,

Does any one know if there is a pd program to use my hard disk
as virtual tt-ram and where I can find it (ftp site ??)

thanks

Richard.

2661. Re: Developing Mosaic for the ST - addition

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 09:59:28 UTC
From: mdekker@fwi.uva.nl
Message-ID: <39squ0$2ul@matrix.fwi.uva.nl>
Source record: 177383

So, after all this discussion, are you (Annius and Chris) going to develop
Mosaic voor the ST?

--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| Latest Ishido info:
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

2662. Re: Mega ST2 Keyboard to STE1040

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 10:31:44 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <be8_9411111111@wmeonlin.sacbbx.com>
Source record: 177238

```
p> Newsgroups: comp.sys.atari.st
p> From: pmh@noddy.forestry.tas.gov.au (Peter Hopson)
p> Organization: Forestry Commission
p> Date: Mon, 7 Nov 1994 02:53:10 GMT
p> Lines: 18
p> X-Newsreader: Trumpet for Windows [Version 1.0 Rev Final Beta #6]
p> References: <pmh.82.2EBE497B@noddy.forestry.tas.gov.au>
p> Sender: usenet@pacit.tas.gov.au (News User)
p>
p> In article <pmh.82.2EBE497B@noddy.forestry.tas.gov.au>
p> pmh@noddy.forestry.tas.gov.au (Peter Hopson) writes:
>> Newsgroups: comp.sys.atari.st
>> Path: pacit.tas.gov.au!pmh.forestry.tas.gov.au!pmh
>> From: pmh@noddy.forestry.tas.gov.au (Peter Hopson)
>> Subject: Mega ST2 Keyboard to STE1040
>> Organization: Forestry Commission
>> Date: Mon, 7 Nov 1994 01:36:21 GMT
>> Message-ID: <pmh.82.2EBE497B@noddy.forestry.tas.gov.au>
>> Lines: 1
>> X-Newsreader: Trumpet for Windows [Version 1.0 Rev Final Beta #6]
>> Sender: usenet@pacit.tas.gov.au (News User)
p>
p>
>> Is anyone aware whether I can connect my MegaST2 keyboard EASILY to
>> my
p> 1040STE. Yep the earlier post got away!
p> Thanks in advance
p> Peter Hopson
p>

Here it is <g>

TTYL

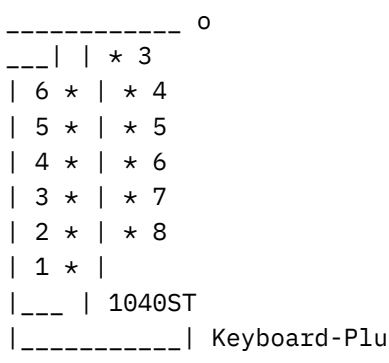
John

---------------------------- snip ---------------------------------

TOPIC=Keyboard Upgrade

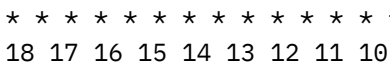
It's no problem to connect the MegaST keyboard to the smaller
computers 520St and 1040ST. To do that, you only have to get
a 6-pin phone connector plug to be connected to the keyboard.
(available in Electronic shops) After that four cables must be
connected with the 'Pfostereihe' (the plug inside the 1040ST)
where normally the original-keyboard is plugged in.
```

The exact connection is shown on picture 2 and 3



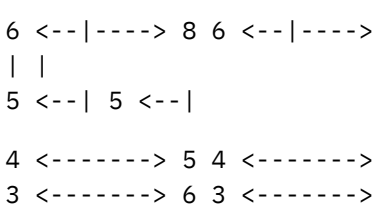
Picture 3

Eickmann Computer, Franktfurt

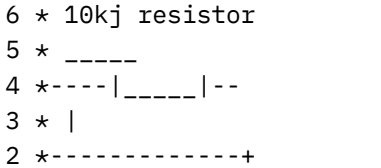


Picture 2 520 ST Keyboard plug (not for You, Jeff)

Picture 3 (Meg to 1040ST) Picture 2 (Meg to 520ST)
MegST MegST
keyboard cable <--> 1040ST plug keyboard <--> 520ST plug



****
And now for No.2
****
If you remove the keyboard from the Mega ST and switch on the
computer, the computer won't boot up and send you a series of
'Alert-Beeps'.
If YOU want to let your Mega ST run without a keyboard
(FAX-Server etc.)
simply connect a resistor to the keyboard-plug in the Meg and
at once there's silence and he'll do his job!



1 *-------------|

Mega ST keyboard-plug
(inside-view)
****
And here's another one: This one's about the Hardcopy-function
of the ST's
****
Do you hate it - after pressing <Alternate>+<Help> the same
time - when you don't have a printer connected to the parallel
port of your ST and must wait a long time to work again because
of the long break the computer takes to realize that there's no
printer connected?
Well, do this and forget about it:

connect the following pins of the printer port of your computer
(better:create a Sub-D 25pin-male-plug an connect the pins on
the soldering side):

pin 13 connected to 14 and 15 (all across the plug)
pin 1 connected to 10
pin 23 connected to 11 and 12
****

2663. Re: Jag Joypad

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 10:33:20 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <39sstg$41s@whitbeck.ncl.ac.uk>
Source record: 177389

In article <39lcvg$q0b@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>
>How about a Joypad library for Hisoft Basic? :-)
>

How about a Joypad library for anything - I've got no doc's to work with at
all.

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------- o ----------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

2664. Re: HELP! I need MiNT UUCP!

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 10:49:12 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.ypTyFACaSHM@albemuth.equinox.gen.nz>
Source record: 177314

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
> In <H.ekBL.jZEfm_6Cg66@albemuth.equinox.gen.nz>, John Collis writes:
> >Okay, I can see some point in that, but a good UUCP system doesn' _have_
> >to be able to cope with a major feed. If you really want to have that
> >sort of capability you really shouldn't be running an Atari in the first
> >place. I see UUCP on the Atari as a good way of dealing with a few (up
> >to 50 say) newsgroups, where there isn't going to be a huge demand on
> >system disk resources. Hell I ran UUCP with a small newsfeed on a dual
> >floppy system for over a year (not that I'd recommend it to anyone
> >though).
>
> I carry maybe 25-30 newsgroups, and I still got >3500 control messages
> one day. It _is_ possible, especially with morons spamming USENET every
> couple of weeks (and that'll only get worse folks).

Bad luck! :-((I guess you're right about it getting worse. Hopefully
not here!

> >The problem I see, is that it is fine if you can run MiNT, GCC and the
> >MinixFS and configure things so that you have something that looks like
> >a Unix directory structure to the software that you compile; but this
> >does require a certain amount of expertise from the user. My argument is
>
> Or just grab the MiNT Distribution Kit and install it; simple, effective
> GEM installation program, too.

Yes, but you still need the resources to cope with that (i.e. RAM and HD
space). Also I was under the impression that the Distribution kit was
quite out of date.

> The GFA BASIC uucico in older version help; and the new version has a
> GEM-based uucico! Sheesh...

You can force the GEM-based uucico to be a text only one without any
problems. Use the option S_MODUS=1 and it shoulf do the trick.

> >The PC world and in particularly the Amiga world have quite a lot of
> >UUCP/Mail/News software that is interoperable (i.e. various programs
> >from different programmers work together without too much hassle),
> >without requiring that one completely change the character of your
> >operating environment and system setup, which is something that using
> >MiNT etc. *does* force you to do.
>
> It's really a pity that Hermes and UPoint don't use standard UUCP files,
> etc, or we'd be in the same "shape" as the PC/Mac. Someone could always
> port UUPC to TOS; after all, if it works under DOS, it'll work under TOS

> (barring any stupid PC-specific garbage in there... can't imagine it in
> this sort of app, but I wouldn't put it past them). UUPC's been ported
> to OS/2 as well, but OS/2 has some DOS-style foolishness under the hood
> as well.

There was a partly finished port of UUPC to the Atari about 3-4 years ago. I have seen it sitting on a German FTP site somewhere. I actually had a look at one of the later versions of the uucico for UUPC, a couple of months back checking how easy it would be to port. Basically they do things differently, the biggest difference is in th ehandling of the PC's serial port and having an interrupt driven handler to deall with things.

My argument concerning UUCP for the Atari, is along similar lines to the argument being put forward over the Mosaic browser by Annius in this Newsgroup at the moment. Things should not have to rely on all the baggage of MiNT just to run a decent UUCP system. Also there shouldn't have to be compromises on the quality and flexibility of such a package either!

Cheers,
John
--
-=-=-=-=-=-=-=-=-=-=-=-=-=- John Collis at Home! -=-=-=-=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz John_Collis@equinox.gen.nz
John Collis at 3:770/105.7 @ fidonet.org or 51:801/1.7 @ atarinet

2665. Re: Opinions on Microsoft

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 10:50:32 UTC
From: dba@jet.uk
Message-ID: <1994Nov10.105032.8811@jet.uk>
Source record: 177382

In <11091994.202933@empyr.dircon.co.uk> kevan@empyr.dircon.co.uk (Kevan Winch) writes:

> -=> Quoting H9250467 @idefix.wu-wien. to All <=-

> H@> If you wnat to use a good word processinf softawre, get a look to
> H@> Papyrus Gold.
>
It has online correction so any miss-spelled words are
>Does it korekt tiping misstayks too ? ;-)
~~~~~~ ~~~~~~ ~~~~~~~~~ underlined 8-)
as you type.
--
_. .______________________. .____
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.
~~~~~~

2666. Falcon + PC games

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 10:54:21 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <39su4t$rg@lyra.csx.cam.ac.uk>
Source record: 177384

Does anyone know of any games (pd, shareware or commercial) that will
allow you to play using a Falcon and a PC connected to each other via a
null modem cable?

I know of one or two that allow ST<->PC connections (Powerdrome, Falcon)
but I will be using a Falcon instead of a ST, so I'm not sure if this will
work.

Thanks for any help.
Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

2667. Re: Overscan modification for STE?

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 11:01:56 UTC
From: der@discovery
Message-ID: <DER.94Nov10120157@discovery>
Source record: 177386

In article <39s9pm$jrt@aristotle.algonet.se> jonaeson@algonet.se (Tommy Jonaeson) writes:

> To my knowledge there is no overscan hardware-modification available
> for the STE.
>
> However, it is not certain that it is impossible, there are some ways of
> doing it that could work, in theory....

Are you sure about that? AFAIK the DE-signal (Display Enable) is
not available (unless of course you open up one of the chips). On the
old ST it was easy since the SHIFTER was a single chip. You only had
to feed it with a different DE-signal (normally produced by the GLUE)
to get "overscan". On the STE that would be virtually impossible.

- Daniel Eriksson, der@astrakan.hgs.se

2668. Re: ST-Guide (English) v2

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 11:35:56 UTC
From: msy@lafp.oche.de
Message-ID: <EKKLBDXG1UP@lafp.oche.de>
Source record: 177394

In <Cywnqu.Kn2@westminster.ac.uk> Denesh Bhabuta wrote :

>v2.0 of the English ST-Guide is now on-line at HENSA.
>
>grab it from : micros.hensa.ac.uk
>in
>micros/atari/tos/o/o001
>
>files available:
>+ stguide2.lzh: containing ST-Guide, HCP, STool and Reflink
>+ stg_util.lzh: containing 1st-Conv, PC-Conv, MAN2STG, with source
>codes for each.

GET IT!!!

msy

--
/~~~~~~/~~\
| Manfred Ssykor Usenet: msy@lafp.oche.de |____|
| Huettenstr. 46 Mausnet: Manfred Ssykor @ AC3 |
| 52068 Aachen Phone: 49- 241 - 55 53 48 |
| PGP-Key: Mail to: fileserver@lafp.oche.de |
| Subject: send pgp-key |
/~~~~~~/ |
____/

2669. Re: uuencode/decoder needed!

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 11:49:58 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cz1vJC.DLL@westminster.ac.uk>
Source record: 177391

Barry P. Lancaster (16320@ef.ev.maricopa.edu) wrote:
: Howdy... Can someone direct me to an FTP site where I can get a
: uuencode/decode program? I've only found one, and it refuses to decode
: anything successfully no matter how I tried it (I got it from the umich
: archive). Thanx!

Hi, try micros.hensa.ac.uk, and get ESS-Code 6.2 from

micros/atari/tos/n/n172/esscd62.lzh

Also, you may want to get a description of the program before
downloading it. This is in:

micros/atari/tos/n/n172/n172.msg

Hope this helps.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

2670. Re: Minix - on which FTP ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 11:52:02 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cz1vMq.DsJ@westminster.ac.uk>
Source record: 177392

Neven Petrlik (npetrlik@public.srce.hr) wrote:
: I don't have a Minix, so I'll be very
: grateful if someone know where i can
: find Minix (i mean on which ftp ?)
: I'm searching for a complete version
: (not an upgrade, or patch, etc ..)

Minix is a commercial package. Some people may be selling theirs quite cheap, so you may want to post a plea here.

There is a Minix Demo available....which I will upload to HENSA tomorrow. You may want to play around with that first.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

2671. Clipboard

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 11:54:08 UTC
From: matej.kenda@uni-mb.si
Message-ID: <1994Nov10.125408@tferi4>
Source record: 177301

I have a question about using clipboard on STs.
I know how to use system clipboard in editors to copy, paste etc text,
but I would like to know whether is it possible to copy pictures on the
clipboard to pass them to other programs to use those pictures.
(E.g. I draw a mathematical formula and inlude it to my text.)

Are they any programs available for STs similar to the Clipboard Viewer in
Microsoft Windows?

How do I copy graphics to the clipboard if it is possible?
Do I need any programs to do that? If yes, can you advice me any?

Thank you in advance
Matej

2672. Re: TOS 1.62 -> TOS 2?

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 11:55:20 UTC
From: e2daka5@etek.chalmers.se
Message-ID: <1994Nov10.115520.8405@etek.chalmers.se>
Source record: 176778

In article <199411070139.a34582@m4.maus.de>, Peter_Missel@m4.maus.de (Peter Missel) writes:
|> >If youve got an STe of late vintage, chances are youve got a two-ROM
|> >TOS, which makes installation a snap: pull the old, snap in the new, and
|> >set a jumper.
|>
|> _ALL_ STEs have two-chip TOS ROMs located at $E00000 and can all be upgraded to
|> TOS 2.06 by replacing the ROM chips and flipping two jumper wires.
|>
|> bye, Peter

Could someone tell me what jumper wires that sould be flipped, please...

David Kaplan

|||||||
_____________________________oOo___(_O___O_)___oOo_____________________________
|
David Kaplan |
|
E-mail: e2daka5@etek.chalmers.se | I love work; it fascinates me.
|
Snail mail: David Kaplan | I can sit and watch it for hours..
Flugsnapparegatan 30 |
S-431 33 Molndal |
Sweden |
Tel: ++46 31 879700 |
____

2673. WIMPER! My ST world is dying+PET PEEVS

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 12:06:51 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Nov10.120651.5084@bay.cc.kcl.ac.uk>
Source record: 177305

A major BWAH! Just one of many software titles I have hunted for
is a copy of Microprose F1 Grand Prix through all mail order shops and NO
success. Microprose have long stopped supporting the ST and Grand prix
hasn't been available since, so does anybody out there have an original
copy or dare I say it.....(whisper!-)...a hacked versh? Now this is not
an invite to flaming; I'm aware of the horrendous damage it causes although
in this instance it would make bugger all difference financially to Microprose.

The software base is drying up so quickly and no doubt many ST users
are getting a bit miffed by mail order suppliers (bless 'em) replying with
'weeell, its all PC's nowdays and Amigas, Segas ', and the cheek of it - I have
encountered one intimidating shop owner whose name will remaing anonymous
out of good charity (mate!) giving MOI (still owning 1982 48K Speccy with the
genuine rubber keyboard - remember those?) a bloody lecture, bludgeoning me
about PC software being in the forefront and reasons why:

'blah... ST 16 colours (obviously has no knowledge about various tricks of
getting 512 cols on screen or Falcons, TT's), 3 channel sound only... blah'.

I'm thinking: ' Why buy PC's for games? Granted, nice graphics etc but OK only
if daddy has is loaded' or
'...its'alright; I earn 20 grand plus /annum, + single, therefore can afford to
wander down Tottenham court road in London and liberally splash out 900 quid
for spanking new 486 33 DX desktop, CD rom and the works'.

- and only to find that in a few years time you will be a proud owner
of a machine being the equivalent of a 386 25 mhz of today.
Incidentally, not so long ago I heard that an STFM 520 was going for 50
quid in a local town!

It is interesting though with many posts in this group 'ST pet peeves'
saying people only buy PC's because the pirate software base is outstanding.
You people will cop it eventually when software prices rise rapidly beyond
there already pocket burning 45-50 quid range because of the piracy prob, and
perhaps even the S-base would start to decline. I admittedly can't justify
myself with the above request but I have a bit of an excuse since I can't get
hold of the thing by conventional means less I try just one more thing -
Microprose directly to see if there are any copies in their long forgotten
vaults.

Any pointers, !contibutions! most welcomed. Cheers!

-Al, udem148@bay.cc.kcl.ac.uk-

2674. Re: Atari mpeg player

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 12:24:20 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <lkrbvkyxcqw@moacs11>
Source record: 177333

In <CyuxEI.7FL@cix.compulink.co.uk>, "Roland Givan" wrote:

> > MPEGPLAY : Slow but working 030 viewer. This one takes all
> > types of MPEG's
>
> Does this work on the TT? If so where can I get it from?

No, it doesn't work on the TT.

Waldi

2675. Re: HSMODA04 doesn't work with Stalker 3?

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 12:44:24 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <dshuaqtvi&e@moacs11>
Source record: 177334

In <1938XUOHLDYMNFHAFM@pplnet.com>, blade01@pplnet.com wrote:

> How about a backward-compatible mode or driver for people who don't
> wantto replace ALL their software just to support the "new standard"
> method?

The HSMODA drivers *are* backwards compatible.

Waldi

2676. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 13:19:42 UTC
From: etmrosc@crosby.ericsson.se
Message-ID: <1994Nov10.131942.16364@ericsson.se>
Source record: 177393

In <RS+1zxf.jyoung57@delphi.com>, jyoung57@delphi.com writes:
>Speaking of upgrades, why is there no graphics board available for a
>stock ST. The addition of a board to allow 256 colors would be a
>tremendous breath of life to the ST line...

But there is, even one for the DIY people among us. Have a look at a file called:
vofa??.lzh

If you cann't find it on a.a.u.e then have a look at ftp.tu-clausthal.de.

BTW vofa stands for VolksFarben (or in english color for the people)

Regards
/Rob

2677. Re: CRAZY DOTS II

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 13:57:29 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-1011940857290001@flash.comm.mtholyoke.edu>
Source record: 177398

In article <39peu5$hbt@news.duke.edu>, damms002@acpub.duke.edu (Thomas
Damms) wrote:

> I wonder that nobody is advertising on the CRAZY DOTS II grafik card any more.
>
> Doese TKR still produce for the ATARI platform ?

We still advertise and sell the Crazy Dots II.

--
Rick Flashman, President Tel 413.247.5620
Gribnif Software Fax 413.247.5622
P.O. Box 779, Northampton, MA 01061-0779 rflashma@mtholyoke.edu
For information or technical support, contact "gribnif@genie.geis.com"

2678. Re: Diamond BckUP III ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 13:58:51 UTC
From: djs@jet.uk
Message-ID: <1994Nov10.135851.314@jet.uk>
Source record: 177399
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <39qjoq$kuf@vishnu.jussieu.fr> hirliman@ufr-info-p7.ibp.fr (Hirlimann Ludovic) writes:

> I need info on Diamond backup 3. Does it use the
>Dsp on the Falcon ? Who edit it (Snail, Fax, E-mail) ?
>Is it a Good product ?
The author is orres@teleport.com
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2679. Sdecode

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 14:41:12 UTC
From: npetrlik@public.srce.hr
Message-ID: <39tbe8$3i8@nippur.irb.hr>
Source record: 177303

Where can i find SDECODE for Atari ST ?

Thanx

2680. RE: WIMPER! My ST world is dying+PET PEEVS

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 14:43:10 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Nov10.144310.5089@bay.cc.kcl.ac.uk>
Source record: 177306

No joy at Microprose, only budget PC and Amiga.

-Al, udem148@bay.cc.kcl.ac.uk-

2681. Re: ST Report! Where can I get it??

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 14:44:34 UTC
From: Lexicor@world.std.com
Message-ID: <Cz23MB.10v@world.std.com>
Source record: 177304

In article <John_Townsend-0311940942080001@townblue.taligent.com>,
John Townsend <John_Townsend@taligent.com> wrote:
>Hello everyone.. I used to get ST Report off CompuServe or GEnie, but I
>recently gave up my CIS account and my GEnie account was recently
>cancelled. Therefore, I am finding it hard to read ST Report these days.
>
>Does anyone know of an internet site where I can find current issues? Can
>I get someone from ST Report to mail it to me? Does ST Report even exist
>anymore?

John,

email dpj@delphi.com, I am sure eh can help you with that

Cheers

Yat

>
>--
>-- John Townsend "I want something, I just don't
> Taligent, Inc. know what it is!"
>
>Disclaimer: I don't speak for Taligent, I speak for myself.

2682. Re: SpeedoGDOS 5.2

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 14:56:34 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <39tcb2$kf8@info2.rus.uni-stuttgart.de>
Source record: 177397

In <Pine.SUN.3.91.941110043845.10695B-100000@leon.nrcps.ariadne-t.gr> Michalis writes:

> No they aren't. I have some problems with True Types.
> There is another problem... if you have any GDOS font (for screen as i
> have) in Motorola format then Speedo just crashes.
That's a feature, no bug.
Its documented that they have to be in Intel format. Forever.
There are free available tools to convert the fonts.

There is only one thing I don't understand: *Who* is distributing
fonts in Motorola format when *Nobody* can use it??????????????????????

Gerd

2683. Wanted: C-Lab Export MIDI Interface

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 15:14:38 UTC
From: dgilden@kora.pn.com
Message-ID: <H.ekBL.XTTAPz1LmRQ@kora.pn.com>
Source record: 177396

```
Looking for C-Lab EXPORT MIDI interface,
I don't think their made anymore
Thanks
--
* Dave Gilden *
* World Music Performer-Your Cora Connection *
* *
* INTERNET: dgilden@kora.pn.com, *
```

2684. Re: Obsession Bugs

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 15:34:58 UTC
From: s9205525@otto
Message-ID: <39tej2$fc2@aggedor.rmit.EDU.AU>
Source record: 177307

Hi Merlin People 8-), what i would like to know is, like STARBALL, does
OBSESSION have what i would call SUB GAMES (like eggball etc.), I
have played the demo a few times now, but it does not seem to
have this feature that starball has. Other than that, it is absolutely
1st rate. The stereo sound is excellent (I have a pair of yamaha
monitors connected up) it is about time a game came out with true
stereo for the STE, the scrolling etc. etc. TOP NOTCH!!!
--
****
* *
* John Moon *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
****

2685. Re: Atari FTP Site

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 15:39:13 UTC
From: ace@ars.ath.forthnet.gr
Message-ID: <16929KSYVLSABIEBFBP@ars.ath.forthnet.gr>
Source record: 177277

```
IS> Could anyone supply me wuth the names of some FTp sites which hold Atari
IS> ST software. I'm mainly interested in educational stuff and/or simple
IS> games for 6-8 year olds.

Here is the Atari ST, TT and Falcon FTP List....

()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()========================()

(N)onstop, (Q)uit, or (C)ontinue?
(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :
-----------------------------------
USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
cs.bu.edu.................(128.197.2.1)......./PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
-------
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

CZECH REPUBLIC:
---------------
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

(N)onstop, (Q)uit, or (C)ontinue?NETHERLANDS:
------------
ftp.cs.ruu.nl.......(131.211.80.17)........./pub/ATARI-ST/
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
```

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.6)......../pub/Atari/

GERMANY:
----
ftp.uni-kl.de.............(131.246.9.95)......./pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)......./pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)......./pub/atari/
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.2.32)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)......./pub/atari/
pascal.math.fu-berlin.de..(130.133.4.50)......./pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.112.172)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)............/atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or (128.193.4.2)
or (128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)............/mirror/atari/
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn

- (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
---
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after
uncompressing .Z and/or .uu.
Use the appropriate decomompression program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for
"low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from
disk to computer. i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Compiled by Hallvard Tangeraas, Oslo, Norway
(hallvart@ifi.uio.no) (c) 27-Apr-94

This file may by all means be reproduced and distributed freely, but only
with all data intact.

* CQWK 2.2 * NR] Never park your hard disk in a tow-away zone.

--
Sent via ARS_FORUM ONLINE INFORMATION SYSTEM, ATHENS GREECE

2686. Re: ST Report! Where can I get it??

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 15:41:19 UTC
From: s9205525@otto
Message-ID: <39teuv$fc2@aggedor.rmit.EDU.AU>
Source record: 177309

I get it emailed to me here on the net direct.
email dpj@delphi.com

--

****
* *
* John Moon *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
****

2687. Re: MiNT: time and energy (was developing Mosaic)

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 15:43:10 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <39tf2e$gjs@percy.cs.bham.ac.uk>
Source record: 177308

avg@cwi.nl (Annius Groenink) writes:
>sourada@iastate.edu (Steven D Ourada) writes:
>
>>In <avg.784146981@news.cwi.nl> avg@cwi.nl (Annius Groenink) writes:
>
>>>I finally managed to install MiNTnet... but not to run it! Took
>>>me a whole pack of aspirin. But don't expect me to be able to
>>>set up a SLIP line on a null modem cable though. I saved that for
>>>next week!
>
>>But you think you're qualified to _write_ a networking package?? If it
>>takes you longer than about an hour and a half to install MiNTnet and
>
>The best software packages are insprired by irritation over existing
>solutions.

So because we are so bloody irritated by existing solutions, our
package is going to be bloody brilliant!!

:-)

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2688. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 16:07:51 UTC
From: Rod@ivecoft.demon.co.uk
Message-ID: <784483671snz@ivecoft.demon.co.uk>
Source record: 177294

In article <ftn_2.203.611.4_2ebcbcb1_Christian.Dahl@ct.se>
christian.dahl@p4.f611.n203.z2.ct.se "Christian Dahl" writes:

> >> Well, it's your own fault. If you are going to register a
> > ShareWare-product,
> >> then get in touch with the author first to be sure that nothing like
> >> that happens (for a example, the author may have moved, or perhaps
> >> sold his computer).
> >
> > But he cashed the check! It's not like the check was lost, or the mail
> > was returned, or anything like that. He's a thief. A thief who writes
> > a good terminal program, but a thief nonetheless.
>
> Strange guy in that case... Wonder why he cashed the check and not return
> any key?... Pitty that he destroys the shareware-way... :-(
>
> CD
>

Has anybody else seen the latest ST-Format (UK). Thay are actually suggesting
that people register their copy of freeze dried term. I'm all for shareware
AND register those that I use but considering the post under this thread
recently what is STF doing?

2689. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 16:13:53 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411101520.AA00884@ilmen.lanl.gov>
Source record: 177310

In article 0211941137340001@townblue.taligent.com, John_Townsend@taligent.com (John Townsend) writes:
>
>Its time to wake up people.. Atari's computer products are now antiques.
>Instead of finding Falcon and TT machines in your local dealer, you will
>soon be able to find them at your local swap meets, garage sales, and
>flea markets. The Atari ST computer line is following directly in the footsteps
>of its older realitives... The Commodore 64 and the Atari 800.

Oh boy... you've gone and done it now, John. You've committed the one truly unforgivable sin here in comp.sys.atari.st... you spoke the TRUTH!

Don't you know that people don't want to hear that here? Let's keep everything all rosy and pretend that Atari Corp still loves us and are hard at work developing new and super powerful desktop computers that when released (Real Soon Now, of course) will take the market by storm and show all those PC and Mac users a thing or two. Yes, all we need to do is be faithful to the fuji and in time, all will be well and our neighbors will once again envy us.

Yeh, you've really blown it this time, John. Heretic! Blasphemer! Sooth Sayer!

'aveagoodaymate! :)

-Hutch- @ Fair Dinkum Tech

2690. Re: GEnie changes

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 16:23:03 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411101529.AA00889@ilmen.lanl.gov>
Source record: 177311

In article qpc@nermal.cs.uoguelph.ca, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>
> When you say "The Atari", most of the population thinks about the old
>2600 game system.

I would hope that people using a computer linked to the internet and
reading a newsgroup called comp.sys.atari.st would be just a tad more
Atari-knowledgeable than the general public, wouldn't you? ;-)

>We have to let people know that Atari has a diverse product line!

How do you define 'diverse?' They are only building ONE product at this
time (the Jaguar; contrary to what some folks would like to believe).
Atari has come full circle, folks. They ARE a games company now.

-Hutch- @ Fair Dinkum Tech

2691. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 16:26:58 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411101533.AA00894@ilmen.lanl.gov>
Source record: 177312

In article dnp@news.iesd.auc.dk, chainxor@kom.auc.dk (Henrik Lunardi Weide) writes:
>
>DOS and Windows SUCKS!!!!!!!!!! PC sucks in another kind of way.

My, my... how eloquent of you. That's bound to convince all those deluded
DOS and Windows users out there how they have erred. Too bad they can't be
more 'mature' like us Atari users, eh? C'mon people, grow up a bit.

-Hutch- @ Fair Dinkum Tech

2692. What is GE-SOFT new telephone number?

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 16:40:31 UTC
From: cfav1@leonis.nus.sg
Message-ID: <39tidv$la3@nuscc.nus.sg>
Source record: 176958

Apparently, GE-SOFT Computersystems GmbH has changed their telephone number to +49 (2241) 406 280. However, it seems that no one is answering this new telephone number. Can anyone help?

--
Victor Pang Electronic Music Laboratory MultiMedia Studio
cfav1@leonis.nus.sg The Centre For The Arts 1 Rochor Canal Road
National University of Singapore #04-22, Sim Lim Square
Kent Ridge Singapore 0718
Singapore 0511 Telephone: 339-1835
Telephone: 772-2492/3 Telefax: 339-2680

2693. Re: problems-FTP/ftp.informatik.rwth-aachen.de

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 16:44:52 UTC
From: hn@damabus.informatik.rwth-aachen.de
Message-ID: <hn.784485892@damabus>
Source record: 177302

hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:

```
>ftp> open ftp.informatik.tu-muenchen.de
>ftp: connect: Connection refused

Err, Aachen or Muenchen?
Well, I can connect to both of them; but I'm located in Germany, moreover in
Aachen, maybe that's the point...

--
Helmut Neukirchen "Harry, manchmal hasse ich meinen Beruf."
hn@pool.informatik.rwth-aachen.de (Stefan Derrik)
<A HREF="http://www-users.informatik.rwth-aachen.de/~hn/">My WWW homepage</A>
```

2694. OOZE - HELP !!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 16:53:43 UTC
From: Minotaur <evmelkeb@eduserv>
Message-ID: <Pine.SOL.3.91.941110175243.16889B-100000@eduserv>
Source record: 177316

Can anybody help me with the Dragonware adventure, named OOZE ?

Do you know how to get into the basement, the cenetery or the locker ?

Thanks !

Emmanuel.VanMelkebeke@rug.ac.be

2695. Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 16:54:41 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39tj8h$bba@dux.dundee.ac.uk>
Source record: 176844

Eh?

I thought that MiNT and MultiTOS had to run at the same time?

If it does offer any benefits how can it be done?

Rod

--
--
-===
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

"It's a pile of bollox!", what god said to the author of the
bible before suing him for libel.

===

2696. sale-Atari software, mostly games, cheap

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 17:11:42 UTC
From: jamesd@cg57.esnet.com
Message-ID: <39tk8e$9d2@cg57.esnet.com>
Source record: 177318
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,rec.games.video.marketplace

I have the following Atari ST programs for sale. They are all
original disks but, with exceptions noted, are parted from
their documentation (who reads it anyway?).

I pay postage at the prices shown to anywhere in the US.

The Black Cauldron: Sierra Software, Walt Disney, on 2 disks. $11.

Falcon: Spectrum Holobyte, on 4 disks, $15.

King's Quest: Sierra Software, 2 disks plus a 360 page book
"King's Quest Companion," all for $16.50 (The book by itself is cover
priced at $14.95)

King's Quest II: Sierra Software, 2 disks $11.

Gunship, The Attack Helicopter Simulation, 2 disks $11.

Flight Simulator II, 3 disks (2 are scenery disk) $13.

High Roller: Mindscape, 2 disks, $11.

Typing Tutor Word Invaders: Academy Software $7.50

--------the following programs are each on a single disk----

Jet: subLOGIC $7.50

Dungeon Master: FTL Games, one disk and a 69 page book,
"Secrets of Dungeon Master" $10.

STWars: Miles Computing $7.50

Outrun: Sega $7.50

Major Motion, The Atari ST Arcade Adventure Program: Michtron
7.50

Hades Nebula: Gamebusters (requires color monitor) $7.50

Airball: Microdeal $7.50

Super Cycle: Epyx 7.50

MadLibs, World's Greatest Party Game: Price/Stern/Sloan $7.50

ALSO

PrintMaster Plus: Kyocera Unison Inc. $13.

--

jamesd@cg57.esnet.com

"To be born in a certain faith is good,
to die in it is unfortunate."
The Initiate, Some Impressions of a Great Soul

2697. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 17:25:03 UTC
From: sinclair@ins.infonet.net
Message-ID: <39tl1f$nsr@insosf1.infonet.net>
Source record: 177315

In article <9411101520.AA00884@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>In article 0211941137340001@townblue.taligent.com, John_Townsend@taligent.com (John Townsend) writes:
>>
>>Its time to wake up people.. Atari's computer products are now antiques.
>>Instead of finding Falcon and TT machines in your local dealer, you will
>>soon be able to find them at your local swap meets, garage sales, and
>>flea markets. The Atari ST computer line is following directly in the footsteps
>>of its older realitives... The Commodore 64 and the Atari 800.
>
>
>Oh boy... you've gone and done it now, John. You've committed the one truly
>unforgivable sin here in comp.sys.atari.st... you spoke the TRUTH!
>
>Don't you know that people don't want to hear that here? Let's keep everything
>all rosy and pretend that Atari Corp still loves us and are hard at work
>developing new and super powerful desktop computers that when released (Real
>Soon Now, of course) will take the market by storm and show all those PC and
>Mac users a thing or two. Yes, all we need to do is be faithful to the fuji
>and in time, all will be well and our neighbors will once again envy us.
>
>Yeh, you've really blown it this time, John. Heretic! Blasphemer! Sooth Sayer!
>
>'aveagoodaymate! :)

Expect to get flamed over the coals. In Atari's last press release refuting Dorfman/Sass charges, Atari states that they have been out and has disposed of the Computer division in '93'.

>
>-Hutch- @ Fair Dinkum Tech
>

-Peter

2698. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 18:23:02 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94314.132302STIRRE31@MAINE.MAINE.EDU>
Source record: 177322

What exactly is the story behing Robinson's Requiem anyhow? What
kind of gameplay is it? 1st-person? What are the graphics/sounds
like? Is it jumpy at 16Mhz? Thanks for any info!
-scott tirrell

2699. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 19:08:28 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <39tr3c$j85@osiris.wu-wien.ac.at>
Source record: 177319

John Townsend (John_Townsend@taligent.com) wrote:
: In article <396icm$hbs@josie.abo.fi>, THIETAVUO@FINABO.ABO.FI (Tommi
: Hietavuo TKKK) wrote:

: |In <H.eg.Aw4ttkItUrE@semprini.waterloo-rdp.on.ca>
: cherborth@semprini.waterloo-rdp.on.ca writes:
: |> A new PPC Falcon would be even worse than the current PowerMacs.
: |> *Every* application you ran would be emulated, and there'd be no native
: |> software coming out.
: |
: |I quite agree on that - even though some native code software would probably
: |come out, too.. But why change the camp, when we have MC 68060..???
: |That thing is bloody fast, relatively cheap (some say..) especially compared to
: |far too expensive 68040, and more or less compatible to current software.
: |
: |Fortunately, Atari has no Windows, nor System 7 (well, I don't like Macs at
: |all) to slow things down. Put MagiC OS into a 68060 Falcon - and there we have
: |one quite nice computer, I think =-) !
: |
: |Tommi

: And who in the world would buy it? The rest of the world demands a stable
: software base on top of an operating system that is feature rich and reasonably
: stable. TOS (or MagiC or whatever its called) still doesn't have long
: filenames,
is implemented in Magic3 (and has installable File system drivers)
: networking,
is/will be implemented with mint net/magic net
:decent user-interface capabilities,
I do not get your point here; GEM based Germanprograms are by no means
inmferior to any Windows/Apple programs in terms of "user-interface
capabilities"
: email support,
see Mintnet above
: etc. Customers
: in the real world demand these sorts of features for their work/business.
of course
: What the hell good is a really fast piece of hardware that is hard to find, hard
: to buy, and has NO SOFTWARE available for it?
I know that in the US there is almost no software available. However, the
USA does not comprise the whole world. There are some very good packages
available here over in Germany.
: Sure, the computer you described would probably sell to a couple hundred
: hacker types throughout the world. That hardly makes a business case.
It is the software that counts and for specific purposes, Atari machines

(or better TOS based machines) have proven superior, e.g. take the MIDI market where Atari held 90% of the market share and even now still has a good position and good chances. The same is true for the DTP market. Of course, again in mainland Europe. Atari has made the mistake of researching, developing a machine for a market, that is thousands of miles away. They should have moved their ST/TT debelopment crew over to Europe.

: If you enjoy using the machine you have now.. great. Continue to enjoy it.
: But if you think anyone else out there is going to put more money into
: developing new Atari computers, you are wasting your time.
Even now we in Germany have Atari computer fairs with new products being announced and developed, and the fairs are much larger than probably all Atarimeetings that happened in the US together
: There is no
: money to be made there. The PC clones and lower price Macs have taken
: any advantage that an Atari computer possibly had.
Go to the ProTOS show in Germany and convince yourself of the opposite.

: Don't get me wrong.. I am still jazzed about Atari. But I think they have a
: good shot with the Jaguar machine. But, the computer products.. they
: are dead.
maybe Atari computers, but not the Operating system. Magic is right now being ported to the Mac and I would be very surprised, if other RISC machines would not follow.

: Its time to wake up people.. Atari's computer products are now antiques.
: Instead of finding Falcon and TT machines in your local dealer, you will
: soon be able to find them at your local swap meets, garage sales, and
: flea markets. The Atari ST computer line is following directly in the footsteps
: of its older realitives... The Commodore 64 and the Atari 800.

: Welcome to the Past, folks. I hope you enjoy your stay here.
We do, and are laughing loudly about the DOS /windows machines with their 640k limit etc... but maybe it is the Americans who enjoy the trip into the future on the back of MS Word and Apple Yuppie toys - in Europe we certainly do not; and by the time magic is ported to non Atari machines, e.g. based on RISC, and we still use future versions of our superior TOS software, you still will wander around chasing for a decent Windows installation.

: --
: -- John Townsend "I want something, I just don't
: Taligent, Inc. know what it is!"

: Disclaimer: I don't speak for Taligent, I speak for myself.

2700. Re: Patched version of MiNT 1.11h2

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 19:09:23 UTC
From: michrm@central.susx.ac.uk
Message-ID: <39tr53$qhc@infa.central.susx.ac.uk>
Source record: 177320

Simon Gornall (sjg@phlem.ph.kcl.ac.uk) wrote:
: In article <mnb20.51.000B816F@cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
: ! In article <39l17c$4gd@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
writes:
: !
: ! >Yes it would! However there are only four patches:
: ! >mint1.10-1.10h8
: ! >mint1.10h8-1.10h9
: ! >mint1.10h9-1.11h1
: ! >mint1.11h1-1.11h2
: !
: ! >Anyone want me to upload the sources to 1.11h2?

: There is a completely patched source to 1.11h2 on my ftp site:

: phlem.ph.kcl.ac.uk:/pub/MiNT/mint111h2.tar.gz

^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

I thought this broke the distribution rules of MiNT.

Michael

2701. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 19:19:56 UTC
From: michrm@central.susx.ac.uk
Message-ID: <39tros$ql9@infa.central.susx.ac.uk>
Source record: 177321

I get that at Uni all the time. Its even worse here, they think that you must be joking...I mean a computer scientist with an Atari Falcon.

I have moaned about Atari in the past (who hasn't) but I would never get a PC on principle.

Just think about a few year from now...a 486, really! I would have thought you would want at least a pentium.

Michael

2702. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 20:28:48 UTC
From: mdekker@fwi.uva.nl
Message-ID: <39tvq0$qbg@turing.fwi.uva.nl>
Source record: 177323

michrm@central.susx.ac.uk (Michael May) wrote:

:I get that at Uni all the time. Its even worse here, they think that you
:must be joking...I mean a computer scientist with an Atari Falcon.

Not in my department (mathematics)! Almost all colleaques of mine own
apple. At least two PhD's own atari. One (that I know of) a PC.
I don't know about the students. our sysadmin owns an atari :-)

:I have moaned about Atari in the past (who hasn't) but I would never get a PC
:on principle.
:

This I don't understand. there is nothing wrong with the hardware of a
486DX or Pentium. Maybe you mean you don't like DOS or Windoze (this I
would understand) ? There are other operating systems for PC's you know !
(notably Linux and Warp)

:Just think about a few year from now...a 486, really! I would have thought you
:would want at least a pentium.
:
:Michael
:
:

--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| Latest Ishido info:
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

2703. info

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 20:49:00 UTC
From: wills@newschool.edu
Message-ID: <1994Nov10.204900.6082@newsserver.rrzn.uni-hannover.de>
Source record: 177313

If anyone is interested or if you dont know there are a couple of
cool things that are happening with the falcon.
an 04 board with extended screen resolution
a rack case increasing the power supply
a video system rivaling the Amiga's video toaster

If you know of any cool stuff let me know

looking for dtp, music--dd, and video

If yyou know where I can get any digital art products let me know as well..

2704. Re: Clipboard

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 21:13:16 UTC
From: thopman@uoguelph.ca
Message-ID: <39u2dc$b8e@nermal.cs.uoguelph.ca>
Source record: 177325

matej.kenda@uni-mb.si wrote:
: I have a question about using clipboard on STs.
: I know how to use system clipboard in editors to copy, paste etc text,
: but I would like to know whether is it possible to copy pictures on the
: clipboard to pass them to other programs to use those pictures.
: (E.g. I draw a mathematical formula and inlude it to my text.)
You can cat anything to and paste anything from the clipboard, as long as your program supports the clipboard. For example, your drawing program would have to support the clipboard. The program you are creating your text with would also have to support the clipboard, and would have to support mixed graphics and text.
: Are they any programs available for STs similar to the Clipboard Viewer in
: Microsoft Windows?
I'm pretty sure there are...I have a German .ACC, CLIPBRD.ACC or something like that, but since I don't have a hard drive, I don't really get a lot of use out of it, and am not quite sure what its full capabilities are.

THeo

2705. JAGUAR AvP SYSTEM.....$300

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 22:21:23 UTC
From: predator@csulb.edu
Message-ID: <39u6d3$o5i@garuda.csulb.edu>
Source record: 177327

I know this may not be the right place for this, but don't flame
me. I am selling my Jaguar w/ one controller and the following games:

Aliens vs. Predator
Wolfenstein 3D
Tempest 2000
Crescent Galaxy
Cybermorph

System and games come with all documentation and origonal boxes.
Preference given to local (CA) buyers. E-mail me or call (310)985-3136.
Thanx, Derek.

2706. Re: Obsession Bugs

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 22:59:49 UTC
From: popemerlin@delphi.com
Message-ID: <JW3XsoV.popemerlin@delphi.com>
Source record: 177330

Glenda MOON <s9205525@otto> writes:

>Hi Merlin People 8-), what i would like to know is, like STARBALL, does
>OBSESSION have what i would call SUB GAMES (like eggball etc.), I

Hi, I saw your message about Dave Cobbledick and could not agree with you more! :) Obsession does not have sub games as such but has missions which you have to complete to get the bonuses. It has four tables and oodles more playability, so Obsession out rates Starball on every point.

2707. Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 23:03:04 UTC
From: popemerlin@delphi.com
Message-ID: <B6wUcOY.popemerlin@delphi.com>
Source record: 177331

Obsession is nothing like the Pd game Starball. Obsession has a lot more features including top quality stereo sound, graphics which are superior and also a ball which obeys the Newtonian Laws of Gravity, not Starball gravity.

Please do not compare Starball to Obsession, it is a bit like comparing a Mini with a Merc.

- Adios

Phineas Pope
-You've got my Email address so use it.

2708. Re: Obsessive pinballing!!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 23:10:43 UTC
From: popemerlin@delphi.com
Message-ID: <B452MST.popemerlin@delphi.com>
Source record: 177332

Andrew Collington <andrewc@cogs.susx.ac.uk> writes:

>I seem to remember that an add on disk with more tables was also going to come
>out for Obsession, and if they're up to the standard of the present 4 tables
>then I'll be buying the disk!!

New levels will be coming out in the New year, everything will be just as
excellent as the original.

Hope you will be buying the game soon.

Phineas Pope

2709. Re: Upgrade TOS 1.02 -> TOS 5. How?

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 23:40:46 UTC
From: paul@xciv.demon.co.uk
Message-ID: <784510845snz@xciv.demon.co.uk>
Source record: 177336

In article <39c79u$6in@cxc1.cl.msu.edu>
molin@cxc1.cl.msu.edu "Michael Olin" writes:

> The ability to MOVE files, and to auto-launch GEM programs not-with-standing,
> I'd have to agree with you here with the exception that there are programs
> which will not run with FATspeed installed. Of course you know that I
> can't name any of them right now!

Really, I've never encountered ANY program that can't run with FATSPEED, and
I've been running it for 2 or 3 years..

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) IRC: Civ */
/* ST & PC A woman needs a man like a fish needs a bicycle */
/* Owner "Beware of Trojans, they're complete smegheads!" - RD5 */

2710. Re: WIMPER! My ST world is dying+PET PEEVS

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 23:54:13 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cz2t2D.J7q@cix.compulink.co.uk>
Source record: 177329

> 'blah... ST 16 colours (obviously has no knowledge about various
> tricks of getting 512 cols on screen or Falcons, TT's), 3 channel
> sound only... blah'.

Without wanting to side with PCs owners too much - you still have to look at it from the point of view of the shopkeeper. We might be all dedicated Atari owners - but the real money has moved elsewhere. Even the specialist firms will have trouble in a year or twos time as Atari owners just won't be spending any money on anything Atari based. They won't need to as they will have spent the previous 5 years buying all the stuff they need. OTOH Atari owners will still expect new stuff to keep appearing.

This is no criticism of Atari owners though. Its like this with any dying computer system (and to pretend that we are any different is just wishful thinking).

> '...its'alright; I earn 20 grand plus /annum, + single, therefore can
> afford to wander down Tottenham court road in London and liberally
> splash out 900 quid for spanking new 486 33 DX desktop, CD rom and
> the works'.

And many PC owners (and Atari owners) can aford to do just that. Atari owners fall into 2 groups. Those who cannot afford to upgrade, and those who don't want to (maybe because a PC isn't so much of an upgrade to a TT or Falcon). This latter group is maybe bigger than you think.

> - and only to find that in a few years time you will be a proud owner
> of a machine being the equivalent of a 386 25 mhz of today.

But whats new in that? In 1987 a Kaypro 80386DX 16 was the fastest PC in the world (ISTR). Now such machines can be bought for a couple of hundred pounds - and many companies just bin them. Whatever you buy now will be obsolete in 2 years time. Think of all the people with shiny new PowerMac 6100/60s. About 2000ukp fully kitted out now. In 2 years nobody will touch them as they will be very slow for PowerPC machines and won't conform to the current standards. The TT and Falcon are already in this position. Life won't get any easier for them.

Anyway you can't wait for ever. Many high end Atari owners are like me waiting for the new IBM/Apple standard based on the current draft PREP standard and the PowerPC chips. Howver this week it becomes clear that these machines aren't expected to arrive until 1996. Now how will that affect Atari users?:

Well the Falcon is already 2 years old and the TT is 4. All other Atari models are essentially much older than this. Do we hold out until 1997 (when these IBM/Apple) machines become mass market - or do we jump now?

If we jump now (say buy a 486SX33), then by your own logic the machine will be obsolete by the time the IBM/Apple machines are ready. AFAIC its really a question of whether to buy an INTEL based PC (or 680X0/PPC based Mac) or wait for the nect real generation of machines.

If we don't jump now - then many ST owners will have machines which are physically 5-10 years old, and technically much older (the 68000 was designed in the late 1970's) come 1997. True its the cheapest option - but just how much fun can you get out of machine over such a period?

These owners will still be enthusing about getting 512+ colours on the screen at the same time *and* being able to animate the picture (not easy on the ST AFAIK), while more mainstream computer owners will be complaining that they can *see* gradients in colours and the seperate frames which make the animation up.

Although I'm a die hard Atari enthusiast and have just recently bought a TT (August), I'm seriously thinking of buying a 486. True I hate PCs. DOS stinks - and the internal architecture is a mess. But why should I exclude myself from mainstream computing just because I favour a machine (TT) which has next to no support? It also helps that the TT colour monitor works very nicely on a PC :-) - and I can afford to do it. OTOH I'm not advocting abandoning the Atari. A TT is a seriously nice piece of hardware and does certian things *very* well. Also I'm not advocating buying the biggest and best PC I can afford. Why bother? - its only an interim step. PCs are only attractive because they are cheap, popular and flexible. *Not* because there is any long term future proofing in their architecture.

> outstanding. You people will cop it eventually when software prices
> rise rapidly beyond there already pocket burning 45-50 quid range

What more likely to happen is the Atari market will just collapse in on itself. Software sales will tail off and Developers will drop out of the market. Each one that leaves will only make the situation more acute for the remaining. The situation could steamroll.

Whats not clear is if we are in this situation *yet*, or whether we are just in for a bit of a shake down.

Anyway - thats my thoughts for today. Not particulalry pro Atari, but realistic all the same I hope ;-)

:-)

Roland.

@CiX

2711. Re: Opinions on Microsoft Word and Word Perfect?

Newsgroup: comp.sys.atari.st
Date: 1994-11-10 23:59:53 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <39uc5p$gc7@brachio.zrz.TU-Berlin.DE>
Source record: 177335

In article <rflashma-0711940903240001@flash.comm.mtholyoke.edu>
rflashma@mhc.mtholyoke.edu (Rick Flashman) writes:

>Papyrus Gold is basically a clone of Microsoft Word 4, with a ton of new
>features added in (which feature wise make it very close to Word 6).

I'm not sure if I should take that as a compliment :-)

Fact is, I and the other people involved in the design of Papyrus hardly
knew MS Word or other MS Windows products; personally I don't like their
style of interface design very much. Though I studied computer science,
I found it actually possible to avoid having to worki with MS Windows ;-)

To see what's going on elsewhere we rather look at native Apple Macintosh
and NextStep applications, where new Ideas are often spotted first.
Then we also had some Ideas of our own hat are unique in the computer world
AFAIK (or at least were at the time they first came out) like discontinous
text blocks and the Intelliview Correction.

Christian


```
--------------------------------------------------------------------
Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_________________d|
Raschdorffstr. 99, 13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |
--------------------------------------------------------------------
```

2712. Re: Sdecode

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 01:03:18 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <EKKSBHBUUp@elfhaven.ersys.edmonton.ab.ca>
Source record: 177286

In <39tbe8$3i8@nippur.irb.hr> Neven Petrlik wrote :

>Where can i find SDECODE for Atari ST ?
>
> Thanx

What is it?

If it is a way to transform binary to ASCII, or ASCII to binary, please
tell me where I can get UNIX source code (or PC source code, but
preferably not) in "C" and I may add it to ESS-Code.

--
Michel Forget / Electric Storm Software \\ october...october...october
mforget@elfhaven.ersys.edmonton.ab.ca \\ ...it should be here by now...
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 AD 6E 02 71 85

2713. Re: Questions about Flash 2?? Please Help...

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 01:28:59 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.784517339@BIX.com>
Source record: 177337
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

In article <39qgkn$mgp@sandra.teleport.com>, bensmith@teleport.com (Benjamin Smith) writes:
>Does Flash 2 support VT100\ANSI as well as the Old Flash from Antic Did?? I
>use Flash 1.60 because it supports VT100 Better than FZDT and it works
>better for me on the InterNet. Unfortunately, I also now need to use Z-Modem
>but Z-Modem isn't built in to Flash 1.60. Is Z-Modem built into Flash 2 like
>X-Modem and Y-Modem Batch was in Flash 1.60?

> You will find that FLASH 2 is a bit to slow, they have made it 100% GEM
> compatible, so you will need a screen accelerator to get back to a normal
> speed...

While we have made the program 100% GEM compatible, we've also been working really hard on speeding things up. Our current version, 2.21, with a good screen accelerator like Warp 9, easily keeps up at 9600 baud.

> NOTE: Alan Page did not have any thing good to say about FLASH 2, his
> comments was that it still had some of the flaws that Flash 1.6 has...

Alan Page only saw the original release of Flash II back in 1992. It's come a long way since then. One must also keep in mind that Alan Page, at the time, was working on his own new telecom program, Storm, which was to have been a commercial product. It never made it that far. It was released as shareware, but has quite a number of bugs in it, and is mostly non-supported. Our product is fully supported on all of the major commercial bulletin boards as well as here! :-)

If anyone is interested in the program, they should download the latest demo, 2.21.

~~~~~~
John R. Trautschold	j.trautschold@bix.com
""""""""""""""""""""	j.trautschold on BIX * 71333,1003 on CIS
Missionware Software	J.TRAUTSCHOL on GEnie * MISSIONWARE on Delphi
~~~~~~

2714. Re: HDDriver v3.50

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 02:51:04 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <Cz3194.97x@cix.compulink.co.uk>
Source record: 177339

In response to seimet@chemie.uni-kl.de's message:

> > I'd say it would make sense if it reported no devices found and to
> > advise you to check your connections and that the driver was
> > correctly configured.
>
> I'll think about this.

Thank you Uwe.

While I've got you I do have one other question. I'm looking to buy a replacement hard drive very soon and I know that being able to set parity is important, especially with my Mega STE.

I know there are drives that allow parity to be disabled by a jumper - I have my eye on a Micropolis at the moment - but other drives can only disable parity in software using SCSI commands. Do you have a utility that can send the necessary command or do you know of one that will work with HDDriver and both an Atari host adaptor (internal) and an ICD host adaptor (external drive)?

This would extend the range of drives that are available to chose from.

Many thanks

```
*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*
# InterNet: sidcelery@cix.compulink.co.uk #
regards * *
*%*%*%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
*%*%*%*%*%*%* # 90:102/140.16@nest.ftn #
* 51:502/100.16@atarinet.ftn *
#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#
```

2715. Chuck Grimsby

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 03:11:37 UTC
From: smokin@remm.uqam.ca
Message-ID: <Pine.3.87.9411102223.A25984-0100000@thym>
Source record: 177338

Chuck,

I am writing to you via the usenet because my server does not know your address. If you could write to me, and then maybe we could connect. I am writing in refernece to your TODAY program. I had it once, but I lost it. I am interested in getting the new version. I had 1.99 or something lke that.

My address is :smokin@thym.remm.uqam.ca

Joe

ps. I used to call flightline also, and MAST(cook's bay). I am a MInnesota native:)

2716. BBS software?

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 04:15:38 UTC
From: blade01@pplnet.com
Message-ID: <04118NYDCKLXNMFKABK@pplnet.com>
Source record: 177252

IM>I've been running a BBS in southeastern Michigan for over 8 years on an
IM>XE-based system using the reverent AMIS software (extremely modified, of
IM>course.) Now that I've moved up to a Falcon, I have a 2.5Meg 520STfm
IM>w/ ICD Adspeed enhancement that I'd like to use as the BBS.

IM>I'd like to see a discussion of the various AVAILABLE shareware and commerci
IM>BBS packages that will run on the above ST using a mono monitor and (of
IM>course) a hard drive.

IM>Please indicate the following where possible:

IM>1) program title
IM>2) author
IM>3) how to acquire (also, is there a demo available?)
IM>4) price
IM>5) hardware requirements & fastest baud rate supported
IM>6) comments

1) ST-Keep (soon to become CaSTle)
2) Andrew STuder (and I'm picking up support for the new version)
3) Download it from GEnie or
STarship BBS (713-682-747, free access, 24 hours)
There's a delay in the logon for unregistered version users, but
otherwise, it's fully functional.
4) Last I heard from Andrew, it was about $25 for registration. I'll
probably go with the same price, possibly raising it a little when I add
Fido-style message bases.
5) Currently requires a minimum of 1 meg and supports up to 19,200. It
will probably want more RAM but go up to 57,600 as soon as I finish
converting source code.
6) Obviously, I like it. Right now it only supports the MODEM1 (or
standard ST AUX:) port, but I'm working on that, too.

□
□ Rich Tietjens aka Captain Blade * from The Captain's Lounge □
□ Home of GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org □
□ STarship BBS * Quark's Holosuites * Hubworld □
□ 1-713-682-7474 * 24 hours/7 days * 14.4k bps * v.32bis/v.42bis □
□ 1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn □
□ 51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn □
□

--
Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for

Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

2717. virtual tt-ram

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 04:28:41 UTC
From: blade01@pplnet.com
Message-ID: <03335WWQUDDSKJIQQCG@pplnet.com>
Source record: 177253

```
IR>Does any one know if there is a pd program to use my hard disk
IR>as virtual tt-ram and where I can find it (ftp site ??)

Virtual TT-RAM? Wouldn't that be like a supersonic aircraft with a
speed limitation of 20kph?

--
Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
*FEEL The EXCITEMENT of PARADISE* Voice - (713)59|-4049 hapydude@pplnet.com
```

2718. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 04:35:36 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <784520670.1@mettav.exnet>
Source record: 177222

It was none other than Tommi Hietavuo that wrote on 3 Nov 94 that ,
TH> BTW: Is Backwards out of FTP-sites today? I haven't seen anything
TH> since 2.52 -
TH> and THAT is sad ;-(

I know ,version's post that one seem to have appeared in only very small number of places . I got it from a BBS in scotland ,who I belieive stumbled across it in Sweden somwhere !!! I hear there is even a V2.72 now! Are versions past 2.52 maybe not freely distributable ? Doesn't say anything about this in the txt file .

TH> Could someone owning it, upload it to UMICH, cnam.cnam.fr (great
TH> place), or into ftp.uni-kl.de ? Thanks!

My access ATM is mail only sorry :-(

TH> slow on falcon, no - but it was kinda depressing to see that the PC
TH> VGA (256 color) version runs as fast - on a 12 MHz 286 (!) .... Not
TH> much left to say,

Are you sure ? I have seen it run on a 386 and it was not the speed that impressed ,but the enhanced display was nice.

WAs it you that asked about the F1GP editors ? For what its worth the authors of the Amiga and PC versions are

Steve Smith steves@sound.demon.co.uk
Simon Harmel simon.harmel@cbox.seuk.com

respectively
they are not going to be interested in an Atari version although they might give you some tips on how to do one yourself :-)

TH> I'd like to say: F&&& MicroProse for letting us down.. But by
TH> abandoning Atari

Microprose went near bust and were only rescued by Spectrum Holobyte's intervention As I understand and it is likely there intervention that cut the Atari support .

////
Graham Irvine
grin.mettav.exnet.com

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

2719. Re: HSMODA04 doesn't work with Stalker 3?

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 04:35:44 UTC
From: blade01@pplnet.com
Message-ID: <02912PINOEXKHHJCDQO@pplnet.com>
Source record: 177269

IW>In <1938XUOHLDYMNFHAFM@pplnet.com>, blade01@pplnet.com wrote:

IW>> How about a backward-compatible mode or driver for people who don't
IW>> wantto replace ALL their software just to support the "new standard"
IW>> method?

IW>The HSMODA drivers *are* backwards compatible.

No, they most certainly are not. I have tested extensively, and most of
the software I use (BBS, door interface, Fido-style reader, ad nauseum)
will NOT use the handshaking HSMODA provides. It reports "port ready"
at all times under GEMDOS, even when the modem is actually waiting on a
CTS from the remote end.

□
□ Rich Tietjens aka Captain Blade * from The Captain's Lounge □
□ Home of GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org □
□ STarship BBS * Quark's Holosuites * Hubworld □
□ 1-713-682-7474 * 24 hours/7 days * 14.4k bps * v.32bis/v.42bis □
□ 1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn □
□ 51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn □
□

--
Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

2720. Re: Help, new tt owner

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 05:00:22 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <39utp6$k26@golem.wcc.govt.nz>
Source record: 177262

] I'm wondering if anyone knows if PC-ditto II or I will run on a tt, and
] if so, does anyone have a copy?

Surprisingly, PC-Ditto does work on a TT. It runs at quite an acceptable speed, although, still only in CGA mode which isn't a lot of use these days! :) It also still only emulates an XT.

PC-Ditto II would probably not work, as it has a hardware section which was designed for ST technology, and required pieces would quite probably not be compatible.

The more recent AT emulators (AT-Once, AT-Speed C16 and some other one whos name eludes me), _probably_ would work, albeit with varying degrees of success. No doubt someone around here has tried at least one of them! :)

] Is there a file convertor for 1st word to wordperfect?

I know there's one for WP to 1st-Word, but as for the other way around... If you can, FTP to atari.archive.umich.edu and have a look through the /atari/0index file.

If you don't mind losing bold-text etc. You can just save the file as plain ASCII and then import it into 1st Word and vice-versa.

] what is the latest version of spectra GCR?

v3.0. Version 3.1 has been going to be released "Really Soon" for the past couple of years.

] Does anyone have a copy of wordperfect for the st. Are the file
] compatible with pc wordperfect 5.1?

Pass. I still use good old 1st-Word Plus.

] Would it be a better idea to upgrade my tt or purchase a new falcon?
] Does anyone know if atari's producing any more computers?

Depends. The only advantage the Falcon has over the TT, is basically in the sound & graphics department. The TT for most practical purposes is a lot faster. AFAIK it's marginally more compatible as well. However, if you do a lot of MIDI or whatever, or art related work, then a Falcon might be worth having a look at. Be careful though, they ain't cheap!

At the moment, Atari is having virtually nothing to do with anything other than the Jaguar. AFAIK Compo is managing the Falcon now, and _possibly_ the TT. Anyone want to expand on/correct this!?

2721. Transplanting SH204 innards . . .

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 06:33:18 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <39v37e$r0@usenet.INS.CWRU.Edu>
Source record: 177266

I remember talk on this semi-recently . . .

How easy is it to upgrade the 20 MB mechanism in the Atari SH204 hard disk drive? In my usual optimistic hopes, I would think that all I need to do is buy a SCSI drive and stick it in. I know that the SH204 has an extra converter (SCSI-RLL?) that I should unplug or something . . .

Any help will be greatly appreciated! Thanxz.

2722. Re: virtual tt-ram

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 08:14:33 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.784541673@acp5>
Source record: 177251

rstolk@ixcim.att.com (Richard Stolk) writes:

>Does any one know if there is a pd program to use my hard disk
>as virtual tt-ram and where I can find it (ftp site ??)

There are only commercial programs available for this purpose. There is a
demo version of OUTSIDE on ftp.uni-kl.de in /pub/atari/other_demos which
gives you 2 MBytes of virtual RAM on drive D:.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

2723. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 08:25:36 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Nov11.082536.5094@bay.cc.kcl.ac.uk>
Source record: 177280

In article <pez_boy-08119400431200001@pez_boy.seanet.com>, pez_boy@pez_boy.seanet.com (Cliff McElfresh) writes:
> Hey!
>
> This is not a slam, I am just out of touch with the Atari market.
>
> I haven't seen any of the machines out there, where are they available in
> the Seattle area?
>

Rumour has it ATARI are going to start making ST's again; hopefully
this time with room to expand. Don't know when though!

-Al, udem148@bay.cc.kcl.ac.uk-

2724. Re: Jag Joypad

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 09:42:58 UTC
From: andrew@minster.york.ac.uk
Message-ID: <784546978.36646@minster.york.ac.uk>
Source record: 177283

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

> In article <39lcvg$q0b@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem)
writes:
> >
> >How about a Joypad library for Hisoft Basic? :-)
> >

> How about a Joypad library for anything - I've got no doc's to work with at
> all.

I've written a procedure in Lattice C. to read the Enhanced (Jaguar) joypad.
If someone reminds me next week I send it to the newsgroup and/or upload it
to atari.archive.

It's dead easy if you have the Atari Compendium but requires a BIG
'switch/case' statement!

Andrew

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk
<Atari Falcon030, LynxII and Jaguar Owner and Prospective Developer>

2725. Re: virtual tt-ram

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 09:52:57 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Nov11105257@issan.informatik.uni-dortmund.de>
Source record: 177212

In article <Cz1qEA.MFz@nntpa.cb.att.com>, rstolk@ixcim.att.com (Richard Stolk) writes:

|> Hello,
|> Does any one know if there is a pd program to use my hard disk
|> as virtual tt-ram and where I can find it (ftp site ??)

Linux :-)))
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

2726. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 10:01:27 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <39vfdn$20he@sat.ipp-garching.mpg.de>
Source record: 177341

Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
> John Townsend (John_Townsend@taligent.com) wrote:

> : The PC clones and lower price Macs have taken
> : any advantage that an Atari computer possibly had.
> Go to the ProTOS show in Germany and convince yourself of the opposite.

Any Atari fair in Germany I have seen throughout the last years could not
convince me to stick with Atari. Atari's are currently either too slow or
overpriced (Medusa etc.). Furthermore, there is no freeware for the area
I am working in (gene technology), but there are lots of freeware in the
Mac, PC and Unix areas.

> : Don't get me wrong.. I am still jazzed about Atari. But I think they have a
> : good shot with the Jaguar machine. But, the computer products.. they
> : are dead.
> maybe Atari computers, but not the Operating system. Magic is right now
> being ported to the Mac and I would be very surprised, if other RISC
> machines would not follow.

Even if MagiC is ported to the Mac I doubt that it will become more than
an operating system for people who want to abandon their old, slow Atari
Machines but stick with their programs. A Mac user certainly will not
switch to MagiC. BTW, to my knowledge MagiC is ported to 680x0 Macs, not
to a Power PC platform, so your statement about "other RISC machines"
makes no sense.

> We do, and are laughing loudly about the DOS /windows machines with their
> 640k limit etc... but maybe it is the Americans who enjoy the trip into
> the future on the back of MS Word and Apple Yuppie toys - in Europe we
> certainly do not;

This US <-> Europe controversy does not make any sense to me. Don't forget
that the most innovative free operating system today (Linux) is developed
on a intel-based platform (although ports will become available in the
future). Additionally, the number of Atari vendors in Europe is steadily
declining. Additionally, there is no discussion that System 7 is much
better organized than TOS ever has been. Additionally, ...

Have you ever worked with other computers than your Atari?

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

2727. Re: Looking for W. Klaren

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 10:17:50 UTC
From: stuart@tundra.demon.co.uk
Message-ID: <784549070snz@tundra.demon.co.uk>
Source record: 177346

In article <784414131snz@xciv.demon.co.uk>
paul@xciv.demon.co.uk "Paul Civati" writes:

--> > I'd like to contact Wout Klaren (author of TeraDesk) Has he got an email
--> > address or would I have to do this by post?

--> AFAIK he doesn't, Mark Matts (of TeddyTerm fame) used to provide all the
--> support for TeraDesk, and he had to do it by post because the author didn't
--> have a modem.

--> You might be able to contact Mark, try matzy@filesys.demon.co.uk

Sorry, but Mark left both the BBS and Internet scene some time ago, so you'll
not be able to reach him..

Wout Klaren as far as I know doesn't have either an Internet address or a
NeST/Fidonet/Atarinet address. Mark Matts used to reach him by normal post
(I think)...

--

```
*============================================================*
/ ______ _______ __ __ /
/ / ___/ /__ __/ / / / / Stuart Richards.. /
/ \ \ / / / / / / Stuart@tundra.demon.co.uk /
/ ___\ \ / / / /__/ / /
/ /______/ /_/ /______/ /
*============================================================*
```

2728. Re: CFV: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 13:09:14 UTC
From: schaerer@isi.ee.ethz.ch
Message-ID: <39vqdq$3lp@elna.ethz.ch>
Source record: 177340

Hutch (hutch@ilmen.lanl.gov) wrote:

: > FIRST CALL FOR VOTES (of 2)
: > unmoderated group comp.sys.atari.programmer
: >

Hi Hutch,

Nice to read you again :-) . Dou you remember at me?

This idee is very good. It's need because of EPROM-, GAL- and
CONTROLLER- programming, and especially for the PIC-programming. For this
devices it has too less hardware and software now.

I say YES for a newsgroup with the name: 'comp.sys.atari.programmer'
==========
By
Thomas

| Thomas Schaerer schaerer@isi.ee.ethz.ch +41 01/632'2768 |
| Swiss Federal Institute of Technology Zurich, ETHZ (fax:01/632'1208) |
| Signal and Information Processing Laboratory ISI ||| |
| Sternwartstr. 7 CH-8092 Zurich, Switzerland / | \ |

2729. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 13:16:02 UTC
From: chainxor@kom.auc.dk
Message-ID: <39vqqi$qp7@news.iesd.auc.dk>
Source record: 177158

In article AA00894@ilmen.lanl.gov, hutch@ilmen.lanl.gov (Hutch) writes:
> In article dnp@news.iesd.auc.dk, chainxor@kom.auc.dk (Henrik Lunardi Weide) writes:
> >
> >DOS and Windows SUCKS!!!!!!!!!! PC sucks in another kind of way.
>
>
> My, my... how eloquent of you. That's bound to convince all those deluded
> DOS and Windows users out there how they have erred. Too bad they can't be
> more 'mature' like us Atari users, eh? C'mon people, grow up a bit.
>
> -Hutch- @ Fair Dinkum Tech
>

I understand - don`t worry. I was joking, as usual. Maybe I was a bit rough in my
way of speaking - sorry.
After all this isn`t an advocadcy area - right ? :-)

I`ll try to put a filter on my mouth from now on. :-)

Keep Cool and Flying....

ChainXOR...

2730. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 13:27:29 UTC
From: chainxor@kom.auc.dk
Message-ID: <39vrg1$qp7@news.iesd.auc.dk>
Source record: 177160

In article AA00884@ilmen.lanl.gov, hutch@ilmen.lanl.gov (Hutch) writes:
> In article 0211941137340001@townblue.taligent.com, John_Townsend@taligent.com (John Townsend) writes:
> >
> >Its time to wake up people.. Atari's computer products are now antiques.
> >Instead of finding Falcon and TT machines in your local dealer, you will
> >soon be able to find them at your local swap meets, garage sales, and
> >flea markets. The Atari ST computer line is following directly in the footsteps
> >of its older realitives... The Commodore 64 and the Atari 800.
>
>
> Oh boy... you've gone and done it now, John. You've committed the one truly
> unforgivable sin here in comp.sys.atari.st... you spoke the TRUTH!
>
> Don't you know that people don't want to hear that here? Let's keep everything
> all rosy and pretend that Atari Corp still loves us and are hard at work
> developing new and super powerful desktop computers that when released (Real
> Soon Now, of course) will take the market by storm and show all those PC and
> Mac users a thing or two. Yes, all we need to do is be faithful to the fuji
> and in time, all will be well and our neighbors will once again envy us.
>
> Yeh, you've really blown it this time, John. Heretic! Blasphemer! Sooth Sayer!
>
> 'aveagoodaymate! :)
>
> -Hutch- @ Fair Dinkum Tech
>

I think you should keep these kind of comments to a advocacy area anyway. This area is for Atari-owners who likes to help each other and give advise on how to make the most of their machines in their everyday work. AND not destroying each other with pathedic comments that leads to nothing but angry comments.
I say it again - That belongs to an advocacy area, where people who likes to disguss such time-wasting subjects can give their oppinions.

Have a nice day. :-)

Keep Cool and Flying....

ChainXOR....

***** Falcon030, 4 MB Ram, 65 MB HDD, 36 Mhz 68030 CPU *****

2731. Re: Problems with PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 13:39:52 UTC
From: chainxor@kom.auc.dk
Message-ID: <39vs78$qp7@news.iesd.auc.dk>
Source record: 177159

In article 377@stork.ukc.ac.uk, mdg@ukc.ac.uk (M.D.Griffiths) writes:
> In article <398g1f$25l@vishnu.jussieu.fr> bourlon@gla.ecoledoc.ibp.fr writes:

> PS. I also got the Apple Quicktime and also the Microsoft AVI movie formats,
> would many of you register if I did Quicktime and AVI Falcon movie players?

YES!! Definitly. But remember we need sound support too. But a kind of
"play-all-types-of-animation-formats" player would be SO COOOL!!
Keep up the good work and I`ll register, you can be sure about that. :-)

Keep Cool and Flying...

ChainXOR...

2732. Re: CRAZY DOTS II

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 13:45:19 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <39vshf$cns@percy.cs.bham.ac.uk>
Source record: 177221

damms002@acpub.duke.edu (Thomas Damms) writes:
>
>I wonder that nobody is advertising on the CRAZY DOTS II grafik card any more.
>
>Doese TKR still produce for the ATARI platform ?

They are not producing the Crazy Dots II card any more, but I think
they still produce Atari software.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2733. Re: HSMODA04 doesn't work with Stalker 3?

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 14:24:35 UTC
From: selick@bu.edu
Message-ID: <39vur3$n26@news.bu.edu>
Source record: 177278

blade01@pplnet.com wrote:

: IW>In <1938XUOHLDYMNFHAFM@pplnet.com>, blade01@pplnet.com wrote:

: IW>> How about a backward-compatible mode or driver for people who don't
: IW>> wantto replace ALL their software just to support the "new standard"
: IW>> method?

: IW>The HSMODA drivers *are* backwards compatible.

: No, they most certainly are not. I have tested extensively, and most of
: the software I use (BBS, door interface, Fido-style reader, ad nauseum)
: will NOT use the handshaking HSMODA provides. It reports "port ready"
: at all times under GEMDOS, even when the modem is actually waiting on a
: CTS from the remote end.

Not to return to the original subject for a moment or anything, but it turned out that Stalker choked on a 65535k buffer. I reset to 30k, and it is now fine.

-Steve
selick@acs.bu.edu

2734. PONG 2000 Demo, What's your opinion

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 14:24:40 UTC
From: vdleij@phil.ruu.nl
Message-ID: <vdleij-1111941524400001@ana-dyn-25.mac.phil.ruu.nl>
Source record: 177288

Hi, as the PONG 2000 demo should be available through several archives now
or else very soon, I would like to know what your opinion is about the
game. It's Falcon030 only. Please reply through mail or here.

Joost.

--
Joost van der Leij,
Holland Game Design,
's Gravelandseweg 127,
1217 ER Hilversum,
The Netherlands.

e-mail: Joost.vanderleij@phil.ruu.nl

2735. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 14:42:13 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94315.094213STIRRE31@MAINE.MAINE.EDU>
Source record: 177350

Hutch,
I'd have to disagree with you quite a bit about your statements.
Just because Atari has moved does not mean that the Atari community
will just disappear. There is still a solid base of support which
I think is proven by the number of CD-ROMs coming out for our machines.
I had serious doubts about a market for CD-ROMs on such a small
platform but I have seen many Atari-specific disks.
The Atari market won't stand still as long as there are software
coders out here supporting it. Amazing products have come out
in the shareware market like Griff's MPEG player. Wizztronic's
Barracuda is now available. There is talk of 060 cards, the Medusa
is out, I have heard rumblings of another clone.... The Atari line
is not dead because of the community and not Atari.
As far as the competition goes I cringe at the thought of using
the other OSs out there. Windows is sad. Maybe Chicago (but I
doubt it from things I've heard) but not Windows. And System 7.5?
A 25Mhz 68030 LCIII crawls compared to my Falcon running this beast.
Not to mention the RAM needed to run System 7.x.
One problem with the computer market is that "advances" are coming
too fast. Programs come out that need a mininum of 8 megs of RAM
for instance. In the Mac and PC world one needs to upgrade to
keep up. The current systems are powerful enough to handle most
tasks but the programs need more and more resources. These programs
also seem to be more and more expensive....
Right now what computer system would you suggest, Hutch? There is
always going to be the promise of something "better" around the
corner. If you suggest a PowerMac, I'd suggest waiting for the
Prep compliant machines....
The Atari can handle, I'd say, 90% of users' needs. Would you not
agree, Hutch?
Hope you took this as a friendly disagreement not as an attack.
I am just sick and tired of hearing how outdated my Falcon is and
how great PCs and Macs are considering I have used both and would
not switch for anything. In my experience, PCs are game machines
with an occasional Word session and Macs ae just slower than they
should be (nice software, though, but it is expensive).
-scott tirrell

2736. Re: Jag Joypad

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 14:46:01 UTC
From: andrew@minster.york.ac.uk
Message-ID: <784565161.8833@minster.york.ac.uk>
Source record: 177287

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

> Now I can play Llamazap & Steel Talons........

So where do I get these games.

2737. Re: PONG 2000 Demo, What's your opinion

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 15:49:14 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3a03pq$8f3@lyra.csx.cam.ac.uk>
Source record: 177345

vdleij@phil.ruu.nl (Joost van der Leij) writes:
>Hi, as the PONG 2000 demo should be available through several archives now
>or else very soon, I would like to know what your opinion is about the
>game. It's Falcon030 only. Please reply through mail or here.

Any idea what the filename(s) are and which sites are likely to have them?
Just makes things a bit easier is all...

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a *big* one I thought I'd mention it twice".

2738. Re: info

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 16:01:08 UTC
From: chainxor@kom.auc.dk
Message-ID: <3a04g5$sp9@news.iesd.auc.dk>
Source record: 176872

In article 6082@newsserver.rrzn.uni-hannover.de, wills@newschool.edu (mauri) writes:
> If anyone is interested or if you dont know there are a couple of
> cool things that are happening with the falcon.
> an 04 board with extended screen resolution
> a rack case increasing the power supply
> a video system rivaling the Amiga's video toaster
>
> If you know of any cool stuff let me know
>
> looking for dtp, music--dd, and video
>
> If yyou know where I can get any digital art products let me know as well..

Sounds very cool. Do you have any specific info on those new cards for the Falcon ??

Keep Cool and Flying...

ChainXOR....

***** Falcon030, 4MB Ram, 65 MB HDD, 36 Mhz 68030 CPU *****

2739. Re: NVDI 3.0 and Speedo 5.x

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 16:06:14 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.94Nov11090614@hpbbrn.bbn.hp.com>
Source record: 177215

Thomas> To my knowledge, NVDI 3.0 as well as SpeedoGDOS 5.0 support all kinds of vector fonts but NVDI 3.0 is able to use these fonts even without SpeedoGDOS.

NVDI 3.0 supports Speedo and TrueType fonts, but not Type1. I *think* that SpeedoGDOS supports Type1.

Thomas> Is theire any advantage using NVDI 3,0 and SpeedoGDOS 5.0 together or is it enogh to use NVDI 3.0 alone ?

The NVDI documentation says that NVDI 3.0 shouldn't be used together with SpeedoGDOS.

Thomas> Is an upgrade from NVDI 2.5 to 3.0 available ?

Here in Germany, yes. YMMV.

Bye,
Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+--
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2740. Re: Music Studio to MIDI converter...?

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 16:18:09 UTC
From: asmcg@orion.alaska.edu
Message-ID: <1994Nov11.121809.1@orion.alaska.edu>
Source record: 177276

In article <39r3n1$m00@samuel.ChamplainCollege.QC.CA>, lunman@ChamplainCollege.QC.CA (Jon Lunman) writes:
> Hello all. Some years ago, I had a program called PLAYER.PRG which would
> play back Music Studio song files. Also, it would convert them to
> standard MIDI files. That's what I need it for. The problem is that I
> have somehow managed to erase my only existing copy of the program. (I
> thought I had back ups but...) If my memory serves correctly, it was in
> the public domain. If anybody has this program or knows where I might
> find it... Any help would be appreciated!
>
> Thanks in advance for any info
> Jon ---
> lunman@ChamplainCollege.QC.CA

Me to... I had Music studio a long time ago and
LOTS of songs I had composed and consigned to disk.

I moved and both copies of my music studio
got nuked! I couldn't find it any more and let them sit.
If anyone has the info about the PLAYER program
above, please Email. I would be VERY grateful!

ASMCG@orion.alaska.edu
thanks
Matt
(Mr DNA, he's an altruistic pervert)

2741. Re: Obsession Bugs

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 16:25:49 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <Cz42z2.6F5@exeter.ac.uk>
Source record: 177347

In article <JW3XsoV.popemerlin@delphi.com> popemerlin@delphi.com writes:

> you have to complete to get the bonuses. It has four tables and oodles more
> playability, so Obsession out rates Starball on every point.

Apart from realistic ball movement, which is better in Starball.
The ball in obsession seems to be made out of either rubber or lead -
depending of course on which you don't want it to be... :)

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

2742. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 16:37:05 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3a06jh$q57@dux.dundee.ac.uk>
Source record: 176868

udem148@bay.cc.kcl.ac.uk wrote:
: In article <pez_boy-0811940043120001@pez_boy.seanet.com>, pez_boy@pez_boy.seanet.com
(Cliff McElfresh) writes:
: > Hey!
: >
: > This is not a slam, I am just out of touch with the Atari market.
: >
: > I haven't seen any of the machines out there, where are they available in
: > the Seattle area?
: >

: Rumour has it ATARI are going to start making ST's again; hopefully
: this time with room to expand. Don't know when though!

From what I gather Atari have always ran off small batches of ST's and TT's
for the last few years. I doubt they will make a huge quantity but I do know
(well I think I do) that they have around 10,000 on sale this Christmas.

Rod

--
-===
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

"It's a pile of bollox!", what god said to the author of the
bible before suing him for libel.

===

2743. Chuck Grimsby

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 16:48:40 UTC
From: Chuck.Grimsby@mypoint.flight.org
Message-ID: <cef_9411120535@flight.org>
Source record: 177054

In a message of 10 Nov 94 22:11:37, Joseph Hogan wrote:

JH> From: smokin@remm.uqam.ca (Joseph Hogan)

JH> I am writing to you via the usenet because my server does not know your
JH> address.

That makes two of us! I'm not really on UseNet. I'm on FidoNet, reading this as a "point" off of a BBS. If memory serves though (and nothing's changed), my address should be something like:

Chuck.Grimsby@p1.f47.n282.z1.flight.org

Maybe this message can help figure out what my address _really_ is?

JH> I am writing in refernece to your TODAY program. I had it once, but I
JH> lost it. I am interested in getting the new version.

Rich Tietjens should have the new version tomorrow. Maybe he can pass it on to you.

So far, I've only figured out how to read and send messages here. I'm not sure how to do File transfers.

Anyone who can tell me how to do File Transfers To/From a FidoNet point, please do so!
--
| Internet: Chuck.Grimsby@mypoint.flight.org
| FlightLine Public Access Mail Gateway [MSP]

2744. New files at HENSA (11 Nov)

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 16:52:55 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cz4488.ys@westminster.ac.uk>
Source record: 177348

Hi Folks

The latest installment of new files at HENSA this week.

telnet/ftp/PAD/gopher: micros.hensa.ac.uk
WWW: http://micros.hensa.ac.uk/

Download and enjoy...
Danny

ATARI NEWS OF THE DAY Updated 11/11/94 @ 1625

Newsletters

Latest releases:-

atari-tos Volume 07 Issue 008 08/11/94

Back copies can be found in the directory "tos/news","mint/news","falcon/news"
Please refer to the file "00readme" in the directory for details of how to
subscribe.

Digests
----
tos/o/o107 Info-Atari8 digest e-mail newsletters
Updated weekly

tos/o/o116 Silicon Times Report (STR) International Online Magazine
Latest updates on.... 07/11/94

New software for the Atari TOS section

New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
n141 11/11/94 S--- KANDINSKY 1.73 Vector Drawing/CAD package (G/E)
kand_173.zip

p033 11/11/94 S--- OMEn 3.00d Open Multitasking Environment Demo (E)
omen300d.lzh

o192 11/11/94 ---- SYSINFO 2.10 Modem and system tester from TOAD (E)
sysin210.zip

p029 10/11/94 S--- STEREO IMAGE SYSTEM (STIS) 1.0 Create stereograms (E)
3d_image.zip bumpstis.zip stis.zip

p030 10/11/94 ---- OFF-AXIS 1.55 DEMO Integrated soft for science + tech (G/E)
ofaxis15.lzh

p031 10/11/94 ---- SOLUTION DEMO Maths solver demo of a commercial package (E)
solution.lzh

p032 10/11/94 S--- CLA LOGIV 2 Release 1 Digital logic design, simulation (E)
clav2r1.zip

p026 09/11/94 ---- ICONMAN 0.63 An icon manager (G)
icnma063.zip

p027 09/11/94 S--- CIXCOMM/CIXREAD UTILITIES (E)
cixcalc1.zip ftptool.zip par_test.prg
alphaord.arc cixcomm.nic lastlogn.zip
chkflist.lzh cixtest2.tos.gz logger.lzh
cix.nic diskfree.lzh modlist.arc

p028 09/11/94 S--- MUNCH 1.1 A ST-Hi Rez (Mono) paint package (E)
munch.zip

p022 08/11/94 ---- METRICS 6 October, 1994 View extended chars in Speedo (E)
metrics.lzh

p023 08/11/94 ---- MEMORY_2.SYS Replacement for one that comes with Speedo (F)
memory_2.zip

p024 08/11/94 S--- SPEED-O-METER March 1994, The Multitasker's speed gauge (E)
x_speedo.tos.gz

p025 08/11/94 S--- PEACEBUG 1.21 Low level debugger (G/E)
pbug1_21.zip

p013 07/11/94 ---- TEDDY-TERM 2.14 Comms Terminal program (E)
tterm214.lzh

p014 07/11/94 ---- TIMEWORKS 2 WITH SPEEDOGDOS PATCH make this combo work (E)
t2speedo.tos.gz

p015 07/11/94 ---- GENETICS, 1993 Shows how genes work to produce diversity (E)
genetics.zip

o017 07/11/94 S--- GEMVIEW 3.08 Versatile picture view/conversion program (E)
gvw_lies.txt.gz gvw_read.txt.gz
gvw3inst.app.gz gvw_mdl2.pax.gz gvw_tol2.pax.gz
gvw_doc3.pax.gz gvw_pic0.pax.gz gvw_v308.pax.gz

n140 07/11/94 S--- TWO-IN-ONE 1.11 Shell to use with loads of archivers (E)
2in1e111.lzh ptch2in1.lzh

p016 07/11/94 S--- CIXCOMM/CIXREAD 2.20/3.5 Full OLR package for CIX (E)
atariolr.tos.gz

p017 07/11/94 ---- AHDI 6.061 Update from AHDI 6.0. Need AHDI 6 (E)
ahdi6061.lzh

p018 07/11/94 ---- AHDI 5.0 Atari's advanced hard drive utilities (E)
ahdi5.zoo

o001 07/11/94 ---- ST-GUIDE 2 Hypertext system and Utilities (E)
stg_util.lzh stguide2.lzh

p019 07/11/94 S--- GEM BENCH 3.40 GEM-based benchmark program (E)
gbnch340.lzh

p020 07/11/94 S--- ELFBACK Hard disk backup program for the ST and TT (E)
elfback.lzh

p021 07/11/94 ---- XUFSL 1.03 / eXtended Universal FontSeLector (G)
xufsl103.zip

New software for the Atari Falcon section

New packages are as follows; type "cd ~/micros/atari/falcon/<x>/<code>" to get
to where they are held. <code> is as below and <x> is the first letter of <code>
EG. For package "a001" you'd "cd ~/micros/atari/falcon/a/a001".

Pfx Date Key Details
--- ---- --- -------
a067 10/11/94 ---- FASTBOOT 0.5Beta Bypasses the IDE check, boot faster (E)
fastbt05.zip

a068 10/11/94 ---- VERTI-CONF BOOT ST(e) Emulator (E)
vcb27.zip

a064 08/11/94 ---- CPU_MOD Good quality MOD player with a CD-like interface (E)
cpumodf3.lzh

a065 08/11/94 S--- M_SOFT UTILITIES Screen grab/conv, speech, 3D tool,demo (G)
m_soft_b.lzh

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

2745. OMEn 3.00 now available at...

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 16:54:49 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cz44BF.12p@westminster.ac.uk>
Source record: 177349

Hi

OMEn 3.00 Demo is now available at HENSA.

You can find it at:

micros/atari/tos/p/p033/omen300d.lzh

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

2746. wordperfect

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 17:30:22 UTC
From: nicole@seas.smu.edu
Message-ID: <1994Nov11.173022.24453@seas.smu.edu>
Source record: 177267

Wordperfect tech no longer supports Wordperfect for ST.
Only ASCII files are portable between ST and IBM Wordperfect versions. (You can't work on your ibm file in the st, and you can't work on your st file on the ibm unless you've saved them as plain ASCII text.) How do I know, I've tried with every option in WP5.1 and WP6.0 on ibm and WP4.1 on ST. I also called Wordperfect, and I had to phrase my questions as if they were about ibm-pc WP6.0.

There may be a utility floating around that converts files from one platform to the other and vice versa, but I've never seen it: only ones that convert either platform to ascii, which loses the special elements you'd wish to keep such as bold/italic/etc.

Ciao
John Trimble
nicole@seas.smu.edu

2747. FPU with Adspeed problem

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 17:41:32 UTC
From: selick@bu.edu
Message-ID: <3a0acc$s9l@news.bu.edu>
Source record: 177261

I just installed a 16 mhz 68882 FPU in my ADspeed STe board. I soldered in a 16mhz oscillator like it says in the directions, and then plugged in the chip. Sysinfo 2.1 (Stfax system info program) does not recognize that I have a FPU installed.

Is it possible (probably) that I destroyed the chip when I de-soldered it from the old board it was on? I did have to heat it up quite a bit to get it off.

Any help would be nice, and any offers for another chip 68881/68882 16mhz or better would be neat too, if it's not been soldered in before.

Thanks,
Steve
selick@acs.bu.edu

2748. Atari US on TOS 5

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 17:41:54 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94315.124154STIRRE31@MAINE.MAINE.EDU>
Source record: 177270

Well, I asked Atari via e-mail about a new TOS version and they
replied that they have no short term plans on releasing one.
It was expected, though, right? They seemed pretty firm on this
decsion but they werr very polite. And, as if we needed to hear
it again, Atari is focusing on their 64-bit game system, the Jaguar.
Oh well. When's Magix coming out for the Falcon :-)?
-scott tirrell

2749. Re: TOS 1.62 -> TOS 2?

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 18:11:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199411112011.a35137@m4.maus.de>
Source record: 177097

>Several people have mentioned that you just need to swap the chips and
>move two jumpers on an STe. I'd like to add a warning that not all
>STe's are like this. Some older models, like mine, have soldered-in
>resistors instead of jumpers. You have to cut one end of each resistor,
>and then move and solder that end to a new location. Or, you can remove
>the resistors and solder in jumpers. Either way, it's not plug and
>play; best to check your motherboard before you buy.

That's what I said: Flip two jumper _wires_ (or zero ohm resistors, if you prefer that).

I'd like to add a warning, too: Some STEs have their TOS soldered in.

bye, Peter

2750. Re: US/European Mega keyboards: diffs?

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 18:15:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199411112015.a35138@m4.maus.de>
Source record: 177093

```
>: One thing I have not understood (among many) is why the differences
>between
>: the US and European Mega ST keyboards. According to the User's Manual
>: the US keyboards (which I have) has five keys above the cursor keys
>and the
>: European one has six. I know this is a trivial question but I am
>simply
>: curious. What is this sixth key?

You're a bit wrong. European Atari and DOS style keyboards do have an extra key
compared to the US versions: The left Shift key is smaller, and there's an
extra normal-sized key to the right of it, having '<' and '>' (plus '|' on DOS
keyboards).

bye, Peter
```

2751. Suprafax v32bis modem wanted

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 18:52:09 UTC
From: hallvart@ifi.uio.no
Message-ID: <3a0egp$3nb@holmenkollen.ifi.uio.no>
Source record: 177053

Is anyone selling a Suprafax v32bis modem? the one with the big green alphanumeric display.
Please email me if you have one for sale.

Hallvard

2752. Midi Sysex dumps ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 19:02:06 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11111994.190206@empyr.dircon.co.uk>
Source record: 177281

Hi, I'm looking for a prog / acc that will take a midi system exclusive dump from a keyboard and save it to disk, WITHOUT changing the format of the data. I have several progs that will *send* sysex data to synths but the couple that I have that receive, save the data in their own weird format.

Any ideas ?

Cheers.

___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

2753. NVDI sys file ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 19:02:09 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11111994.190209@empyr.dircon.co.uk>
Source record: 177282

Hi,

I have managed to trash a file called NVDIDRV1.SYS in NVDI 2.03, and
before you all say I should have kept a backup, no I didn't. OK :-(

Has anyone got a copy of this file they could uuencode to me ?

The other NVDI files are fine, as far as I can make out, so it's only
this one I need.

Thanks in advance.

Kevan@empyr.dircon.co.uk

VQWK 6.20 [Rev H - 04/04/94]

2754. Books, software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 19:05:31 UTC
From: hlc@netcom.com
Message-ID: <hlcCz4AD8.Bs0@netcom.com>
Source record: 177271

Well, since it's now been a few years since I got rid of my ST, it's
probably time to get rid of the books, programs, etc. that I kept in case
I ever got another one ... If there's no manual listed, it's because I
couldn't find it after a hurricane and two moves 8^).
Here's the list:

Books -
original asking
Compute's Atari ST Volume 1: VDI $19.95 $10
Volume 2: AES $19.95 $10
Volume 3: TOS $24.95 $12
Abacus Atari ST Peeks & Pokes ..... $16.95 $ 8
Tricks & Tips $19.95 $10
Graphics & Sound $19.95 $10
Sybex Programmer's Guide to GEM $19.95 $10
Atari ST Basic Sourcebook (large format) offer
Atari ST Basic Sourcebook & Tutorial (small format) offer
Atart ST Owner's manual (dunno why I still have _this_ ...) offer

Mapping the Atari (8-bit) ..... $14.95 $ 7

Software -

Personal Pascal v2.? disks & manual ...? offer
Tackle Box ST & TB News 1&2 disks & lg. binder manual ...? offer
Prospero Pascal for GEM v2.151 disks and manuals ...? offer
FunctionZ function key labeling (disk only) ...? offer
PageStream 1.8 (disks only) ...? offer

Misc -
DeskCart (probably needs new battery), disk & manual ...? offer

2755. Re: How interested are you in ST/FALCON games ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 19:21:00 UTC
From: christian.andersson@p5.f611.n203.z2.ct.se
Message-ID: <ftn_2.203.611.5_2ec3c4a6_Christian.Andersson@ct.se>
Source record: 177231

> I just wondered how big a market it is for STE and FALCON games out
> there. After I saw fuzz about Obsession I suspect that there is a

Almost anyone who ownes a Falcon and like this type of game will bye (if it is Good) Just to show that there is a market!

I probebly will, And I will Probebly also by Kasumi Ninja for The Jaguar too.

Chris.

2756. Atari and garage sales: was Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 19:24:50 UTC
From: soltys@radonc.unc.edu
Message-ID: <3a0ge2$ona@bigblue.oit.unc.edu>
Source record: 177257

In article <9411101520.AA00884@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
|> In article 0211941137340001@townblue.taligent.com, John_Townsend@taligent.com (John Townsend) writes:
|> >
|> >Its time to wake up people.. Atari's computer products are now antiques.
|> >Instead of finding Falcon and TT machines in your local dealer, you will
|> >soon be able to find them at your local swap meets, garage sales, and
|> >flea markets. The Atari ST computer line is following directly in the footsteps
|> >of its older realitives... The Commodore 64 and the Atari 800.
|>
|>
|> Oh boy... you've gone and done it now, John. You've committed the one truly
|> unforgivable sin here in comp.sys.atari.st... you spoke the TRUTH!
|>
|> Don't you know that people don't want to hear that here? Let's keep everything
|> all rosy and pretend that Atari Corp still loves us and are hard at work
|> developing new and super powerful desktop computers that when released (Real
|> Soon Now, of course) will take the market by storm and show all those PC and
|> Mac users a thing or two. Yes, all we need to do is be faithful to the fuji
|> and in time, all will be well and our neighbors will once again envy us.
|>
|> Yeh, you've really blown it this time, John. Heretic! Blasphemer! Sooth Sayer!
|>
|> 'aveagoodaymate! :)
|>
|> -Hutch- @ Fair Dinkum Tech
|>

Sadly, I have to agree that Atari computer is out of it. I say sadly,
because I really think that the ST was a GREAT machine, if it only had
the availability (marketing and distribution) and software to go with
it. I have a 386 with 4 Megs, CD-ROM, sound card and Windows and many
times long for the things I had with my 520 ST (FM). I had to sell
mine to upgrade (?) to an IBM PC (mainly because of software volume)
about 4 years ago. So if the predictions of the prophets are
true and anyone has even a 520 ST with Degas Elite (Don't even care if
you got a monitor, but I do want the RF output) and is selling it at
swap meet, garage sale or flea market prices, please let me know. I'm
interested. :)

Longing for the days when using a computer was fun and didn't require
500 megabytes of hard disk space,

Mitchel Soltys
soltys@radonc.unc.edu

2757. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 19:30:39 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3a0gov$s38@golem.wcc.govt.nz>
Source record: 177256

```
] Obsession is nothing like the Pd game Starball. Obsession has a lot more
] features including top quality stereo sound, graphics which are superior an
] also a ball which obeys the Newtonian Laws of Gravity, not Starball gravity
]
] Please do not compare Starball to Obsession, it is a bit like comparing a M
] with a Merc.

You're biased anyway, what with being involved with the distributers.

Nothing like it? They are both pinball games! And Starball costs a LOT
less!
```

2758. Re: HSMODA04 doesn't work with Stalker 3?

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 20:10:46 UTC
From: s2887@FB1.FHTW-Berlin.DE
Message-ID: <3a0j46$efh@mars.fb1.fhtw-berlin.de>
Source record: 177274

blade01@pplnet.com wrote:

> It's a Mega STe with TOS 2.05; some of the other software that will not
> support MODEM2 and SERIAL2 was written in GFA BASIC (which is crap, of
> course) and I am currently translating the sources I have to HiSoft
> BASIC 2 in order to fix this problem.
No, not GFA-BASIC is crap in general, but it's possible to write crap
with the help of _any_ language.

> However... Using GEMDOS calls to cauxos under HSModem _always_ produces
> a "port is ready to send" response; under TurboCTS, handshaking does
> work. Now, if there were a complete English explanation of how to make
> HSmodem handshake properly under GEMDOS, or if the default setting would
> do that, there would be no problem.
Sorry, but I think you didn't read the SERSOFST.TXT and the other texts
carefully. Because "AUX" is crap (I believed that nobody used it in the
past because it produced additional overhead over calling the BIOS Bco*
directly) it isn't supported. Open a "U:\DEV\MODEM1" if you like to
use MODEM1 and it will work. AUX is crap eg because the assigned BIOS-
device could be changed via Bconmap.

> Right sorry about that - I simply haven't had time. Little things like
> rent, food, and car payments keep intruding.
Sorry too, but I'm even not payed for doing what I do. And I need the
feedback.

> How about a backward-compatible mode or driver for people who don't
> wantto replace ALL their software just to support the "new standard"
> method? Since the old way worked - and the only reason I had to switch
> to HSmodem was to support Semper - it would appear that the "standard"
> is another non-standard change.
Backward-compatible, what do you mean? All BIOS-calls are still supported
(and became much faster) and they may be mixed with GEMDOS-calls without
problems (but it's not recommended).

Because the AUX was very bad, it wasn't supported (and if I should support
it, you will have to do a Fopen to AUX, using only -2 Handle without
Fopen would create to much trouble with other programs). If there are
many american or english programs using this, how shall I know about it
if nobody writes a mail.

In Germany there are sold only very few non-german communication
programs. (I don't want say something about the possible reason)

Harun Scheutzow (using the account of a friend at the moment)

2759. World Conquest author

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 21:02:54 UTC
From: ac382@freenet.carleton.ca
Message-ID: <Cz4Fsv.41o@freenet.carleton.ca>
Source record: 177259

Hello, I was wondering if anyone knows how to get in touch with the author of World Conquest (it as an EMPIRE type of strategy game). I had some questions and comments for the author but my message bounced when I used the e-mail address specified in the docs.

Has anyone played this game? I think it has great potential but the user interface is CR*P.

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

2760. Re: STe: How to go from 2MB to 2.5MB?

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 22:23:05 UTC
From: Adrian Bridgett <apb25@cam.ac.uk>
Message-ID: <3a0qs9$hi7@lyra.csx.cam.ac.uk>
Source record: 177279

>
> Newbie question here...
>
> Well actually I've owned my STe for nearly 4 years. But I've only just
> upgraded from 4 x 256k to 2 x 1MB SIMMs. I believe it's possible to
> add two of the 256k SIMMs to make 2.5MB, but when I do that, the STe
> reports that it's got 4MB and then gets some things screwy.
>
> There's a patch or something, isn't there?
>
There is a program called silboot 2e (on
micros.hensa.ac.uk in micros/atari/tos/o/o170
which installs an executable boot sector onto
a floppy disk. This sets the memory to 2.5MB
and also waits for your hard-disk to initialize
(if you have one).

I have had no problems with this program and it
is certainly faster than using an auto program
(and more convienient).

Definitely recommended

2761. Re: HSMODA04 doesn't work with Stalker 3?

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 22:50:38 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <p0fajqf4qoo@moacs11>
Source record: 177299

In <02912PINOEXKHHJCDQO@pplnet.com>, blade01@pplnet.com wrote:

> IW>The HSMODA drivers *are* backwards compatible.
>
> No, they most certainly are not. I have tested extensively, and most of
> the software I use (BBS, door interface, Fido-style reader, ad nauseum)
> will NOT use the handshaking HSMODA provides. It reports "port ready"
> at all times under GEMDOS, even when the modem is actually waiting on a
> CTS from the remote end.

??? AFAIK RTS/CTS handshaking is between DTE (computer) and DCE (modem),
not between local and remote modem. Could you please elaborate?

And what exactly do you mean by `the software ... will not use the
handshaking HSMODA provides'? AFAIK HSMODA will use the handshaking
that your software instructs it to use (i.e. the handshaking is
implemented in the driver, not in the application).

Regards,
Waldi

2762. Re: virtual tt-ram

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 23:02:16 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <nnebsnjs3kw@moacs11>
Source record: 177298

In <SCHWAB.94Nov11105257@issan.informatik.uni-dortmund.de>, Andreas Schwab wrote:

> In article <Cz1qEA.MFz@nntpa.cb.att.com>, rstolk@ixcim.att.com (Richard Stolk) writes:
>
> |> Hello,
> |> Does any one know if there is a pd program to use my hard disk
> |> as virtual tt-ram and where I can find it (ftp site ??)
>
> Linux :-)))

That doesn't count, it's not in the public domain. ,-)

Waldi

2763. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 23:14:34 UTC
From: jonaeson@algonet.se
Message-ID: <3a0tsq$hik@aristotle.algonet.se>
Source record: 177275

Graham Beint, 321 (graham@insignia.co.uk) wrote:
: >> I asked about memory upgrades for the MegaSTE on GEnie a couple of weeks
: >> ago, and the answer I got is that there is a RAM expander comming out that
: >> will be called BigRAM. It's supposed to be very good, but I have no idea
: >> when it's due or how much it'll be.
: >
: >Has anyone noticed that in the latest ST Format on page two this place
: >called Gasteiner in London, UK is selling 1040STE's with 12 Megs? Yes 12
: >Megs!
: >Any Idea how they get that much memory?
: >
: There is a memory board that adds 8Mb of Alternate RAM but requires the full main 4mb to
: present.

I've seen a RamBoard that allows you to have upto 12 megs on a STE.
It's called RamBoard Deluxe and comes in ST and STE versions.
Don't know if the ST-version supports 12 megs.

Anyway, the company selling the stuff here in Sweden is H|gdata, and I
think they get it from Indigo 2 in Denmark.

Ok, when I looked around in my very messy pile of pricelists, I did find
Indigo 2's pricelist, and yes, they had that RamBoard.

Article Price (DK including Danish V.A.T.)
RamBoard Deluxe Mega 0/12 795 DK
RamBoard Deluxe STE 0/12 795 DK
RamBoard Deluxe ST 0/4 595 DK

To get an approximate price in dollar, divide the price with 7-7.5.

I think it is a very good price indeed for such a Ramboard.

Anybody who'd want to get in contact with Indigo 2:
Telephone: +(45)86 20 16 55
Telefax: +(45)86 20 12 04

Hope this clear things out!

2764. Re: IDE FOR ST POSS?

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 23:20:16 UTC
From: jonaeson@algonet.se
Message-ID: <3a0u7g$hlc@aristotle.algonet.se>
Source record: 177284

Andrew Moore (andrew@space.win-uk.net) wrote:
: >
: >> A simple question can I connect an IDE drive to an stfm?
: >> If you can help then please mail the reply to me at
: >
: >There is a TOS 2.06 card with build-in IDE interface available
: >from Hard&Soft in Germany. It doesn't cost that much either !
: >
: > Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
: >
: Does anybody know where Hard&Soft can be contacted and how much
: this TOS/IDE card costs?

While I still had Indigo 2's pricelist out, I'd thought that I'd answer
one of your questions...

The TOS/AT-bus board comes with or without TOS 2.06 Eproms.

Article Price
TOS/AT-bus with TOS 2.06 895 DK
TOS/AT-bus without TOS 2.06 495 DK

(Divide by 7-7.5 to get price in dollars.)

As you can see, the board is very inexpensive!

2765. Re: Overscan modification for STE?

Newsgroup: comp.sys.atari.st
Date: 1994-11-11 23:41:49 UTC
From: jonaeson@algonet.se
Message-ID: <3a0vft$i4v@aristotle.algonet.se>
Source record: 177285

Daniel Eriksson (der@discovery) wrote:
: > To my knowledge there is no overscan hardware-modification available
: > for the STE.
: >
: > However, it is not certain that it is impossible, there are some ways of
: > doing it that could work, in theory....

: Are you sure about that? AFAIK the DE-signal (Display Enable) is
: not available (unless of course you open up one of the chips). On the
: old ST it was easy since the SHIFTER was a single chip. You only had
: to feed it with a different DE-signal (normally produced by the GLUE)
: to get "overscan". On the STE that would be virtually impossible.

As I stated, it could work, at least in theory.
But that depends a lot on the internal architecture of the chips in STE,
which is yet to be tested.

With the "right" architecture, it would be possible with a minimum of
external logic, with the almost "right" architecture, it would need a lot
of external logic, (and that could turn out to be a very expensive
solution) and with the wrong architecture it would be virtually impossible.

2766. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 00:38:54 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3a12qu$17l@golem.wcc.govt.nz>
Source record: 177292

In article <1994Nov11.082536.5094@bay.cc.kcl.ac.uk>, udem148@bay.cc.kcl.ac.uk writes:
>In article <pez_boy-0811940043120001@pez_boy.seanet.com>, pez_boy@pez_boy.seanet.com
(Cliff McElfresh) writes:
>> Hey!
>>
>> This is not a slam, I am just out of touch with the Atari market.
>
> Rumour has it ATARI are going to start making ST's again; hopefully
>this time with room to expand. Don't know when though!

> -Al, udem148@bay.cc.kcl.ac.uk-

COMPLETE AND UTTER RUBISH....!!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2767. Packet radio software / hardware

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 00:39:19 UTC
From: mike@io.org
Message-ID: <3a12rn$2jj@ionews.io.org>
Source record: 177205

Is anyone here using an atari for packet radio?

If so, what software /hardware are you using?

Mike
--
==========
Mike Stramba Email: mike@io.org
Toronto,Canada Internex Online - Toronto, Canada (416) 363-3783
==========

2768. Re: FZSTerm

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 00:43:54 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3a134a$18m@golem.wcc.govt.nz>
Source record: 177291

```
] Has anybody else seen the latest ST-Format (UK). Thay are actually suggesti
] that people register their copy of freeze dried term. I'm all for shareware
] AND register those that I use but considering the post under this thread
] recently what is STF doing?

For the last few years, STF has very rarely had a clue what they're
talking about. In the old days, they were quite reliable. (Although,
a lot of information came straight from the Tramiels such as the Panther,
ST-Book etc. But how were they to know :)
```

2769. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 00:44:09 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3a134p$17l@golem.wcc.govt.nz>
Source record: 177293

In article <39vfdn$20he@sat.ipp-garching.mpg.de>, krasel@alf.biochem.mpg.de (Cornelius Krasel) writes:
>Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
>> John Townsend (John_Townsend@taligent.com) wrote:
>
>> : The PC clones and lower price Macs have taken
>> : any advantage that an Atari computer possibly had.
>> Go to the ProTOS show in Germany and convince yourself of the opposite.
>
>Have you ever worked with other computers than your Atari?

Read were the post came from all the Old Atari TOS Programers now
work for Taligent, they have more than likly played with more computers
than we have had dinners...

>/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
>/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2770. Re: Help, new tt owner

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 01:21:58 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cz4rsn.6rJ@cix.compulink.co.uk>
Source record: 177295

> I'm wondering if anyone knows if PC-ditto II or I will run on a tt,
> and if so, does anyone have a copy?

There is a copy of Insignia's SoftPC on the latest COMPO CD-ROM. This should do everything PC-DITTO 1 ever did. Only works on a TT or Falcon though.

> Does anyone have a copy of wordperfect for the st. Are the file
> compatible with pc wordperfect 5.1?

AFAIK WP 4.1 files load into WP 5.1, but not the other way arround.

> Would it be a better idea to upgrade my tt or purchase a new falcon?
> Does anyone know if atari's producing any more computers?

The TT is considerably better in shear CPU power than a Falocn. Unless you need the extra graphics modes or DSP, then I'd stick with the TT.

:-)

Roland (a TT owner)

@CiX

2771. Re: Who sells Atari stuff in the Netherlands

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 01:46:51 UTC
From: lexvan@knoware.nl
Message-ID: <Cz4sy3.JpC@knoware.nl>
Source record: 177296

hofman@nltv00.uni-paderborn.de wrote:

: Hello,

: Is there anybody out there who knows any stores in The Netehrlands,
: which sell Atari ST stuff. I am looking for a SCSI host adapter,
: but I cannot seem to find any stores which sell any hardware for
: Atari ST. They are all very PC minded overhere.

: I live in Rijswijk (ZH), so if there are any dutch guys (or girls)
: out there who know something, please let me know.

: Greetings, Peter

Try Dataskip in Gouda. Or come to the HCC dagen at the Jaarbeurs in
Utrecht, 18 & 19 november. Lots of bargains, also for atari. At the end of
the fair, Saturday afternoon, the prices drop dramatically. Dataskip will
be there, I presume.

Greetings, Lex.

--

Lex Vanderwal <lexvan@runner.knoware.nl>
Cape Photographic Durchmusterung

2772. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 04:10:30 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3a1f7m$2p3@golem.wcc.govt.nz>
Source record: 177289

In article <94315.094213STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>Hutch,
>I'd have to disagree with you quite a bit about your statements.
>Just because Atari has moved does not mean that the Atari community
>will just disappear. There is still a solid base of support which
>I think is proven by the number of CD-ROMs coming out for our machines.
>I had serious doubts about a market for CD-ROMs on such a small

What CD their are none from what I here, unless you regard those
ones filled with out of date PD software, come on lets get real..

>Hope you took this as a friendly disagreement not as an attack.
>I am just sick and tired of hearing how outdated my Falcon is and
>how great PCs and Macs are considering I have used both and would
>not switch for anything. In my experience, PCs are game machines
>with an occasional Word session and Macs ae just slower than they
>should be (nice software, though, but it is expensive).
>-scott tirrell

If you will not believe one of the Last Atari TOS Developers who
will you believe..

The Atari system is way outdated, that is a Real FACT, so take those stupid
blinkers off, then may be you will see the trees from the woods....

As they say dream on.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2773. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 05:06:41 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3a1ih1$a83@terminator.rs.itd.umich.edu>
Source record: 177290
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- baldrick 1850 Nov 2 21:03 ./Diskutils/devices.tos
-rw-rw-r-- entropy 12229 Nov 5 11:52 ./Diskutils/0index
-rw-r--r-- baldrick 26878 Nov 5 12:09 ./Games/0index
-rw-r--r-- baldrick 131497 Nov 2 21:11 ./Games/Combat/baller2.lzh
-rw-r--r-- baldrick 358894 Nov 2 07:17 ./Games/Board/stell111.lzh
-rw-r--r-- entropy 14391 Nov 5 11:50 ./Graphics/0index
-rw-r--r-- baldrick 32256 Nov 5 02:08 ./Graphics/stis.zip
-rw-r--r-- baldrick 50186 Nov 2 07:24 ./Utilities/mwind132.lzh
-rw-rw-r-- entropy 29384 Nov 5 11:55 ./Utilities/0index
-rw-r--r-- baldrick 11264 Nov 5 02:08 ./Utilities/Dc/dcstuffr.arc
-rw-r--r-- baldrick 124075 Nov 5 12:13 ./0ls-lR.Z
-rw-r--r-- baldrick 210615 Nov 1 05:36 ./Telecomm/fansi100.zip
-rw-r--r-- weiner 7788 Nov 5 12:00 ./Telecomm/0index
-rw-r--r-- baldrick 123685 Nov 5 12:15 ./0ls-lRc.Z
-rw-r--r-- baldrick 9477 Nov 5 11:31 ./Falcon/0index
-rw-r--r-- baldrick 102482 Nov 2 16:04 ./Falcon/Games/mine1_02.tos
-rw-r--r-- baldrick 1187280 Nov 2 16:13 ./Falcon/Games/switch.lzh
-rw-r--r-- boydm 4686 Nov 5 11:24 ./Network/0index
-rw-r--r-- baldrick 16504 Nov 5 11:22 ./Network/tcpip.glossary.tex
-rw-r--r-- baldrick 154715 Nov 5 12:12 ./0compind.Z
-rw-r--r-- baldrick 381876 Nov 5 12:12 ./0index
-rw-r--r-- entropy 14498 Nov 7 20:30 ./Graphics/0index
-rw-r--r-- baldrick 38619 Nov 7 19:19 ./Graphics/mov100pc.lzh
-rw-r--r-- baldrick 251851 Nov 7 20:09 ./Graphics/munch.zip
-rw-r--r-- baldrick 124749 Nov 7 20:34 ./0ls-lR.Z
-rw-r--r-- entropy 6782 Nov 7 19:35 ./Programming/0index
-rw-r--r-- baldrick 46811 Nov 7 19:21 ./Programming/Gfa/gfa_p105.zip
-rw-r--r-- baldrick 36412 Nov 7 19:21 ./Programming/Gfa/gfafl45.lzh
-rw-r--r-- baldrick 124129 Nov 7 20:35 ./0ls-lRc.Z
-rw-r--r-- baldrick 154857 Nov 7 20:32 ./0compind.Z
-rw-r--r-- baldrick 382227 Nov 7 20:32 ./0index
-rw-rw-r-- entropy 29570 Nov 9 10:58 ./Utilities/0index
-rw-r--r-- molin 124519 Nov 9 23:12 ./0ls-lR.Z
-rw-r--r-- weiner 7784 Nov 9 23:08 ./Telecomm/0index
-rw-r--r-- molin 59729 Nov 9 20:55 ./Telecomm/sysin210.zip
-rw-r--r-- entropy 6796 Nov 9 11:02 ./Programming/0index
-rw-r--r-- molin 124195 Nov 9 23:14 ./0ls-lRc.Z
-rw-r--r-- baldrick 9690 Nov 9 09:44 ./Falcon/0index
-rw-r--r-- baldrick 102202 Nov 7 22:03 ./Falcon/Utilities/bwings.zip
-rw-r--r-- baldrick 22871 Nov 7 22:02 ./Falcon/Utilities/vcb27.zip
-rw-r--r-- molin 155118 Nov 9 23:11 ./0compind.Z
-rw-r--r-- molin 382581 Nov 9 23:11 ./0index
--
```

```
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2774. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 07:46:17 UTC
From: jonaeson@algonet.se
Message-ID: <3a1rs9$sce@aristotle.algonet.se>
Source record: 177203

Martijn Dekker (mdekker@fwi.uva.nl) wrote:
: This I don't understand. there is nothing wrong with the hardware of a
: 486DX or Pentium. Maybe you mean you don't like DOS or Windoze (this I
: would understand) ? There are other operating systems for PC's you know !
: (notably Linux and Warp)

I do not agree with you, PC is a big pain in the a**!!!
Last week my father bought a PC for his company (to use with accounting
software and such), as I'm the one in my family who knows computers, he
left me in charge of installing it.
(Just for the record, I have never, ever, configured/setup'ed a PC
before, I have used them though)
It took me 3 days to learn MS-DOS/Windows and the hardware good enough to
let me install everything so that my father could use the darn machine
(he has NEVER even touched a computer...).
The hardware:
486DX2/66, SCSI-2 Fast 1 gig hdd, SCSI-2 CD-rom, SVGA 1mb, 16mb memory,
conner 250 tapebackup, SB 16 etc. (he let me decide what to get. :)

What I have learned during these 3 days, is that the PC is a very stupid
design. Have you ever tried to optimise the conventional memory?
It's a nightmare, with all necessary drivers, he had only about 450kb
conventional memory left, before I optimised it. (ended up with 618 kb free)
Everybody that has used a PC knows that the conventional memory is the
key to all good software on the PC.
(Convenional memory is the first 640kb of the total memory, when you
optimise it, you move drivers to the memory between 640kb and 1024kb and
the first 64kb in the second 1mb page, and you have to mix it in between
I/O areas and BIOS areas used by the hardware etc)
Memmaker that comes with MS-DOS, is supposed to do that for you, and do
it good, but it does it really bad, and shuldn't be used.

Then we have the hardware, setting up all cards is also a nightmare, you
have to make sure that all expansion cards use IRQ's I/O-adresses,
BIOS-adresses etc that noone else is using, which isn't easy, one mistake
and you end up with a machine that isn't bootable.
Again, the software that comes with MS-DOS is insufficient, and shouldn't
be used (it even f*cked up my mousedriver so badly that I had to switch
off the computer for several seconds to get it working again!)

Then I had trouble with the conner 250 tapestreamer, called the swedish
support, got my self a real PC-lamer that suggested that I would get new
hardware, told him to f*ck off, got a pirated copy of conner backup exec
and it worked like a charm. (Conner backup exec is the streamer soft that
you have to buy, Conner backup basic comes with the drive)

Since the basic version didn't support my hardware/streamer, I won't pay them a cent for the exec version since I have to use that to get a working drive. Anyway, I'll never get hardware from conner again, not as long as they have support that s*cks!

So you tell me, is PC really a computer to go for?
I think not, the hardware s*cks, the software s*cks and putting it together s*cks even more.

Whoever invented the darn system ought to be shot on the spot!

Regards, Tommy

2775. Re: CFV: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 08:17:47 UTC
From: Lexicor@world.std.com
Message-ID: <Cz5B1w.27x@world.std.com>
Source record: 177202

In article <39vqdq$3lp@elna.ethz.ch>,
Thomas Schaerer <schaerer@isi.ee.ethz.ch> wrote:
>Hutch (hutch@ilmen.lanl.gov) wrote:
>
>: > FIRST CALL FOR VOTES (of 2)
>: > unmoderated group comp.sys.atari.programmer
>: >
>
>Hi Hutch,
>
>Nice to read you again :-) . Dou you remember at me?
>
>This idee is very good. It's need because of EPROM-, GAL- and
>CONTROLLER- programming, and especially for the PIC-programming. For this
>devices it has too less hardware and software now.
>
>I say YES for a newsgroup with the name: 'comp.sys.atari.programmer'
> ==========================

Please email to the address of the CVF not on the newsgroups, they don't
count ;)

Thanks

Yat

2776. Re: Machine code? YUK!

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 09:17:45 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3a217q$di4@usenet.INS.CWRU.Edu>
Source record: 177204

In a previous article, udem148@bay.cc.kcl.ac.uk () says:

> Hi all! Anybody recommend literature on introductory (and beyond)
>machine code/ assembler programming for the ST?
>
> -A. MacLeod, udem148@bay.cc.kcl.ac.uk-
>
>
I use Mise en oeuvre du 68000 by C. Viellefond. Its good but it's
in French .
Ludo
--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/200

2777. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 11:56:46 UTC
From: jondinga@io.org
Message-ID: <3a2ahu$io9@ionews.io.org>
Source record: 177241

On 10-29-94 boyd@gauss.math.fsu.edu wrote to ALL...
b> The MegaSTE has provisions for an extra 4mb right out of the box,
Inquiring minds want to know! Details would be greatly appreciated,
and most certainly belong in the FAQ ;^) !

b> Anyway, I'm not sure if it ever actually came out,
I have kept my eyes open for the last three years, and this is the
first I have heard of this.

b> would proably be like TT ram, separate and sometimes unusable).
Maybe, maybe not .....?

Mikey, now that you have my heart pounding, Post more info, PLEASE!

* (QW|{ 2.6 * Find an impersonator who CAN'T do Jack Nicholson.

2778. Re: Dextrous Development

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 11:56:49 UTC
From: jondinga@io.org
Message-ID: <3a2ai1$ioe@ionews.io.org>
Source record: 177242

On 10-28-94 dbrewood@nest.demon.co.uk wrote to ALL...
d> I now know a lot more about the program, and can safely say it will be
d> incredible, with a host of features that I just can't find the time to
d> list.
Scoundrel! ;^)

d> It is much more than a replacement desktop, it's a full replacement for
d> the AES/VDI/TOS system and is fully multi-tasking. It's so far got
d> every feature I've asked about, including those in TOS, Neodesk 4,
d> Ease, and has a lot of other stuff as well. 256 colour icons,
d> completely configurable window system (windows, X, or NeXT) types, with
d> operating systems to match.
d>
d> If anyone has any queries concerning it, and it's features I'll quite
d> happily send a list of questions up to the team.
d>
With all that I hate to ask ... but..... I saw a rumour that it would
only work on an F030 .....fact? If so, how about TT & 030'd ST's?
How about two monitor support ie: I have a CrazyDots VME in my MSTe and
would find it useful to use the 19" mono there for my main monitor, but the
SC1435 could be used to display the work another program was doing [or just
watching system vectors etc to see what causes errant crashes etc on my box]
in a med res of 640x400 (monSTEr, of course ;^))
Thanx for keeping us informed. I look forward to compatibility reports
as well, of course :)

* (QW|{ 2.6 * Grammarians never die-they fall into a comma.

2779. Re: New Atari-CD`s?

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 11:56:52 UTC
From: jondinga@io.org
Message-ID: <3a2ai4$ioh@ionews.io.org>
Source record: 177243

On 10-28-94 Hendrik_Mylius@pb2.maus.d wrote to ALL...
H> What about Walnut Creek? A new *GEMini* out from those guys?

I know that SUZYB [that wonderful PD library for the ST] is issueing a 2 disc CDROM set with over 10500 files, their present full catalogue.They have gone through the files and cleaned out older versions, plus each file has a descriptive text included. There is [supposedly] little duplication from the GEMINI cdrom. All files are in uncompressed form: one disc is mostly games. $69.95US + S&H etc. Well worth it in my opinion, and YES I am getting mine!

ps. Dont tell anyone, but he has already got enough material to almost fill another cdrom disc, but is waiting to see the response to this effort.

* (QW|{ 2.6 * Find an impersonator who CAN'T do Jack Nicholson.

2780. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 11:56:56 UTC
From: jondinga@io.org
Message-ID: <3a2ai8$iok@ionews.io.org>
Source record: 177244

On 10-29-94 mnb20@cam.ac.uk wrote to ALL...
m> Yes, TOS 2.06 provides a Maddalt() call where an auto program can inform
m> the system of extra memory, so you can install extra memory by using
m> your own memory support hardware although the mmu still only supports
m> 4Mb.
I heard that there are unconnected pins on the mmu that allowed for more
RAM, or is that rumour fumes?

m> This is treated as 'TT ram' (correct name is Alternative RAM) so
m> as you say a few programs can't use it. Actually most of them can if
m> you tweak a couple of bits in the header.
How does the TT use 8megs of ST ram? Can the MSTe be 'modified' this
way as well? Can you specify the header bits, etc?

m> Those that can't are ones that use DMA sound hardware etc
I can live with that ;^)

* (QW|{ 2.6 * FUNGI: The life of the party.

2781. Re: Printer Capture from

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 11:57:01 UTC
From: jondinga@io.org
Message-ID: <3a2aid$ipd@ionews.io.org>
Source record: 177245

```
On 10-28-94 mattias.sk_ld@p6.f419.n20 wrote to ALL...
m> I had a litle acc file named PrintToDisc. I worked fine with calamus on
m> a STE, but now i have a Falcon and the acc doesn't work on it. Due to
m> priv instructions are different on the falcon.
m>
m> The PrintToDisc acc saves the captured data in a compressed file format,
m> so you can get a full page on a 720k disc. There is a DOS exe file that
m> decompress the data file and sends it to one port on the PC.
m>
This is very interesting. Does it work the same with Calamus SL? Is it
available for FTP anywhere? adTHANXvance! Jon

* (QW|{ 2.6 * Find an impersonator who CAN'T do Jack Nicholson.
```

2782. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 11:57:18 UTC
From: jondinga@io.org
Message-ID: <3a2aiu$iqu@ionews.io.org>
Source record: 177234

On 11-03-94 boyd@gauss.math.fsu.edu wrote to ALL...
b> Jon Dinga (jondinga@io.org) wrote:
b> > On 10-29-94 boyd@gauss.math.fsu.edu wrote to ALL...
b> > b> The MegaSTE has provisions for an extra 4mb right out of the box,
b> > Inquiring minds want to know! Details would be greatly
b> appreciated, > and most certainly belong in the FAQ ;^) !
b>
b> Well, if you have a MSTE service manual (as you mention in a later post),
b> you know as much about that part as do I. The first I heard of the Xtra
b> RAM card (that is the name of the product, I believe) was in an ad from
b> D&P Computer Supply. Their number is 1-800-535-4290. Perhaps you should
b> all and ask if there has been any progress. I believe it is also
b> mentioned in the new Toad catalog (1-800-448-TOAD). Good luck.
b>
b> My impression was that the MSTE board would come out first, then a
b> version for other ST(e) machines. From the service manual specs, it
b> seems that such a board would be fairly easy to do, as there is already
b> hardware support for such a thing built-in. However, that is just a
b> guess :-).
b> Hmmm, I wonder if there has ever been instructions for building such a
b> board published anywhere (perhaps one of the highly technical German ST
b> magazines)?
I understood that the XtraRAM was only presently available for the ST
series of CPU. They are 'thinking' about the MSTe. A BigRAM board will soon be
released for the MSTe that uses 72pin simm for up to 8 meg additional.
I misunderstood your original post! I felt you were saying that there
was a way of putting an extra 4 megs into the MSTe _without_ useing another
mmu or ram daughter boards, or vme cards.
I wish those German mags were online and in ENGLISH ;^)
Jon
ps btw, those 1-800 numbers dont work in Canada ;(

* (QW|{ 2.6 * Everything I said is true (except the parts that aren't)

2783. Re: Developing Mosaic for

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 11:57:29 UTC
From: jondinga@io.org
Message-ID: <3a2aj9$irq@ionews.io.org>
Source record: 177235

On 11-04-94 avg@cwi.nl wrote to ALL...
a> The current plans for the Web-browser on the Atari series will probably
a> not be based on currently existing programs at all. This is because
a> buying a licence from NCSA or Mosaic Communications would not be
a> realistic for the Atari market, and of course because we think we
a> can do even better.
^^^^^^^^^^^^^^^^^^ I _LIKE_ your attitude! I use a CrazyDots/MSTe,
do you need a betatester .... <VBG> Jon

* (QW|{ 2.6 * For a good time, type FORMAT C:

2784. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 12:11:29 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3a2bdh$ar5@osiris.wu-wien.ac.at>
Source record: 177206

Cornelius Krasel (krasel@alf.biochem.mpg.de) wrote:

: Any Atari fair in Germany I have seen throughout the last years could not
: convince me to stick with Atari. Atari's are currently either too slow or
: overpriced (Medusa etc.). Furthermore, there is no freeware for the area
: I am working in (gene technology), but there are lots of freeware in the
: Mac ...
: Even if MagiC is ported to the Mac I doubt that it will become more than
: an operating system for people who want to abandon their old. A Mac user certainly will
not
: switch to MagiC. BTW, to my knowledge MagiC is ported to 680x0 Macs, not
: PPC...
: This US <-> Europe controversy does not make any sense to me. Don't forget
: that the most innovative free operating system today (Linux) is developed
: on a intel-based platform (although ports will become available in the
: future). Additionally, the number of Atari vendors in Europe is steadily
: declining. Additionally, there is no discussion that System 7 is much
: better organized than TOS ever has been. Additionally, ...

: Have you ever worked with other computers than your Atari?
Of course I am working with other computers, too, and I am forced to do so
at the university. We have quite a tile of Macs and Pcs with Windows and
Linux installed. As for the discussion of System 7 as compared to Magic,
there is one going on, on the Mausnet in Atari.soft, the newsgroup is
crossposted to the Internet as maus.sys.atari.software, I won't start a
discussion on that as a follow-up to the original message. But there are
certain features in one operating system, that are not available in the
other, that will b always the case, even with Windows (or did you see
System 7 supporting sth. like OLE 2?). It is your personal believe on how
successful future Magic deelopments may be, but, as compared to
anemulator, it will be a fully featured OS, actively supported and not
just a means for nostalgic people to run there old software, just as they
run maybe XL Software on the XL emulator on the Atari. Mac users might not
switch to Magic (which makes no sense, as Macamagic and System7 run
parallel), they just mightz wish to use good Atarisoftware professionally,
such as Calmus SL, DA products, Papyrus etc... It is true that the first
version will only support 68k macs (68030 upwards), but it is definite
that a PPC verion will follow. There is also no reason, why Magic
could/should not be ported in native code to other RISC plattforms as well
and I take any bets that this will happen. I must admit, though, that my
posting was a little bit too emotional, but this is due to John Townsend,
who has worked for Atari before and who carries thus also a responsibility
for the misery at Atari concerning computers. Do not forget, though, that
Magic has nothing to do with Atari, it is beingprogrammed by the same
people that did NVDI and other well known excellent programmers(Andeas Kromke-

Atari Magic Kernel and AES, Thomas Tempelmann- megamax modula 2, Macmagic ....).
As for the success of operating systems, I do not think that any of us can really say, which one will be the standard for the future. But I think, as John Townsend has worked for Atari, it is time that we should talk about his involvment in the Atari market (see sperately posted article.....)

Bye,

Alfred

2785. Re: SpeedRes Card

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 12:38:38 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Nov12.123839.1478@cathy.ijs.si>
Source record: 177297

In article <4.529.335@euronetis.no>,
Sten Lystad <sten.lystad@euronetis.no> wrote:
>Has anyone any experience with the Speed-resolution card ?
Read the latest AEO. My review of the card is there.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

2786. Open letter to John Townsend

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 12:43:18 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3a2d96$ar5@osiris.wu-wien.ac.at>
Source record: 177208

Hi John!

Ihave been reading with interest your comments on Atari computers, especially the one where you critisised that TOS would not stand up to its competitors, in terms of features, networking etc.... I got an old German Atari newspaper here that states that a certain, high rankingAtari person, a system programmer for Atari, namely John Townsend, has quitted Atari for Taligent software. If you are not that person and anything inthat last sentence is wrong, I will by all means excuse myself and ask for apologies. But if you are that person (which I think is highly probable), then I am little bit puzzled.

I mean, if someone is haveing a job at a company, he has to stand up usually in the morning, get to work at around 8,9,10 am and stay till in the afternoon. I assume you also did this, I also assume that you got paid for doing work for quite a period of time at Atari. Now, on the other hand, I am looking at TOS/GEM, which is a work mainly done by DR and the things Atari did with it. Now, during the period you worked at Atari, the things the system programmers did, were:
some bugfixes and adaptations to STE and TT
TOS2.06 desktop
modular control panel
Considering what other programmers did during the same time, I kindly ask:
WHAT DID YOU DO AT ATARI ALL THE TIME?
drinking coffee? playing games? I think the amount of work you did at Atari gets you a pure "F" , a 5% score at most. If you critizise Atari TOS (which, BTW and to your knowledge of Atari computers has nothing to do with "Magic or so") , then you are ciritizising your own work. One of Ataris biggest mistake was not to fire people like you (there are still some left.....) earlier, people , who do nothing, consume money, much erlier. It is a shame, that a company as Atari has to, because you were incapable, buy tghe kernel for the operating system from someone else, who programmed in his freetime. What was your commitment to the Atari system software? Now let us assume, youare far from being a decent programmer: Why did you not at least document existing OS functions? Why no support? Now, after you quit Atari, you appear in discussion groups, now, when nobody actually needs you and your comments.
It also puts a bad light on Taligent, if they hire you. It is quite a time, when i had a discussion with a person, who dows not like Atari (and his arguments are objective) about futuere operating systems and he was shocked to hear, that programmers from Atari were working on Taligent. I suppose you atari newsgrouop activities take place during your freetime and not during working hours at Taligent, don't they? Now, as Taligent is far from being finished and far beyond schedule, and I even can guess the reason (Townsend and Co.) I will glady buy Microsoft shares, because

whatever you are doing there at Taligent, if you are working the same way as with Atari, it cannot be of acceptable quality.

Sincerely yours,

Alfred Radauer

2787. Re: IDE FOR ST POSS?

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 13:35:06 UTC
From: larserik@oslonett.no
Message-ID: <3a2gaa$inq@hasle.oslonett.no>
Source record: 177201

> Does anybody know where Hard&Soft can be contacted and how much
> this TOS/IDE card costs?

Hard & Soft Computerzubehoer GmbH
Postfach 101408
D-44544 Castrop-Rauxel
Germany

Phone: (germany) (0)2305 18042
Fax: (germany) (0)2305 32463

TOS Card without/with TOS: DM 79,- / DM 149,-
TOS/AT Card without/with TOS: DM 109,- / DM 179,-

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

2788. Re: Midi Sysex dumps ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 14:30:06 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EKMOCJUQUp@dksoft.ping.dk>
Source record: 177063

In <11111994.190206@empyr.dircon.co.uk> Kevan Winch wrote :

>Hi, I'm looking for a prog / acc that will take a midi system exclusive
>dump from a keyboard and save it to disk, WITHOUT changing the format
>of the data. I have several progs that will *send* sysex data to synths
>but the couple that I have that receive, save the data in their own weird
>format.
>
>Any ideas ?
>

Got a program called DumpPump here on my BBS. It'll do the job for you.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\---/-
\---/

2789. Re: Open letter to John Townsend

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 15:23:53 UTC
From: lando5@iii1.iii.net
Message-ID: <3a2mms$gp0@iii1.iii.net>
Source record: 177209

Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:

: Hi John!

[snip - it WAS rather a long letter]

: Sincerely yours,

: Alfred Radauer

I remember John well from the days when I frequented (you'll pardon the expression) GEnie. Aside from being a member of the TOS Development Group, he was perhaps Atari's single most visible online representative and all-around cheerleader.

The simple fact of the matter is that Atari has NOT been breaking gorund in the areas of connectivity, expansion, etc., on either a hardware or OS level...and frankly, they've been playing a pretty darn pitiful game of follow-the-leader, when it comes to those points. Atari has not been keeping up with industry developments; it's the truth, and sometimes it hurts. If you choose not to accept that, it's up to you, but let's not kill the messenger here, eh?

"People who live in glass houses...might as well answer the door."
--Solomon Short

2790. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 15:45:52 UTC
From: paul@xciv.demon.co.uk
Message-ID: <784655152snz@xciv.demon.co.uk>
Source record: 177056

In article <784520670.1@mettav.exnet>
Graham.Irvine@mettav.exnet.com "Graham Irvine" writes:

> TH> Could someone owning it, upload it to UMICH, cnam.cnam.fr (great
> TH> place), or into ftp.uni-kl.de ? Thanks!
>
> My access ATM is mail only sorry :-(

If it's on The Tavern and you can tell me the filename I'll grab it and put
it up on umich and hensa.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) IRC: Civ */
/* ST & PC A woman needs a man like a fish needs a bicycle */
/* Owner "Beware of Trojans, they're complete smegheads!" - RD5 */

2791. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 15:51:44 UTC
From: jonal@hiof.no
Message-ID: <jonal.2878.2EC4E48F@hiof.no>
Source record: 177213

In article <H.eg.icCzkQeV3yk@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <RS+1zxf.jyoung57@delphi.com>, jyoung57@delphi.com writes:
>>Speaking of upgrades, why is there no graphics board available for a
>>stock ST. The addition of a board to allow 256 colors would be a
>>tremendous breath of life to the ST line...

>Where you would put it? What would you connect it to?

This is where the MultiBoard from Germany comes in as a very fresh breath -
it gives up to 8MB of RAM, an IDE controller and a slot for a PC video
expansion card (ET4000 based seems to be the choice).

Jon

Snail : Hjortsbergvn. 7, N-1784 Halden. Norway Voice: +47-69-175939
E-Mail: jon.a.lovstad@hiof.no / jonal@gyda.hiof.no
Finger: jonal@sofus.hiof.no / jonal@gyda.hiof.no / jon@syd-georgia.hiof.no
Talk : jonal@gyda.hiof.no / jon@syd-georgia.hiof.no

Life is a lemon and I want my money back! (Jim Steiman)

2792. Re: Captain QWK

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 16:23:24 UTC
From: s9205525@otto
Message-ID: <3a2q5s$o9d@aggedor.rmit.EDU.AU>
Source record: 177229

```
: Have you tried Mountain Reader II? I'm using it right now, and its
: great. I havn't had one thing act wierd on this one at all. The
: author has been good, when I asked questions as well. Its on sale
: right now, registration is $20.00 US.. normally $40.

I've never had any problems with MT QWK, i think it is pretty cool.

--
*************************************************************************
* *
* John Moon *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
*************************************************************************
```

2793. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 16:30:24 UTC
From: s9205525@otto
Message-ID: <3a2qj0$o9d@aggedor.rmit.EDU.AU>
Source record: 177230

: You're biased anyway, what with being involved with the distributers.

: Nothing like it? They are both pinball games! And Starball costs a LOT
: less!

Yes, but anyone can see that the programming in obsession is on a
higher level than starball. Mind you, there is nothing wrong with
starball, but its not in the same league.

****
* *
* John Moon *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
****

2794. Re: Developing Mosaic for

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 16:49:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.o0g_LbuYHRY@semprini.waterloo-rdp.on.ca>
Source record: 177043

In <avg.784236647@news.cwi.nl>, Annius Groenink writes:
>erlingh@nova.pvv.unit.no (Erling Henanger) writes:
>>You want unix sockets ?
>>Copy sockdev.xdd into your c:\mint folder.
>>You want slip ?
>>Copy slip.xif into your c:\mint folder.
>
>You want to USE slip? Prepare for a few days of hard labour :-)

I'd really like to know how you intend to connect to the Internet
without it. Or is your Mosaic going to be a local-document-only (ie,
not too useful for most wanna-be 'net surfers)?

>This would be really hard to do in a fool-proof way. Anything wrong
>in the auto folder and the system hangs (forever, if you're a naive
>user...)

You could always put another little program in first that asks if you
want to load MiNT in anticipation of using your program; if they answer
"no", just rename mintnp.prg to mintnp.prx. This'd also safe-guard you
from crash-city.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

2795. Re: PONG 2000 Demo, What's your opinion

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 16:55:32 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3a2s24$d58@terminator.rs.itd.umich.edu>
Source record: 177217

>Any idea what the filename(s) are and which sites are likely to have them?
>Just makes things a bit easier is all...

a.a.u.e. under Falcon/Games/pong2k_2.lzh

Has some really nice graphics.

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

2796. BBS Software: RATsoft

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 16:56:01 UTC
From: process@cgsvax.claremont.edu
Message-ID: <1994Nov12.085601.1@cgsvax.claremont.edu>
Source record: 177216

In article <39s5tu$nhh@cxc1.cl.msu.edu>, molin@cxc1.cl.msu.edu (Michael Olin) writes:
> I've been running a BBS in southeastern Michigan for over 8 years on an
> XE-based system using the reverent AMIS software (extremely modified, of
> course.) Now that I've moved up to a Falcon, I have a 2.5Meg 520STfm
> w/ ICD Adspeed enhancement that I'd like to use as the BBS.
>
> I'd like to see a discussion of the various AVAILABLE shareware and commercial
> BBS packages that will run on the above ST using a mono monitor and (of
> course) a hard drive.
>
> Please indicate the following where possible:
>
> 1) program title
> 2) author
> 3) how to acquire (also, is there a demo available?)
> 4) price
> 5) hardware requirements & fastest baud rate supported
> 6) comments
>
> Thanx!
> --

RATSOFT....RATSOFT....RATSOFT

I would recommend Ratsoft. Call my board at 909-621-3737 and see Rip graphics on an Atari board! The authors BBS is 909-481-1927. The author is Steve Hughey. I bought the BBS package over a year ago and there have been at least 12-14 updates...one a month...not just bug squashing either...online spell checking, RIP graphics, Internal Fido Messages, Forem Dat files, Full Screen Editor Online, Auto file_id.diz extractor, a very nice BBS package. The best for the Atari. Runs on all Atari with 1 meg or more and cost a meager $90 or so. Supports all serial ports ever made for Atari....

My second choice would be Transcendence, but it costs almost as much and has less available for it as fa as add ons go.

Alan D
SysOp
Process BBS

2797. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 16:56:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.upTXtQ6nD9s@semprini.waterloo-rdp.on.ca>
Source record: 177045

In <avg.784236961@news.cwi.nl>, Annius Groenink writes:
>cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>>MiNT-1.11 is going to be released in binary form. It will be MiNT-net
>
>You forgot to add 'hopefully'.

No, it _will_. Even if Atari has nothing to do with it (hey, you didn't expect them to actually _sell_ it, or make it available in stores, did you?).

>Atari is too much 'dead' for still having one standard. As anyone
>knows, there are some 3--4 standards around today.

This is true.

>The TMP variable doesn't have a meaning on the Atari. It is UNIX.
>Here's my objection to MiNT: it blindly adopts 90% of UNIX. I wish
>people had used some more phantasy.

MiNT's objective was to make it easier to port UNIX programs to the Atari. If environment variables are such a UNIXy thing, why does NeoDesk support them (and has forever, AFAIK)?

>I presume you planned to use TOSWIN as a front end? Ugh.

Sure. It's no work for the programmer to support TOSWIN. Actually, I'd probably hack up a quick GEM app that did vt100 in a window and that was it, but then you'd require MultiTOS, or Geneva, or MagiC.

>That's what commercial developers earn their living with, isn't it?

I really don't think there are any commercial developers earning their living on the Atari platform.

>It would be *very* hard to write an install program that installs
>MiNT and MiNTnet so that it works on any system.

That really depends on how much crap they have sitting in their AUTO folder, and c:*.acc.

>I am merely investigating my options. My conclusions so far are that
>from a programmer's point of view it is definitely easier to go for
>MiNTnet, but from a user's point of view, it seems that built-in
>support is more important.

But, if you have to write everything from scratch, you'll miss the "window of opportunity" for Atari software; I really doubt there'll be a market left for commercial Atari software by this time next year.

>I don't want to participate in a project that makes every Atari
>look like a bad imitation of a UNIX box. If that's what you want,
>get a cheap 486. Atari must remain Atari at all cost.

There is no such thing as a cheap '486 for a hardware-bigot. There's no way in hell I'll buy a system with IDE drives and such a stupid architecture. It's just a pity there aren't any affordable MIPS or PowerPC systems worth talking about. The chips are cheap, but the systems aren't.

Because Atari _has_ remained Atari is the reason this platform is in such a terrible state, and the reason why the Jaguar's future is _still_ in doubt. I guess the Tramiels like to keep us on the edge of our seat.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

2798. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 16:57:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.parljivL2Sk@semprini.waterloo-rdp.on.ca>
Source record: 177044

In <39nfsi$4sl@percy.cs.bham.ac.uk>, Chris Ridd writes:
>Neither Mosaic nor Netscape implement HTML fully. We're aiming for
>HTML+.

Now _this_ is excellent news.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

2799. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 16:59:36 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.qWdCQVPhgcQ@semprini.waterloo-rdp.on.ca>
Source record: 177046

In <avg.784237532@news.cwi.nl>, Annius Groenink writes:
>cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>
>>In <avg.783626816@news.cwi.nl>, Annius Groenink writes:
>>>It is usually GIF. That can be handled efficiently even on an ST.
>>>Most web browsers allow you to load the text first, while the images
>>>come up later, either automatically or on command.
>
>>The best way to handle inlines is the way NetScape handles it; you can
>>read through the page _while_ the inlines are loadin, the inlines are
>>displayed as they come through (works great for interlaced GIFs), and it
>>loads several inlines at a time. VERY nice.
>
>...very nice but a *real* challenge on a TOS machine... not sure we
>will manage (but of course we will try.)

It's easy if you support sockets properly (hell, NetScape does it on
non-multitasking, non-multithreaded Windoze). Ok, maybe not easy, but
if the browser is designed with this in mind, it'll be much nicer.

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------------------=======================================------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

2800. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 17:23:51 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94316.122351STIRRE31@MAINE.MAINE.EDU>
Source record: 177226

Roger,
I disagreed with Hutch and Mr. Townsend. There is no "truth" here, it is subjective. Would you call Windows technically superior to TOS for most uses? If so, fine, but I refuse to deal with the program manager instead of simply popping in a disk and clicking on the drive icon. I like the trash can. I like being able to install programs simply by copying the file to the drive. Call me crazy if you wish.
As far as the CD scene goes, there are 4 or 5 PD collections out including a 2 disk collection from Toad and Suzy-B. There's the Qwikforms CD from Sterling, Audio CD Master to play audio CDs, there's a program to play the Encarta CDs I believe, and there's Photo Show from It's All Relative. Not only this but we can get disks full of GIFs and other pictures, FLI files, and fonts. Not too bad in my opinion. I don't want games on CDs personally. I'll stick to my cheap Lynx for these (and my new 7800).
I don't have "blinkers" :-) on (I am not driving a car right now) and realize that the Atari market is not supported as much as the Mac and PC markets. So what, though? GEM is so much nicer than System 7.x (IMO) and Windows (in almost everyone's opinion). With Macs and PCs you will also be expected to upgrade. Have to keep up with the times, ya know. These pretty little PowerMacs out today will be left in the cold when something better (like the Prep Power PCs) comes out. Do you advocate buying every new gadget that comes out when the Falcon is a perfectly capable machine? If so, expect to buy a new system every year. This is just not an option for me.
TOS may be outdated (althought it is faster than System 7.x and offers many of the same features) but there is development in the market. What about Magix? The Atari is not dead as long as people use it and is not outdated as long as it does the job.
-scott tirrell

2801. WWW: Atari Pages

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 17:51:37 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3a2vb9$kor@dux.dundee.ac.uk>
Source record: 177154

Could someone give me the WWW pages that contain atari stuff.

Rod

--
--
-===
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

"It's a pile of bollox!", what god said to the author of the
bible before suing him for libel.

===

2802. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 17:56:09 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3a2vjp$k8g@mailer.fsu.edu>
Source record: 177225

Tommy Jonaeson (jonaeson@algonet.se) wrote:
> Martijn Dekker (mdekker@fwi.uva.nl) wrote:
> : This I don't understand. there is nothing wrong with the hardware of a
> : 486DX or Pentium. Maybe you mean you don't like DOS or Windoze (this I
> : would understand) ? There are other operating systems for PC's you know !
> : (notably Linux and Warp)
>
> I do not agree with you, PC is a big pain in the a**!!!
> [.....]
> It took me 3 days to learn MS-DOS/Windows and the hardware good enough to
> let me install everything so that my father could use the darn machine
> (he has NEVER even touched a computer...).

Not to be picky or anything, but everything you complain about here is software based, not hardware. As the poster above points out, a Pentium 90 running LINUX is one hot box. All this really means is that PCs have been dragged into enough evolution to provide alternatives to the various ancient paradigms that really make them irritating. A good example would be the linear address modes in 386 and higher processors (no 640k conventional memory delimitation). Your problem is that you are using software that sucks (and you have little choice, if you want to use "mainstream" applications).

> What I have learned during these 3 days, is that the PC is a very stupid
> design. Have you ever tried to optimise the conventional memory?
> It's a nightmare, with all necessary drivers, he had only about 450kb
> conventional memory left, before I optimised it. (ended up with 618 kb free)
> Everybody that has used a PC knows that the conventional memory is the
> key to all good software on the PC.

You are absolutely correct, but your hardware has the option of not segmenting memory at all. Unfortunately, MSDOS won't let you take advantage of it! Windows will, but that does little to stave the agony of having to work with that awful environment.

I do get massively irritated when I find myself fighting for a few bytes of conventional memory on a 32mb PC that could out-perform the SPARCstation on my desk! So, I can certainly relate to your experience.

> Then we have the hardware, setting up all cards is also a nightmare, you
> have to make sure that all expansion cards use IRQ's I/O-adresses,
> BIOS-adresses etc that noone else is using, which isn't easy, one mistake
> and you end up with a machine that isn't bootable.
> Again, the software that comes with MS-DOS is insufficient, and shouldn't
> be used (it even f*cked up my mousedriver so badly that I had to switch
> off the computer for several seconds to get it working again!)

Again correct. However, the IRQ stuff is quite easy to set up IF you have some decent diagnostic software. As you point out, the software is what failed you. The hardware flexibility one has with PCs is worth a bit of bother, though there is no excuse for not including a decent diag package with MSDOS to make it something other than black magic (then again, my "chief sorceror" position is fairly safe :-).

> Then I had trouble with the conner 250 tapestreamer, called the swedish
> support, got my self a real PC-lamer that suggested that I would get new
> hardware, told him to f*ck off, got a pirated copy of conner backup exec
> and it worked like a charm. (Conner backup exec is the streamer soft that
> you have to buy, Conner backup basic comes with the drive)

Again, software.

> So you tell me, is PC really a computer to go for?
> I think not, the hardware s*cks, the software s*cks and putting it
> together s*cks even more.

To clarify, the hardware has great POTENTIAL to suck, based on what base OS is used. The MSDOS/Windows OS environments do suck, no potential about it. After having dinked with several fast LINUX systems, I can say that these are quite cool (given that one is a UNIX person). I have heard that OS/9 is much nicer than MSDOS (a statement that might be saying very little :-). PC hardware can be really neat when the MSDOS/Windows shackles are discarded. Of course, then one is something of an "outsider" (gee, does that sound familiar to Atari owners....).

> Whoever invented the darn system ought to be shot on the spot!

They were darn clever folks, back in, oh, 1982-3 or so. Back then, this kind of thing made a lot of sense, what with engineering limitations and all. Until fairly recently, one did not buy a PC for performance. They were bought so an existing software base would not have to be scrapped. Due to market realities and some massive engineering efforts, we now have machines that are, paradoxically, really really fast and in some ways braindead as far as design goes. However, most of the "braindeadness" can be turned off in modern hardware. The mainstream OS software still has to catch up. Believe it or not, there are still a lot of companies out there that want to run code that was originally developed back in the early 80's (stuff that they paid mucho bucks to have written). To be able to do this, the market has to sell machines that can be just as primative (in some sense) as those sold during that time.

Don't get me wrong, I'm not beating the PC drum or anything. I guess my point is that software is everything, and that MSDOS/Windows is the real problem with most PCs IMHO, and the consumer computer market in general. I stick with my Atari systems because the software is cool/fun, not (obviously) because I demand extreme performance. Mac people will understand this as well, as Macs were notoriously slow for many years compared to PCs (Mac zealots didn't care, and mostly still don't, as the software is soooo nice in so many ways when compared to the PC platform).

Heck, be happy that you are an Atari enthusist. You have experienced a computer system that is truly easy and fun to work and play with. That is what still draws me to them, even though I am surrounded by various "hot" boxes. If the realities of your situation require that you have a "mainstream" platform lying around, buy a bigger desk and set them both up (best kind of multitasking). Atari stuff can be amazingly competant and useful for many "serious" things as well, though to a degree this will probably fade with time. There is some great stuff out there, and it is mostly dirt cheap nowadays.

Ah well, just my $0.02.

--

****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2803. Incredible Atari Sales in The Netherlands!

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 18:24:58 UTC
From: sanders@sci.kun.nl
Message-ID: <Cz635M.JKq@sci.kun.nl>
Source record: 177228

Hi,

I got the November/December issue of Atari St Nieuws today, and spread over the center pages there is an amazing display of Atari stuff for sale. To quote some: SM 194 of TTM 194 (19" monitor) for DFl 499,-, Portfolio starting at DFl 79,-, Lynx for 99,-, Mega ST1 for 199, and even a real ATW Transputer incl. keyboard for 599,- (!!!) ST i.o-card and ATW Farmcard with 4 T800's also 599 each. No need for an 060 card for my Falcon: I could get this beast and place it under my desk, and have a MiNTnet connection to it (yes?) That'd be great... I can wait to see TeX zap those page numbers across my screen :-) I have a review of those ATW's somewhere... I'll look up some info on them.

Check out your local exchange rate for DFl and be amazed...

Regards,
Sander STOks.

--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

2804. Wanted: GEM Enhancements

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 19:08:33 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3a33rh$lh6@dux.dundee.ac.uk>
Source record: 176865

Are there any PD/Shareware progs which allow:

Iconify program/window.
Virtual Desktop : a la Sun workstations

System: Falcon 030, 4mb Tos, 4.01 65MB HD

Rod

--
--
-==
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

"It's a pile of bollox!", what god said to the author of the
bible before suing him for libel.

==

2805. Re: looking for cubase manual

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 19:09:15 UTC
From: raver909@telerama.lm.com
Message-ID: <3a33sr$23i@asia.lm.com>
Source record: 177210

For the guy asking about manuals for Cubase. There is a place in the US that sells not the manuals but two books that show you how to use each command. (I believe they are superior to Steinberg's own manuals)
One is called The Official Cubase Handbook
The other is Addendum for the Official Cubase Handbook: Atari 3.01 and Macintosh 2.5 & Cubase Score.

They are availble from a company called Creative Input. Their number is US Code 310-548-0218 and if you are in the US you can reach them free at their 800 number. 800-839-INPUT
Joe
--

2806. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 19:11:21 UTC
From: raver909@telerama.lm.com
Message-ID: <3a340p$240@asia.lm.com>
Source record: 177211

Ok are there any US distributors of these boards?
Joe

--

2807. PC -> Atari laser printer???

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 19:23:27 UTC
From: Jody Golick <73217.3246@CompuServe.COM>
Message-ID: <3a34nf$371$1@mhade.production.compuserve.com>
Source record: 177227

I've tried this question in other locales now I'll try it here:
As an Atari enthusiast who by dint of market forces and modern ways was forced to join the PC world (kicking and screaming all the way), I want to know if it is possible to use my lovely old 4 meg STE and Atari laser printer as a printer for a PC. That is use the STE/laser printer combo to emulate a PC-compatible printer. Has anyone ever (reliably) achieved this result?

Jody in Montreal

--
-J-

2808. Re: Falcon + PC games

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 21:03:21 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3a3aip$f00@terminator.rs.itd.umich.edu>
Source record: 177224

re: Games networkable between a PC and a Falcon

Try Towers it's an RPG. There is both an atari and DOS version
available.

It's available on a.a.u.e under Games/Adventure the DOS version
is available at msdos.archive.umich.edu.

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

2809. TextPro for ST/F030

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 21:03:35 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3a3aj7$lh6@dux.dundee.ac.uk>
Source record: 176867

Was there ever a version of the excellent 8-bit text editor textpro
around?

Rod

--
--
-===
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

"It's a pile of bollox!", what god said to the author of the
bible before suing him for libel.

==

2810. all

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 21:32:00 UTC
From: Stuart.Lyster@f7091.n153.z1.ship.net
Message-ID: <784680795.AA02093@ship.net>
Source record: 177236

(For those of you who follow PI calculation and are just as crazy as I am on the subject - "Yes, Virginia, I'm *still* at it!".....)

Gio Ciampa of Birmingham, England, is on the verge of releasing GIO_PI8S.TOS which has an upper limit of 53 billion digits of PI. All earlier versions of GIO_PIxx.xxx (as well as all other author's programs) had various limits of perhaps 59,000 or 200,000 (depending on the version) because of the way division routines are handled.

On a stock Falcon030/16MHz, it takes about 20 minutes to calculate 20,000 digits, and the time to calculate further x times digits is x^2 minutes. (All times are 4.5 times slower on an 8 MHz ST.) Thus, on a stock Falcon, this 68000 compiled program would take 247 years to calculate 53 billion digits (although on a 4 meg machine, you're limited to about 3 million digits. Rats, eh?). Gio is still trying to perfect fast multiplication routines.

Gio is trying to get ahold of a 68030 programming book to perhaps do a Falcon specific version, which also may make use of the DSP chip.

If nothing else, Gio is learning a hell of a lot about programming. Me, I am trying to find a place to store all those digits!

Still crazy after all these years.

For further information:

Stuart Lyster
s.lyster@genie.geis.com (S.LYSTER on GEnie)
13800 Blackburn Avenue,
White Rock, BC V4B 2Y8 CANADA

2811. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 22:03:12 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3a3e30$7rl@osiris.wu-wien.ac.at>
Source record: 177232

olem.wcc.govt.nz>
Distribution:

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz)
: >> John Townsend (John_Townsend@taligent.com) wrote:
: >> : The PC clones and lower price Macs have taken
: >> : any advantage that an Atari computer possibly had.
: >> Go to the ProTOS show in Germany and convince yourself of the opposite.
: >
: >Have you ever worked with other computers than your Atari?

: Read were the post came from all the Old Atari TOS Programers now
: work for Taligent, they have more than likly played with more computers
: than we have had dinners...
Is this supposed to say anything? John Townsend worked as a systems
programmer for Atari and I am wondering how a person can work for such a
long time and produce so little. Is it clear to you, that those people
never went beyond a control panel and a simple graohics shell while they
were being paid by Atari? They even had to buy the kernel of the
multitasking system from a person programming in his freetime, they never
were able to hold deadlines and they even were not able to produce some
kind of documentation. If you say, they played with more computers than we
had dinners, I am taking it word by word. I even can imagine John playing
Doom on his PC during working hours at Taligent. BTW, did you also notice
that Taligent are far from being on schedule with their operating system?
That people evem did not see anything from Taligent except announcements
on low level routines? To consider him an expert or a professional and
thus giving more weight to his statements is only possible if he can show
references. And a control panel anda TOS 2.06 desktop hardly qualifies
John as such an expert, consiedering the time it took to develop those
"powerful" tools, and his work at Taligent is far frombeing visible to the
public. I stated all the above critics into an open letter to John, let us
see if he hast guts enough to answer it and give an account on what he did
at Atari.

cu,

Alfred

: >/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
: >/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

2812. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 23:03:39 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <3a3hkb$reg@josie.abo.fi>
Source record: 177060

In <3a1f7m$2p3@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz writes:

> In article <94315.094213STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
> >Hutch,
> >I'd have to disagree with you quite a bit about your statements.
> >Just because Atari has moved does not mean that the Atari community
> >will just disappear. There is still a solid base of support which
> >I think is proven by the number of CD-ROMs coming out for our machines.
> >I had serious doubts about a market for CD-ROMs on such a small

If a firm like DMC (Calamus) still bothers to develop professional DTP software for Atari compatible (!) computers - and now I mean also Medusa T-40 / T-60, Eagle, etc. - then many others will, too. This is a living market - no matter if some of us don't seem to like it or not ;-) ...

> The Atari system is way outdated, that is a Real FACT, so take those stupid
> blinkers off, then may be you will see the trees from the woods....
>
> As they say dream on.....

Dreaming on ;-) !

I disagree with you - and (surprise..) believe that we will have Atari compatible computers for many years, much better operating systems, and some very good software for them. And you know why? Because people like me will buy Atari-based soft- and hardware not only today, but also tomorrow.

Stupid, isn't it?

I don't think so.

Here's one thing some people don't seem to understand: some of us buy computers that we _want_. Unlike those people who buy PCs, because "everybody else does". That makes a big difference. You may ask me, if I'm crazy for using a computer "nobody else uses". I really couldn't care less; Atari is the computer I like to use - and as long as there are lots of people like me, there will be enough hard- and software support for us. That's a real FACT too, isn't it?

You say the machines are outdated. Maybe they are - maybe they are not. But who really cares, if they do the job..? Should we become as crazy as those PC and Mac freaks that buy a new computer every year, when 486-586-686-... based new models appear? Does that make any sense to you?

By the way, I respect everybody's right to speak his/hers mind - but I can't say I like messages (in some computer's support area!) that yell: "This computer you use, is old-fashioned, doomed, its manufacturer is hopeless... So, come on - let's SAVE ourselves! Let's abandon this ship!!!".

Who does that attitude help? Nobody, I think...

Also, calling people who clearly _like_ their Falcons, etc. blind (willing to forget the truth that the computer they use is crap..), isn't very nice either. I think that we would all buy a better computer, if we found one. We're not really _that_ dumb, or fanatic, are we?

So - I think we use the best computer system (for us, that is..)
- and the other people may use whatever they like to use. It's good that we still _have_ alternatives ! Otherwise everybody would have to use Windoze (or maybe Falcons ;-).

Cheers,

Tommi (still a _very_ happy Falcon owner...)

2813. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 23:19:35 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3a3ii7$r0e@mother.usf.edu>
Source record: 177240

In line with the comments about Taligent, I have no reason to believe that Taligent will turn out to be any better written than Windows 3.1, Windows NT, System 7, and OS/2... and we know how blindingly efficient THOSE OS's are.

The hardware is getting faster, and companies would like us to believe that it's getting cheaper too (I don't care what you say... a 1gig HD is NOT cheap!!). Just like Microsoft and everyone else, Taligent is going to (or already has) get lazy and write LARGE, INEFFICIENT code because they think the hardware is fast enough and the user has enough memory that they can get away with producing garbage... just like Microsoft and Apple has done all along.

Just to run Windows NT (and no apps), you need 16 megs of RAM, hundreds of megabytes of HD space, and a 66mhz 486. Even then, it's EXTREMELY slow.

To run System 7 at a decent speed, you NEED a Quadra, with a large HD, 4 megs of RAM just ISN'T enough, and the whole mess is still a pain to use. It's the most sluggish OS I've used.

Taligent has not yet given any reason (than perhaps promises) for us to believe that their OS will be any better.

2814. Offers? Awesome TT prepress system for sale...maybe

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 23:25:27 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <3a3it7$ahr@nyx10.cs.du.edu>
Source record: 177239

Hello... I have the following system that I will be entertaining offers
for... it is an awesome system for the right buyer!
Atari TT030 in a steel tower case... 4 internal 5.25 inch drive bays
500+ meg hard drive installed
TEN megs ST ram,
SIXTEEN megs TT ram... (26total)
TTM194 19inch monochrome
PTC1426 TT color monitor
8 bit color video card (coco)
IMAGE SPEEDER interface to an image setter... VERY FAST lino output!
Keyboard, mouse, docs, box, disks, misc. included.

This is designed as a professional publishing and image retouching
system... the system was designed for the DIDOT/RETOUCHE suite of
programs which are not included, but easily acquired from various sources.
Please direct offers, inquiries and replies to:
Jeff Apolis 303-440-8767
japolis@nyx.cs.du.edu

2815. Re: Problems with PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 23:26:38 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3a3ive$r0e@mother.usf.edu>
Source record: 177237

M.D.Griffiths (mdg@ukc.ac.uk) wrote:

: PS. I also got the Apple Quicktime and also the Microsoft AVI movie formats,
: would many of you register if I did Quicktime and AVI Falcon movie players?

Are you kidding! Yes!

I just need to find a convienient way of sending you my registration money.

2816. Re: SpeedoGDOS 5.2

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 23:35:56 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3a3jgs$r0e@mother.usf.edu>
Source record: 177246

Since I don't use SpeedoGDOS all that much, all I'm worried about is speed, and not fonts.

Could COMPO provide some benchmarks to show how much faster 5.0 is than 4.0?

Oh, and has anyone gotten onto getting SpeedoGDOS to support Calamus fonts?

Thanks.

2817. Re: Calamus and PostScript ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-12 23:37:04 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3a3jj0$r0e@mother.usf.edu>
Source record: 177247

Calamus can output EPS files. There's a module that does that.

2818. Re: all

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 00:02:25 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3a3l2h$o4q@dux.dundee.ac.uk>
Source record: 176866

Stuart Lyster (Stuart.Lyster@f7091.n153.z1.ship.net) wrote:
: (For those of you who follow PI calculation and are just as crazy as I
: am on the subject - "Yes, Virginia, I'm *still* at it!".....)
:
: Gio Ciampa of Birmingham, England, is on the verge of releasing
: GIO_PI8S.TOS which has an upper limit of 53 billion digits of PI.
: All earlier versions of GIO_PIxx.xxx (as well as all other author's
: programs) had various limits of perhaps 59,000 or 200,000 (depending
: on the version) because of the way division routines are handled.
:
: On a stock Falcon030/16MHz, it takes about 20 minutes to calculate
: 20,000 digits, and the time to calculate further x times digits is x^2
: minutes. (All times are 4.5 times slower on an 8 MHz ST.) Thus, on
: a stock Falcon, this 68000 compiled program would take 247 years to
: calculate 53 billion digits (although on a 4 meg machine, you're
: limited to about 3 million digits. Rats, eh?). Gio is still trying
: to perfect fast multiplication routines.
:
: Gio is trying to get ahold of a 68030 programming book to perhaps do
: a Falcon specific version, which also may make use of the DSP chip.
:
: If nothing else, Gio is learning a hell of a lot about programming.
: Me, I am trying to find a place to store all those digits!
:
: Still crazy after all these years.

: For further information:

: Stuart Lyster
: s.lyster@genie.geis.com (S.LYSTER on GEnie)
: 13800 Blackburn Avenue,
: White Rock, BC V4B 2Y8 CANADA

What the hell are you on? I see what your geeting at, and I do agree
you are mad:-)

Rod

--
--
-===
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee

Mathematics & Computer Science Dept.
Dundee University

(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

"It's a pile of bollox!", what god said to the author of the
bible before suing him for libel.

==========

2819. Atari Hardware/Software Wanted

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 00:39:55 UTC
From: process@cgsvax.claremont.edu
Message-ID: <1994Nov12.163955.1@cgsvax.claremont.edu>
Source record: 177248

I need the following Atari Items:

2 meg ST ram board for the TT. I will pay $100 plus shipping.

Lattice C or Pure C. I will pay $100 for the latest versions.
-even prospero C would do if you have ALL the manuals

ICD Link I or II. I will pay $40-$60 depending on version.

NEC CDR25 Rom drive...a real slow SCSI CD for my BBS...CHEAP! $60-70

14.4 fax modem...el cheapo here too. I will pay $60

Powernet Network-Must be latest version....Will pay $50

Geneva and Neodesk....Will pay $75 for the package.

Reply to Alan at Process@cgs.edu or A.DEFFENDERF@GENIE.GEIS.COM

Thanks!

2820. Help uncompressing Mintnet.TGR

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 00:42:28 UTC
From: process@cgsvax.claremont.edu
Message-ID: <1994Nov12.164228.1@cgsvax.claremont.edu>
Source record: 177249

How does one get the Mintnet packaged unpacked from the file format of tgr? I assume TGR is Targa on a Unix system? I just need Mintnet to attempt a slip connection for my BBS.

Alan Deffenderfer

I have Mintnet.tgr....I just need to uncompress it....Any help would be appreciated

2821. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 00:46:19 UTC
From: peseb@freeport.uwasa.fi
Message-ID: <3a3nkr$dqc@zippo.uwasa.fi>
Source record: 177061

Helle gang.
After following this debate it becomes more and more obvious
that the main problem here is not whetever the Atari Computer
range is dead or not, the problem is that we won't accept it.
I'm not surprised that Atari's given up, just look at the
Falcon, Because of the fact that the Atari user family
will not accept an Atari that's not compatible with the
old ST software, the Falcon is a fraction of what it could
have been. There would maybe still be a chance for Atari
Computers (If atari corp. would take it.) And that's jumping
on the train With IBM&Apple and Motorola in creating a totally
new standard for personal computers. I think that Atari could
do a lot of good there, sincehow innovative Hardware has always
been atari's forte'.
And since the new standards going to be as flexible as possible
to different harware setups as possible, Atari could really
revive their Computer section....
But they won't.
Cuase let's facce it, no matter if the Jag's a success or not,
Atari's promise to stay with us is bound to be broken.
and the next computer we buy will be made by apple or IBM.
Maybe we should pump Atari to join in with Apple and IBM
instead of whinging for a new TOS platform...
Besides , thoose new machines will be so tough that they'll
run *any* TOS software under a software emulator faster
then any TOS platform in existence.
I'll keep my Falcon solely for the Music.
(But I do wish that it were really 32 Bit and had bloody
32 bit memory and not this 16 bit crap...:( )

Peter.
--
Here's the Known and Unknown and inbetween are the
Doors....Open the Doors! -Jim Morrison.
##

2822. Atari software.hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 00:50:43 UTC
From: process@cgsvax.claremont.edu
Message-ID: <1994Nov12.165043.1@cgsvax.claremont.edu>
Source record: 177250

Atari software for sale:

Laser C programming package. All manuals, docs, and Cmanship disks and
manuals. Will sell for $50.

Spectre 128 with Roms. Comes with version 3.0 of software....
Will sell for $50.

Atari SX 212 1200 baud modem: $5

Two mint condition Atari mice: $15 each

Datalite 2 disk compression: $30 Works great!

Maxifile 3 $10

Neodesk 3.04 $15 Upgradable

Touchup 1.84 $40

Diamondback II $15 Upgradable

Leave email to Alan or call 909-621-3737 and leave email on my BBS.

2823. BBS Software: RATsoft

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 01:00:18 UTC
From: fvdakker@sterbbs.nl
Message-ID: <07326HHPWDJWELDCIWY@sterbbs.nl>
Source record: 177052

Forgot who wrote this:

pr>RATSOFT....RATSOFT....RATSOFT
pr>
pr>I would recommend Ratsoft. Call my board at 909-621-3737 and see
pr>Rip graphics on an Atari board! The authors BBS is 909-481-1927.
pr>The author is Steve Hughey. I bought the BBS package over a year
pr>ago and there have been at least
pr>12-14 updates...one a month...not just bug squashing
pr>either...online spell checking, RIP graphics, Internal Fido
^^^^^^^^^^^^^
Is there a RIP-terminal actualy avaliable for Atari? Where can I find
it?

pr>Alan D
pr>SysOp
pr>Process BBS

Oh, well Alan D wrote it :-)
Greetings,

Frits van den Akker = fvdakker@sterbbs.nl = Program@STR
JFA Software = Internet = MajorNet

* TailMail 2.1 #031 *

--
|[From]===|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

2824. Re: wordperfect

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 01:08:20 UTC
From: mparrott@pnw.net
Message-ID: <3a3ou4$rml@rocky.pnw.net>
Source record: 177051

WordPerfect files _are_ transportable between PC and ST versions of the program, but only in WP 4.x format; _I_ know because I've done it before, and on a regular basis. Text attributes remain intact. What one has to keep in mind is, when working on a higher version of WP on a PC, the file has to be saved in WP 4.x format (not the higher version's format). Naturally, things such as graphics and line draw are lost, but for most documents this isn't a problem.

There is a program to convert between various word processor formats, called WP Switch, and if I remember correctly it will covert to and from WP 5.1, WP 4.x, 1st Word and ASCII formats (possibly even RTF, but I don't really think so). The program should be available from Toad Computers (1-800-448-8623) and should be under $35.00.

- -- - - - - - - - - - - - - -
Michael Parrott !!! Proudly Using Atari
mparrott@cascade.pnw.net (. .) TT030@48Mhz/4/4/630
((v)) "Despite the high cost
"Old Immortals don't die; o-----/m-m------o of living, the practice
they just... DON'T..." remains popular..."

\=- Home of the Plexy 4000 Trilark De-Scrappler -=/
- -- - - - - - - - - - - - - -

2825. WANTED: Busy Bee icon

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 01:41:48 UTC
From: jtyson@cybernetics.net
Message-ID: <3a3qss$8kh@jabba.cybernetics.net>
Source record: 177055

Could someone please send me the busy-bee icon in OS/2 or MS Win .ico format
or maybe a screen capture of it in GIF format. UUENCODE or MIME is fine. Thanks
in advance...

2826. 4-meg Falc Upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 02:50:09 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3a3ut1$aac@nntp.Stanford.EDU>
Source record: 177059

Do any of you 1-meg Falconers out there need a 4-meg board? $125 and it's yours

2827. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 04:06:25 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <eXNPVc5w165w@sys6626.bison.mb.ca>
Source record: 177064

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

> mipap@ars.ath.forthnet.gr wrote:
> : IB> Robinsons Reqium
> : IB>
>
> : Has anyone seen this? Is it like the PC version? (the falcon version)
>
> : Michael Papadopoulos
> : mipap@ars.ath.forthnet.gr
>
> From what I hear the Falcon version will require a 32mHz machine to do
> anything good on it!!!!!!!! Blimey :)
>
> Richard Davey
> Falcon Owners Group (UK)
> --
> email here is hit and miss!
> or: requiem@armory.com
>

i am anxiously awaiting this titles for both the ST and Falcon to arrive
from the supplier's. I never read anything about it requiring the
32MHRZ. That is news to me, why would they want this from the Falcon as
99% of us Falcon users do not have excellerated machines???
Although we sure would like it, not that the DSP isn't doing the trick!

Eva @ COMPU WARE......serving Atarians since 1984!

2828. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 04:10:51 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <s5NPVc6w165w@sys6626.bison.mb.ca>
Source record: 177065

marclaan@sterbbs.nl writes:

>
> > Mosaic for ST etc...
> Yes, I would be interested.
> gr. Marc Laan
>
> --
> |[From]==|
> | Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
> | Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
> | 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |
>
>

As the base of ST users increase on the NET, we would definitley benefit
from using a MOSAIC type program. I read about a PC product called
InterNET in a BOX. It sells for $149.00 American dollars.

I have already had several users inquire about such a product.

Definitely interested in this product....anything that makes the NET
easier to access. Please keep us posted and put me on your mailing list
for product info:

Eva Crouse
Box 34, Group 25C, RR 1C
Winnipeg, MB R3C 2E4
Canada

Thanks

2829. Re: Trade PC for STE

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 04:15:51 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <5coPVc7w165w@sys6626.bison.mb.ca>
Source record: 177066

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

> AaronLP (aaronlp@aol.com) wrote:
> : For trade: 386SX-25, Tower Case (mini),
> : TRADE FOR ATARI 1040STE CPU.
> : Will even add some cash to the deal!
>
> No chance...
> Actually, if you give me the PC, and some cash....like 250
> USDollars, then maybe....hmmmm, I can go out and buy another STe with
> that...;-) Or maybe sell the PC, and with the cash...go and buy a
> Falcon, or even a TT.
>
> Yeah...go on then....
> ;-))
> Dan
> --
> Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
> Computer Centre, Lancaster University, Lancaster LA1 4YW
> D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
> danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)
>

Please tell us why you would want to trade??? Although it doesn't
surprise me. i had a fellow who called us and was beginning a MIDI/Music
classes at University. He told me there wasn't anything on his PC, except
for MIDI that an ST couldn't do.

We also carry the Atari Jaguar Console and I had a fellow call yesterday
that wanted to buy a Jaguar just so he could free up 22 megs on his 270
meg hard drive and play Doom on the Jag. Go figure!!
Talk about over head on the PC. Give your head a shake, I thought!

Eva

2830. Re: Mega ST2 Keyboard to STE1040

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 04:21:36 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <PmoPVc8w165w@sys6626.bison.mb.ca>
Source record: 177067

pmh@noddy.forestry.tas.gov.au (Peter Hopson) writes:

> In article <pmh.82.2EBE497B@noddy.forestry.tas.gov.au> pmh@noddy.forestry.tas
> >Newsgroups: comp.sys.atari.st
> >Path: pacit.tas.gov.au!pmh.forestry.tas.gov.au!pmh
> >From: pmh@noddy.forestry.tas.gov.au (Peter Hopson)
> >Subject: Mega ST2 Keyboard to STE1040
> >Organization: Forestry Commission
> >Date: Mon, 7 Nov 1994 01:36:21 GMT
> >Message-ID: <pmh.82.2EBE497B@noddy.forestry.tas.gov.au>
> >Lines: 1
> >X-Newsreader: Trumpet for Windows [Version 1.0 Rev Final Beta #6]
> >Sender: usenet@pacit.tas.gov.au (News User)
>
>
> >Is anyone aware whether I can connect my MegaST2 keyboard EASILY to my
> 1040STE. Yep the earlier post got away!
> Thanks in advance
> Peter Hopson
>
>

Never heard of that one before. Where would we install the RJ 11 jack to
the 1040STE?? and get a proper signal?

Sorry!

2831. Re: Atari ST Manager games!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 04:24:05 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <uqoPVc9w165w@sys6626.bison.mb.ca>
Source record: 177068

cherub@tlti.tokem.fi (Petri Koponen) writes:

>
>
> :----------------------:
> : Petri Koponen :
> : Cherub@tlti.tokem.fi :
> : +358-698-430651 :
> : *Come as you are* :
> :----------------------:
> hey, is there anybody out there who owns any decent football manager games?
> (That are released after 1992) Especially I'm looking titles :Championship
> manager,Supreme Manager and the Manager...So,please, If you own one of
> these take contact via Email...
>

Got a good Boxing Manger for the ST. $20.00 Canadian $$$ plus shipping if
you are interested??

Please e-mail if you are interested?

Eva @ COMPU WARE ......serving Atarians since 1984!

2832. A Kick in the pants

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 05:39:20 UTC
From: ekl@sdf.saomai.org
Message-ID: <Cz6yDs.2rI@sdf.saomai.org>
Source record: 176798
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'd like to give my system a kick-in-the-pants. Currently I'm looking for information and a Zyxel 19.2K modem U1496+E (at least I think that is the right model number). If you have such a modem and would be willing to sell it, give me your price, exact model number and ROM revision, and asking price in US dollars (including shipping and COD to Texas, USA).

Now, the information I'm seeking :

I want more information on something called the MegaBoard - it supposedly allows an ST user to add an additional 8MB of RAM, an IDE hard disk interface, and an ISA card slot suitable for graphics cards such as an ET4000 or similar. I want price (US dollars, availability information, and what the installation is like - will it wire onto the same motherboard as an STe AdSpeed? On the STe at all?)

Next, the GE-Soft Eagle Sonic was released. A TT clone with a 33Mhz 68040 CPU (66Mhz internal). I want to know video resolutions, RAM, bus speeds, upgradability, case designs, availability, hard disk types supported, typical hard disk and memory configurations, serial ports and which chips are used for serial IO, and anything else you can tell me. I'd like prices in US Dollars for a bare system, and one with 4-8MB RAM and a 240MB hard disk. I want all the technical and financial details you can get to me!

Last, I heard the Medusa T60 was released, I'd like the same info as above, but also CPU speed infor for both the 040 and 060 versions of the Medusa system, same configurations and such as above.

Oh, and if anyone has a used TT030 they would like to sell a couple months down the road, drop me an e-mail about how much you would want for it, and complete details on the system.

Thanks,
Evan Langlois
ekl@sdf.lonestar.org

--
ARPAnet: ekl@sdf.saomai.org ..!uunet!saomai.org!ekl

2833. Re: BBS Software: RATsoft

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 05:45:10 UTC
From: process@cgsvax.claremont.edu
Message-ID: <1994Nov12.214510.1@cgsvax.claremont.edu>
Source record: 177062

> pr>I would recommend Ratsoft. Call my board at 909-621-3737 and see
> pr>Rip graphics on an Atari board! The authors BBS is 909-481-1927.
> pr>The author is Steve Hughey. I bought the BBS package over a year
> pr>ago and there have been at least
> pr>12-14 updates...one a month...not just bug squashing
> pr>either...online spell checking, RIP graphics, Internal Fido
> ^^^^^^^^^^^^
> Is there a RIP-terminal actualy avaliable for Atari? Where can I find
> it?

There is a program called STRip that is available for monochrome users only, I think. I got a copy form GEnie if memory serves. It should be available for ftp from Atari.Archive.Umich.Edu STRIP.ZIP is the name I think.

Monochrome rip is OK, but not as good as ripterm for a DOS Box. There migh also be something for the MAC too if you have spectre.

Let me know haw STRIP works with Ratsoft if you call...

Alan D
SysOp
Process BBS
909-621-3737

2834. Re: Help, new tt owner

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 05:49:30 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94317.004930STIRRE31@MAINE.MAINE.EDU>
Source record: 177069

Roland,
SoftPC is available on CD-ROM? Hmmmm.... what are the chances of it
coming out in disk form? What status is SoftPC now? Thanks.
-scott tirrell

2835. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 07:54:32 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <EKNHABDAUp@warpcon.ersys.edmonton.ab.ca>
Source record: 176779

In <eXNPVc5w165w@sys6626.bison.mb.ca> eva crouse wrote :

>cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>
>> mipap@ars.ath.forthnet.gr wrote:
>> : IB> Robinsons Reqium
>> : IB>
>>
>> : Has anyone seen this? Is it like the PC version? (the falcon version)
>>
>> : Michael Papadopoulos
>> : mipap@ars.ath.forthnet.gr
>>
>> From what I hear the Falcon version will require a 32mHz machine to do
>> anything good on it!!!!!!!! Blimey :)
>>
>> Richard Davey
>> Falcon Owners Group (UK)
>> --
>> email here is hit and miss!
>> or: requiem@armory.com
>>
>
>i am anxiously awaiting this titles for both the ST and Falcon to arrive
>from the supplier's. I never read anything about it requiring the
>32MHRZ. That is news to me, why would they want this from the Falcon as
>99% of us Falcon users do not have excellerated machines???
>Although we sure would like it, not that the DSP isn't doing the trick!
>
>Eva @ COMPU WARE......serving Atarians since 1984!
>
Actually, I have played both versions, and the F030 version does
sorta run kinda slowly. It will be the version that I will buy,
unless the jag version is better, though. Wicked game - I know
of very few games where you get to amputate parts of your body!

Leslie
--

--

-- --
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

2836. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 10:47:53 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3a4qsp$97n@nyheter.chalmers.se>
Source record: 177070

In article <3a3nkr$dqc@zippo.uwasa.fi>,
Peter Back <peseb@freeport.uwasa.fi> wrote:
>Besides , thoose new machines will be so tough that they'll
>run *any* TOS software under a software emulator faster
>then any TOS platform in existence.

Even faster than the Medusa T60, Eagle (w64040 or 68060) or the coming 040 and 060 boards from Progemtec that can be fitted to ST/STE/TT/Falcon? I think it will take quite some time before software emulators on PPC's can do this, but what do I know?

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

2837. Re: Open letter to John Townsend

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 11:09:05 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3a4s4h$h4o@golem.wcc.govt.nz>
Source record: 177071

In article <3a2d96$ar5@osiris.wu-wien.ac.at>, h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:
>
>Hi John!
>
>Alfred Radauer

I do think you should apologies to John for your inconsiderate outbust, there are 3 EX TOS Programers working for Taligent, John,Alan and Ken..

To me you sound like a teenager with out any knowledge for business/profits..

To me it makes me feel disgusted to find people like you posting comments like this on the net, if you have some thing to say to John, please keep it private in e-mail..

Why not go and bitch at the Amiga people, they have closed down...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2838. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 11:24:14 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3a4t0u$h4o@golem.wcc.govt.nz>
Source record: 177072

In article <3a3e30$7rl@osiris.wu-wien.ac.at>, h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:
>olem.wcc.govt.nz>
>Distribution:
>
>Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz)
>: >> John Townsend (John_Townsend@taligent.com) wrote:
>: >> : The PC clones and lower price Macs have taken
>: >> : any advantage that an Atari computer possibly had.
>: >> Go to the ProTOS show in Germany and convince yourself of the opposite.
>: >
>: >Have you ever worked with other computers than your Atari?
>
>: Read were the post came from all the Old Atari TOS Programers now
>: work for Taligent, they have more than likly played with more computers
>"powerful" tools, and his work at Taligent is far frombeing visible to the
>public. I stated all the above critics into an open letter to John, let us
>see if he hast guts enough to answer it and give an account on what he did
>at Atari.

For one thing People are getting fed up with your Posts here, and another,

John does not have to answer to you or any one, do you think you are some kind of Atari God..

I sugest you piss off and go and moan to the Amiga people, we don't need people like you in this group...

>Alfred
>: >/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
>: >/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2839. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 12:49:47 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3a521b$bbn@turing.fwi.uva.nl>
Source record: 176752

jonaeson@algonet.se (Tommy Jonaeson) wrote:

:Martijn Dekker (mdekker@fwi.uva.nl) wrote:
:: This I don't understand. there is nothing wrong with the hardware of a
:: 486DX or Pentium. Maybe you mean you don't like DOS or Windoze (this I
:: would understand) ? There are other operating systems for PC's you know !
:: (notably Linux and Warp)
:
:I do not agree with you, PC is a big pain in the a**!!!
:Last week my father bought a PC for his company (to use with accounting
:software and such), as I'm the one in my family who knows computers, he
:left me in charge of installing it.
:(Just for the record, I have never, ever, configured/setup'ed a PC
:before, I have used them though)
:It took me 3 days to learn MS-DOS/Windows and the hardware good enough to
:let me install everything so that my father could use the darn machine
:(he has NEVER even touched a computer...).
:The hardware:
:486DX2/66, SCSI-2 Fast 1 gig hdd, SCSI-2 CD-rom, SVGA 1mb, 16mb memory,
:conner 250 tapebackup, SB 16 etc. (he let me decide what to get. :)

so you recommended a PC? ;-)

:
:What I have learned during these 3 days, is that the PC is a very stupid
:design. Have you ever tried to optimise the conventional memory?
:It's a nightmare, with all necessary drivers, he had only about 450kb
:conventional memory left, before I optimised it. (ended up with 618 kb free)
:Everybody that has used a PC knows that the conventional memory is the
:key to all good software on the PC.
:(Convenional memory is the first 640kb of the total memory, when you
:optimise it, you move drivers to the memory between 640kb and 1024kb and
:the first 64kb in the second 1mb page, and you have to mix it in between
:I/O areas and BIOS areas used by the hardware etc)
:Memmaker that comes with MS-DOS, is supposed to do that for you, and do
:it good, but it does it really bad, and shuldn't be used.
:

Yes, DOS s*cks. So why use DOS? I said that there are very good OS's for
PC's and I didNOT say DOS was good.

:Then we have the hardware, setting up all cards is also a nightmare, you
:have to make sure that all expansion cards use IRQ's I/O-adresses,
:BIOS-adresses etc that noone else is using, which isn't easy, one mistake
:and you end up with a machine that isn't bootable.
:Again, the software that comes with MS-DOS is insufficient, and shouldn't

Again your problem lies with DOS, not with the PC itself.

:be used (it even f*cked up my mousedriver so badly that I had to switch
:off the computer for several seconds to get it working again!)
:
:Then I had trouble with the conner 250 tapestreamer, called the swedish
:support, got my self a real PC-lamer that suggested that I would get new
:hardware, told him to f*ck off, got a pirated copy of conner backup exec
:and it worked like a charm. (Conner backup exec is the streamer soft that
:you have to buy, Conner backup basic comes with the drive)
:Since the basic version didn't support my hardware/streamer, I won't pay
:them a cent for the exec version since I have to use that to get a
:working drive. Anyway, I'll never get hardware from conner again, not as
:long as they have support that s*cks!
:
:So you tell me, is PC really a computer to go for?

well, yes. We got our IBM Aptiva (486DX2/66, 12Mb RAM, .5 giga hard, cd-rom,
sb 16 etc) yesterday, and we had NO problems AT ALL installing everything.
In fact it came with Windows 3.1 installed, and it was very easy to
install OS/2 Warp. Absolutely no problems. And please remember that I never
used a PC before.

:I think not, the hardware s*cks, the software s*cks and putting it

again you mean DOS s*cks.

:together s*cks even more.
:
:Whoever invented the darn system ought to be shot on the spot!
:

bull.

:Regards, Tommy
:

--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| Latest Ishido info:
Math department | http://www.fwi.uva.nl/~mdekker/ishido.html
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

2840. Re: Obsession Bugs

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 12:59:56 UTC
From: mdg@ukc.ac.uk
Message-ID: <400@stork.ukc.ac.uk>
Source record: 177073

In article <JW3XsoV.popemerlin@delphi.com> popemerlin@delphi.com writes:
:>Glenda MOON <s9205525@otto> writes:
:>>Hi Merlin People 8-), what i would like to know is, like STARBALL, does
:>>OBSESSION have what i would call SUB GAMES (like eggball etc.), I
:>Hi, I saw your message about Dave Cobbledick and could not agree with you
:>more! :) Obsession does not have sub games as such but has missions which
:>you have to complete to get the bonuses. It has four tables and oodles more
:>playability, so Obsession out rates Starball on every point.

Personally I thought Obsession was a rather poor mans Pinball Dreams, at
least Starball tries to inject some originality into the genre. And just
to annoy you I'm gonna get hold of the source to pinball dreams, port it
and watch how pinball dreams 'outrates obsession on every point'.

Griff
--

2841. Need address of Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 15:29:56 UTC
From: rkim@uranus.uucp
Message-ID: <3a5bdk$cr6@nic-nac.CSU.net>
Source record: 177076
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Help!!

Can someone more knowledgeable tell me which address is the correct one?

A) Toad Computers
Park Plaza Shopping Center
570 Ritchie Highway
Severna Park, MD 21146-2925

B) Toad Computers
570F Govenor Ritchie Highway
Severna Park, MD 21146

C) _____ <---you fill in the blank.

thanks.
Rich K.

email> rkim@calstatela.edu

2842. Re: Incredible Atari Sales in The Netherlands!

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 15:39:02 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3a5bum$1tok@sat.ipp-garching.mpg.de>
Source record: 177077

Sander Stoks (sanders@sci.kun.nl) wrote:
> even a real ATW Transputer incl. keyboard for 599,- (!!!) ST i.o-card
> and ATW Farmcard with 4 T800's also 599 each. No need for an 060 card
> for my Falcon: I could get this beast and place it under my desk, and
> have a MiNTnet connection to it (yes?) That'd be great... I can wait
> to see TeX zap those page numbers across my screen :-)

Well, have fun to rewrite your (and commercial) programs for ATWs :-)
(As a matter of fact, I have seen an ATW once (four or five years ago, at
the computer science dept of Edinburgh U., and it _is_ a fast machine.
But your Atari code doesn't run on ATWs: you would have to recompile the
source code, probably fit it to the ATW-ST interface, etc. So save your
money for something else.)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

2843. Re: Need address of Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 16:21:20 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3a5ee0$49@mailer.fsu.edu>
Source record: 177079
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Richard H.S. Kim (rkim@uranus.uucp) wrote:
> Help!!
>
> Can someone more knowledgeable tell me which address is the correct one?
>
> A) Toad Computers
> Park Plaza Shopping Center
> 570 Ritchie Highway
> Severna Park, MD 21146-2925
>
> B) Toad Computers
> 570F Govenor Ritchie Highway
> Severna Park, MD 21146
>
> C) _____ <---you fill in the blank.

The address in the newest Current Notes magazine is given as:

Toad Computers
570 Gov. Ritchie Highway
Severna Park, MD 21146-2925

Phone 1-800-448-TOAD or 410-544-6943
FAX 410-544-1329

It is likely that either of yours would have worked too.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2844. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 16:21:23 UTC
From: contacts@mits.mdata.fi
Message-ID: <3a5ee3$gmk@prime.mdata.fi>
Source record: 177083

In article <3a3nkr$dqc@zippo.uwasa.fi>,
Peter Back <peseb@freeport.uwasa.fi> wrote:
>that the main problem here is not whetever the Atari Computer
>range is dead or not, the problem is that we won't accept it.
>I'm not surprised that Atari's given up, just look at the
>Falcon, Because of the fact that the Atari user family
>*will not* accept an Atari that's not compatible with the
>old ST software, the Falcon is a fraction of what it could
>have been. There would maybe still be a chance for Atari

Maybe Atari as a piece of hardware is "dead", but the fantastic
thing about Atari is, that even if it's dead it's alive and well
on many people's desks - why? Because there are and will be programs
that are so ingenious, effective, well designed and unique and...
they run only on Atari.

The important aspect of being an "Atarian" is, that you have a machine
that is very different compared to the mainstream-computers (= you are
not like 10 million others), and that you have a thorough feel about
what's going on in your computer when you use it:
I hate in every other OS, that the system writes constantly on the
disk, installation procedures that forces you buy a separate book
and an unistaller program, and you have to have all sorts of files
in specific places to e.g to be able to use the printer.

Would IBM user family accept an OS that woudn't run old existing
software? How about the Mac-friend, would they like to get a new Mac
that can't run their favorite applications? Even if the only
sensible thing from both companies would be to write a completely
new OS that would have *nothing* to do with recent snails.

>Maybe we should pump Atari to join in with Apple and IBM
>instead of whinging for a new TOS platform...

Why don't we create a *one* computer model and build *one* shop so that
people have no choice but to buy it? Read your Orwell.
Even if it would be nice to be able to run Atari-programs on e.g. SGI,
I wouldn't want that the only thing you can buy is a SGI.

>Besides , thoose new machines will be so tough that they'll
>run *any* TOS software under a software emulator faster
>then any TOS platform in existence.

Well, there are now computers that are able to do that, if there would
be software to do it. I recall hearing a story about DMC Calamus SL which
was rewritten for Macs - but the developers found out that it ran faster in

TT that in any Mac --- the power (drain) of OS is immense.

>I'll keep my Falcon solely for the Music.

One good program is a perfectly good reason to buy a computer for it.
I have it also as a main tool for composing, but thought the net I've
collected also other software, that has made some of my PC-owners
quite itchy - e.g Connect 2.46 is a program that thay have been looking
for their PC:s - and still are...

>(But I do wish that it were really 32 Bit and had bloody
> 32 bit memory and not this 16 bit crap...:( )

Acclerators etc. are available. Can you really be disturbed about
the number of bits while you're doing somethin' like composing?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

2845. Mail Problems

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 16:33:34 UTC
From: mark@forsyth.demon.co.uk
Message-ID: <941113Z163334.970mark@forsyth.demon.co.uk>
Source record: 177125

Help I'm haveing a bit of a problem in setting up a mailing list. I am using NOS with Mailer and have specified a couple of mailing lists in my Alias file but all I get is a mail message sent to the first address in the list.

I have also had problems with aliases set to the same name as some of my mail boxes. Could anyone either tell be the correct syntax for the Alias file (ot if it is possible) or the name and ftp site of a better mailer.

The only reason I am still using mailer is because I don't know what there is available that is better and I havn't had the time to look, but sending the same message to 15 to 20 addresses is getting to be a pain in the neck.

--

Mark Forsyth
mark@forsyth.demon.co.uk

2846. Re: Sdecode

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 16:36:35 UTC
From: ley@cert.dfn.de
Message-ID: <3a5faj$nl@rzsun02.rrz.uni-hamburg.de>
Source record: 177081

Michel Forget (mforget@elfhaven.ersys.edmonton.ab.ca) wrote:
> In <39tbe8$3i8@nippur.irb.hr> Neven Petrlik wrote :

> >Where can i find SDECODE for Atari ST ?
> >
> > Thanx

> What is it?

> If it is a way to transform binary to ASCII, or ASCII to binary, please
> tell me where I can get UNIX source code (or PC source code, but
> preferably not) in "C" and I may add it to ESS-Code.

It is a special BIN-ASCII converter used by some atari-applications to
store a screen-snapshot...

You are able to get it via anonymous ftp from
ftp.tu-clausthal.de /pub/atari/archivers/other/scode.lzh

Bye,
Wolfgang.
--

Email: Ley@cert.dfn.de Phone: +49 40 599624
Smail: Wolfgang Ley, Timm-Kroeger-Weg 15, D-22335 Hamburg (Germany)
Work: DFN-CERT, Vogt-Koelln-Str. 30, 22527 Hamburg; Phone: +49 40 54715-262
PGP-Key available via "finger ley@concert.cert.dfn.de" or any key-server....

2847. Dutch translate ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 16:46:54 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11131994.164654@empyr.dircon.co.uk>
Source record: 177082

Hi, I just got hold of a 'fax program for the ST', but after running it, I don't think it is what I thought it was. The docs are in dutch, so I cannot even read what it's supposed to do. Can any NL readers translate a part for me ? I won't copy the entire file, just the first couple of paragraphs, so other users don't have to d/load a large file in their mail.

Begin:

Allereerst een korte levensloop van het programma.......

Toen Elektuur in het Januari nummer 1989 een convertor publi-
ceerde, waarmee het mogelijk was om fax persfoto's en weer-
kaarten te onvangen op de Atari ST in grijstinten heb ik geen
moment getwijfeld om deze decoder te bouwen. Zelfs het overmaken
van een gering bedrag en het sturen van een diskette leverde bij
mij geen probleem op.Toen de diskette (sneller dan verwacht)
arriveerde, heeft het precies 3 minuten geduurd om de computer op
te starten en het programma en de hardware aan het werk te
hebben.

Groot was de teleurstelling toen de melding op het scherm
verscheen: "Sorry, Hi Rez only". Maar goed, toch maar op de
monochrome monitor gedraaid, en inderdaad, het werkte. Maar Baal
oh Baal, waar waren de beloofde grijstinten ??

etc etc.....

Any ideas ?

VQWK 6.20 [Rev H - 04/04/94]

2848. yamaha cbx-d5 recorder

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 16:48:41 UTC
From: Curt Johnsen <cjohnsen@delphi.com>
Message-ID: <5e+3Muh.cjohnsen@delphi.com>
Source record: 177080

Does anyone have any working experience with the
yamaha cbx-d5 hard drive recorder? am thinking
of adding one to my atari with cubase audio.
thanx

2849. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 17:22:27 UTC
From: millert@scheifler.csee.usf.edu
Message-ID: <3a5i0j$30r@mother.usf.edu>
Source record: 177084

Oh, and don't forget the brain-dead instruction set and idiot hardware design of the Intel processors.

Yeah, I want a processor that's so inefficiently designed that to get it to compete with an 040, it's got to run at twice the clock rate and produce several times as much heat.

And you can't really improve the hardware design much because the kludged patch-work instruction set limits the efficiency of the processor. Oh, and of course, the odd and small register set, etc, etc, etc.

2850. Re: World Conquest author

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 17:53:28 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <784749208snz@chowgar.demon.co.uk>
Source record: 176976

In article <Cz4Fsv.41o@freenet.carleton.ca>
ac382@freenet.carleton.ca "Jack Kitowicz" writes:

> Hello, I was wondering if anyone knows how to get in touch with the author
> of World Conquest (it as an EMPIRE type of strategy game). I had some
> questions and comments for the author but my message bounced when I used
> the e-mail address specified in the docs.
>
> Has anyone played this game? I think it has great potential but the user
> interface is CR*P.
>
> --

I've played the game and agree that it is a good game but the only problem I
have with it is that it is too slow, even on a Falcon.

--
Simon Moore

smoore@chowgar.demon.co.uk

2851. Atari Corp. Info Needed

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 18:13:44 UTC
From: kxs156@email.psu.edu
Message-ID: <3a5l0o$1d23@hearst.cac.psu.edu>
Source record: 177085

I am working on a research paper, topic is Atari. Could
anyone direct me to FAQ's, docs, other Internet resources
that contain information about the company?
Thanx,
ks

2852. Re: BBS Software: RATsoft

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 18:28:28 UTC
From: fvdakker@sterbbs.nl
Message-ID: <09972VUAWHKTXYMCHVW@sterbbs.nl>
Source record: 176755

Alan D wrote:

pr>> Is there a RIP-terminal actualy avaliable for Atari? Where can I
pr>find > it?
pr>
pr>There is a program called STRip that is available for monochrome
pr>users only, I think. I got a copy form GEnie if memory serves. It
pr>should be available for ftp from Atari.Archive.Umich.Edu STRIP.ZIP
pr>is the name I think.
pr>
pr>Monochrome rip is OK, but not as good as ripterm for a DOS Box.
pr>There migh also be something for the MAC too if you have spectre.
pr>
pr>Let me know haw STRIP works with Ratsoft if you call...

I didn't use it with Ratsoft, but with my local bbs. Anyway, it sucks!
I don't have spectre, so can't use it. Well, seems that I have to make
my own RIP-communication program for Atari....
Greetings,

Frits van den Akker = fvdakker@sterbbs.nl = Program@STR
JFA Software = Internet = MajorNet

* TailMail 2.1 #031 *

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

2853. Turbo C 2.0 Pro for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 19:27:35 UTC
From: sanders@sci.kun.nl
Message-ID: <Cz80q0.Bzx@sci.kun.nl>
Source record: 176756
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a complete package of Turbo C 2.0 for sale, including all
manuals (in German).

$100 or best offer, shipping's on me.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

2854. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 19:59:09 UTC
From: jondinga@io.org
Message-ID: <3a5r6d$ed7@ionews.io.org>
Source record: 176772

On 10-29-94 boyd@gauss.math.fsu.edu wrote to ALL...
b> The MegaSTE has provisions for an extra 4mb right out of the box,
Inquiring minds want to know! Details would be greatly appreciated,
and most certainly belong in the FAQ ;^) !

b> Anyway, I'm not sure if it ever actually came out,
I have kept my eyes open for the last three years, and this is the
first I have heard of this.

b> would proably be like TT ram, separate and sometimes unusable).
Maybe, maybe not .....?

Mikey, now that you have my heart pounding, Post more info, PLEASE!

* (QW|{ 2.6 * Find an impersonator who CAN'T do Jack Nicholson.

2855. Re: Dextrous Development

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 19:59:16 UTC
From: jondinga@io.org
Message-ID: <3a5r6k$eel@ionews.io.org>
Source record: 176770

On 10-28-94 dbrewood@nest.demon.co.uk wrote to ALL...
d> I now know a lot more about the program, and can safely say it will be
d> incredible, with a host of features that I just can't find the time to
d> list.
Scoundrel! ;^)

d> It is much more than a replacement desktop, it's a full replacement for
d> the AES/VDI/TOS system and is fully multi-tasking. It's so far got
d> every feature I've asked about, including those in TOS, Neodesk 4,
d> Ease, and has a lot of other stuff as well. 256 colour icons,
d> completely configurable window system (windows, X, or NeXT) types, with
d> operating systems to match.
d>
d> If anyone has any queries concerning it, and it's features I'll quite
d> happily send a list of questions up to the team.
d>
With all that I hate to ask ... but..... I saw a rumour that it would
only work on an F030 .....fact? If so, how about TT & 030'd ST's?
How about two monitor support ie: I have a CrazyDots VME in my MSTe and
would find it useful to use the 19" mono there for my main monitor, but the
SC1435 could be used to display the work another program was doing [or just
watching system vectors etc to see what causes errant crashes etc on my box]
in a med res of 640x400 (monSTEr, of course ;^))
Thanx for keeping us informed. I look forward to compatibility reports
as well, of course :)

* (QW|{ 2.6 * Grammarians never die-they fall into a comma.

2856. Re: New Atari-CD`s?

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 19:59:22 UTC
From: jondinga@io.org
Message-ID: <3a5r6q$eft@ionews.io.org>
Source record: 176768

On 10-28-94 Hendrik_Mylius@pb2.maus.d wrote to ALL...
H> What about Walnut Creek? A new *GEMini* out from those guys?

I know that SUZYB [that wonderful PD library for the ST] is issueing a 2 disc CDROM set with over 10500 files, their present full catalogue.They have gone through the files and cleaned out older versions, plus each file has a descriptive text included. There is [supposedly] little duplication from the GEMINI cdrom. All files are in uncompressed form: one disc is mostly games. $69.95US + S&H etc. Well worth it in my opinion, and YES I am getting mine!

ps. Dont tell anyone, but he has already got enough material to almost fill another cdrom disc, but is waiting to see the response to this effort.

* (QW|{ 2.6 * Find an impersonator who CAN'T do Jack Nicholson.

2857. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 19:59:33 UTC
From: jondinga@io.org
Message-ID: <3a5r75$eg0@ionews.io.org>
Source record: 176769

On 10-29-94 mnb20@cam.ac.uk wrote to ALL...
m> Yes, TOS 2.06 provides a Maddalt() call where an auto program can inform
m> the system of extra memory, so you can install extra memory by using
m> your own memory support hardware although the mmu still only supports
m> 4Mb.
I heard that there are unconnected pins on the mmu that allowed for more
RAM, or is that rumour fumes?

m> This is treated as 'TT ram' (correct name is Alternative RAM) so
m> as you say a few programs can't use it. Actually most of them can if
m> you tweak a couple of bits in the header.
How does the TT use 8megs of ST ram? Can the MSTe be 'modified' this
way as well? Can you specify the header bits, etc?

m> Those that can't are ones that use DMA sound hardware etc
I can live with that ;^)

* (QW|{ 2.6 * FUNGI: The life of the party.

2858. Re: Printer Capture from

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 19:59:50 UTC
From: jondinga@io.org
Message-ID: <3a5r7m$ehl@ionews.io.org>
Source record: 176771

On 10-28-94 mattias.sk_ld@p6.f419.n20 wrote to ALL...
m> I had a litle acc file named PrintToDisc. I worked fine with calamus on
m> a STE, but now i have a Falcon and the acc doesn't work on it. Due to
m> priv instructions are different on the falcon.
m>
m> The PrintToDisc acc saves the captured data in a compressed file format,
m> so you can get a full page on a 720k disc. There is a DOS exe file that
m> decompress the data file and sends it to one port on the PC.
m>
This is very interesting. Does it work the same with Calamus SL? Is it
available for FTP anywhere? adTHANXvance! Jon

* (QW|{ 2.6 * Find an impersonator who CAN'T do Jack Nicholson.

2859. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 20:00:24 UTC
From: jondinga@io.org
Message-ID: <3a5r8o$ek2@ionews.io.org>
Source record: 176773

On 11-03-94 boyd@gauss.math.fsu.edu wrote to ALL...
b> Jon Dinga (jondinga@io.org) wrote:
b> > On 10-29-94 boyd@gauss.math.fsu.edu wrote to ALL...
b> > b> The MegaSTE has provisions for an extra 4mb right out of the box,
b> > Inquiring minds want to know! Details would be greatly
b> appreciated, > and most certainly belong in the FAQ ;^) !
b>
b> Well, if you have a MSTE service manual (as you mention in a later post),
b> you know as much about that part as do I. The first I heard of the Xtra
b> RAM card (that is the name of the product, I believe) was in an ad from
b> D&P Computer Supply. Their number is 1-800-535-4290. Perhaps you should
b> all and ask if there has been any progress. I believe it is also
b> mentioned in the new Toad catalog (1-800-448-TOAD). Good luck.
b>
b> My impression was that the MSTE board would come out first, then a
b> version for other ST(e) machines. From the service manual specs, it
b> seems that such a board would be fairly easy to do, as there is already
b> hardware support for such a thing built-in. However, that is just a
b> guess :-).
b> Hmmm, I wonder if there has ever been instructions for building such a
b> board published anywhere (perhaps one of the highly technical German ST
b> magazines)?
I understood that the XtraRAM was only presently available for the ST
series of CPU. They are 'thinking' about the MSTe. A BigRAM board will soon be
released for the MSTe that uses 72pin simm for up to 8 meg additional.
I misunderstood your original post! I felt you were saying that there
was a way of putting an extra 4 megs into the MSTe _without_ useing another
mmu or ram daughter boards, or vme cards.
I wish those German mags were online and in ENGLISH ;^)
Jon
ps btw, those 1-800 numbers dont work in Canada ;(

* (QW|{ 2.6 * Everything I said is true (except the parts that aren't)

2860. Re: Developing Mosaic for

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 20:00:59 UTC
From: jondinga@io.org
Message-ID: <3a5r9r$ell@ionews.io.org>
Source record: 176774

```
On 11-04-94 avg@cwi.nl wrote to ALL...
a> The current plans for the Web-browser on the Atari series will probably
a> not be based on currently existing programs at all. This is because
a> buying a licence from NCSA or Mosaic Communications would not be
a> realistic for the Atari market, and of course because we think we
a> can do even better.
^^^^^^^^^^^^^^^^^^ I _LIKE_ your attitude! I use a CrazyDots/MSTe,
do you need a betatester ......... <VBG> Jon

* (QW|{ 2.6 * For a good time, type FORMAT C:
```

2861. Re: Help, new tt owner

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 21:10:18 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cz85H6.87u@cix.compulink.co.uk>
Source record: 177086

> SoftPC is available on CD-ROM? Hmmmm.... what are the chances of it
> coming out in disk form? What status is SoftPC now? Thanks. -scott
> tirrell

Well the answer to your questions are:

1) It is
2) Who knows!
3) Who knows!

Actually its status is in limbo AFAIK. Its made it way onto a CD-ROM, but thats not to say the CD-ROM compilers had any right to put it there - I just don't know. As for a floppy release - then somebody could copy it off the CD-ROM as distribute it - but it won't be me ;-)

BTW its still pretty much BETA and there is no support for it.

Roland.

@CiX

2862. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 21:20:42 UTC
From: jyoung57@delphi.com
Message-ID: <JM200My.jyoung57@delphi.com>
Source record: 176957

Jon A. Lovstad <jonal@hiof.no> writes:

>This is where the MultiBoard from Germany comes in as a very fresh breath -
>it gives up to 8MB of RAM, an IDE controller and a slot for a PC video
>expansion card (ET4000 based seems to be the choice).

I must admit ignorance of the Multiboard product. Can you give some more
information on this product and its availability?

Thanks for you response...

Jeff

2863. Does Atari still run a BBS?

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 21:42:07 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3a617f$h3j@nermal.cs.uoguelph.ca>
Source record: 176962

Does anyone know if Atari's in-house BBS is still in operation? If it is, what is the number?

>> Mark <<

2864. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 21:47:58 UTC
From: jyoung57@delphi.com
Message-ID: <Jwx1E++.jyoung57@delphi.com>
Source record: 177087

>In <RS+1zxf.jyoung57@delphi.com>, jyoung57@delphi.com writes:
>>Speaking of upgrades, why is there no graphics board available for a
>>stock ST. The addition of a board to allow 256 colors would be a
>>tremendous breath of life to the ST line...

>But there is, even one for the DIY people among us. Have a look at a file
>called:
>vofa??.lzh

>If you cann't find it on a.a.u.e then have a look at ftp.tu-clausthal.de.

>BTW vofa stands for VolksFarben (or in english color for the people)

>Regards
>/Rob

I have checked a.a.u.e. and could not locate vofa??.lzh.

Can anyone offer any more specific informationon this file and where I
might find it?

Best wishes,
Jeff

jyoung57@delphi.com

2865. Re: Developing Mosaic for the Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 23:07:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.yiV8XJGpBqs@semprini.waterloo-rdp.on.ca>
Source record: 177175

In <avg.784406241@news.cwi.nl>, Annius Groenink writes:
>The specification of TCP/IP doesn't even mention UNIX or
>sockets. OK, they may be a logical solution on file-oriented
>systems, but for a simple client-only net application, they are
>dispensible.

I'm pretty sure httpd communicates via sockets though.

>There is absolutely no reason to have the same architecture on my
>side of the connection as whatever is on the other end. And BTW,
>an FTP server is not always automatically a UNIX machine. It may
>be VMS, Mac or MS-DOS just as well.

No kidding. I've run ftpd on my OS/2 box at work, and on my Atari here
as well.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

2866. Re: Help uncompressing Mintnet.TGR

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 23:11:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.DB&sHkUzeO_@semprini.waterloo-rdp.on.ca>
Source record: 177176

In <1994Nov12.164228.1@cgsvax.claremont.edu>, process@cgsvax.claremont.edu writes:
>
>How does one get the Mintnet packaged unpacked from the file format of tgr?
>I assume TGR is Targa on a Unix system? I just need Mintnet to attempt a
>slip connection for my BBS.
>
>Alan Deffenderfer
>
>I have Mintnet.tgr....I just need to uncompress it....Any help would be
>appreciated

AFAIK, MiNTnet is tar'd and gzip'd, so you'll need to do this:

```
gzip -d -c mintnet.tgr | tar -xovf -
```

Or, if you don't like pipes:

```
gzip -d -v mintnet.tgr
tar -xovf mintnet.tar
```

The usual file extension for tar'd and gzip'd files on DOS filesystems
is .tgz, or .tar.gz on better filesystems.

--
```
------------------=========================================------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
```

2867. Playing MED songs

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 23:34:04 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3a67pc$og7@nntp.Stanford.EDU>
Source record: 177088

What program for Falc or ST will play MED files?

2868. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 23:40:46 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <Cz8CFy.Kvy@cix.compulink.co.uk>
Source record: 176829

>>Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz)
>>: >> John Townsend (John_Townsend@taligent.com) wrote:
>
>For one thing People are getting fed up with your Posts here, and another,
>

Actually, I'm not fed up with Alfred's posts.

>John does not have to answer to you or any one, do you think you are some kind
>of Atari God..
>

But it does seem strange to slag off your previous employers in such a
way - perhaps it wasn't any of his own work?!

>I sugest you piss off and go and moan to the Amiga people, we don't need people
>like you in this group...

The words black, pot and kettle spring to mind here!

>
>>Alfred

John W.

2869. Re: Jag Joypad

Newsgroup: comp.sys.atari.st
Date: 1994-11-13 23:43:49 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <Cz8CL1.L7w@cix.compulink.co.uk>
Source record: 176828

>> Now I can play Llamazap & Steel Talons........
>
>So where do I get these games.

Llamazap is available from 16/32 Systems in Stroud UK,
they also have Jaguar joypads.

Barry wilsontjb@cix.compulink.co.uk

2870. Re: Need address of Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 01:56:32 UTC
From: jyoung57@delphi.com
Message-ID: <J++3kC4.jyoung57@delphi.com>
Source record: 177123

Richard H.S. Kim <rkim@uranus.uucp> writes:

>Help!!

Here is the current address:

Toad Computers
Park Plaza Shopping Center
570 Ritchie Highway
Severna Park, MD 21146-2925

Voice: (410) 544-6943
Orders: (800) 448-8623
FAX: (410) 544-1329
BBS: (410) 544-6999
TOADFAX: (410) 544-0098
MUSIC/MIDI: (410) 544-7495

Take Care,
Jeff

2871. Re: Jag Joypad

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 02:29:45 UTC
From: chrisgio@netcom.com
Message-ID: <chrisgioCz8K9M.I1o@netcom.com>
Source record: 176707

Does anyone know if it is possible to connect the Jag. pad to a Mega STe?
I know it is possible on the normal STe and the Falcon but is there any
way on my system?
--

____
| Chris Giorgi, chrisgio@netcom.com |

| Atari Mega 4 STe Atari Jaguar Magic:The Gathering |
|____|

2872. Multisync monitor-cheap!

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 04:31:12 UTC
From: herbivor@teleport.com
Message-ID: <3a6p6g$iqp@kelly.teleport.com>
Source record: 177098

Newsgroups: comp.sys.atari.st
Subject: FS: ST Stuff-Msync mon & more

=-
FOR SALE -- UPDATE 6.11.94
=-

Matrix CoCo Graphics card (VME)
----
256 colours
1 Mb VRAM
up to 1024 x 768 resolution
fully programmable/configurable
supports virtual resolutions up to 1260 x 900

works in Mega STe or TT

Price - $250

Canon Multisync monitor

Works on ANY ST/STe/Falcon. Gives you all three resolutions on an ST on
ONE MONITOR!

14 inch
.28 dot pitch
800x600 max resolution
works great with graphics card above

comes with multisync switchbox to give you all 3 ST resolutions
in one monitor

Price - $250

Panasonic KX-P1123 printer
----
24 pin dot matrix
360 x 360 dpi

with printer stand

Price - $100 obo

ICD 85 Meg HD
----
in under monitor case, room for one more drive

Price - $175

Atari SM124 mono monitor

Price - $75

================================
Summary
================================

Mega STe - SOLD Atari 1040 STe - SOLD
Matrix CoCo card - $250 85 meg HD - $175
Canon Multisync monitor - $250 SM124 monitor - $75
Migraph Hand scanner - SOLD \ /
Panasonic 24 pin - $100 \ /
Supra 2400 modem - $SOLD \ /
\ / \ /
\ / -----	------
Package I - All for $500 Package II - All for $225

If interested, email to herbivor@teleport.com or phone
(503)698-2651 Pacific time

free setup help for beginners or novices.

Reasonable offers will be accepted

--
" " " herbivor@teleport.com
\00/ (public access user, not affiliated with Teleport)
\/
\/ "Love animals, don't eat them"

2873. Re: Incredible Atari Sales in The Netherlands!

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 08:36:03 UTC
From: hofman@nltv00.uni-paderborn.de
Message-ID: <3a77hj$8f@btmplq.god.bel.alcatel.be>
Source record: 177151

In article <Cz635M.JKq@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>Hi,
>
>I got the November/December issue of Atari St Nieuws today, and spread
>over the center pages there is an amazing display of Atari stuff for
>sale. To quote some: SM 194 of TTM 194 (19" monitor) for DFl 499,-,
>Portfolio starting at DFl 79,-, Lynx for 99,-, Mega ST1 for 199, and
>even a real ATW Transputer incl. keyboard for 599,- (!!!) ST i.o-card
>and ATW Farmcard with 4 T800's also 599 each. No need for an 060 card
>for my Falcon: I could get this beast and place it under my desk, and
>have a MiNTnet connection to it (yes?) That'd be great... I can wait
>to see TeX zap those page numbers across my screen :-) I have a review
>of those ATW's somewhere... I'll look up some info on them.
>

And where in Holland would that be??

Greetings, Peter

2874. Re: World Conquest author

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 08:57:10 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-141194085711@ngalm099.gal.nt.com>
Source record: 177152

In article <Cz4Fsv.41o@freenet.carleton.ca>, ac382@freenet.carleton.ca
(Jack Kitowicz) wrote:

> Hello, I was wondering if anyone knows how to get in touch with the author
> of World Conquest (it as an EMPIRE type of strategy game). I had some
> questions and comments for the author but my message bounced when I used
> the e-mail address specified in the docs.
>
> Has anyone played this game? I think it has great potential but the user
> interface is CR*P.

I sent him E-mail in September,got a reply in October (he does not have
access during holidays). It is best to write him a letter (same address as
in the docs).

I agree that the game is really good, but the only problem I have with the
user interface is that it won't let you change stuff after the game has
started.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

2875. TWO IN ONE AND NEODESK 3

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 08:57:53 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <3a78qh$53r@olivea.ATC.Olivetti.Com>
Source record: 177100

Hello there,

I just downloaded TWOINONE a GEM-shell for archivers.
It just doesn't work under NEODESK3, anyone has tried ?

Savino

2876. Re: Incredible Atari Sales in The Netherla

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 09:29:06 UTC
From: etmrosc@crosby.ericsson.se
Message-ID: <1994Nov14.092906.9455@ericsson.se>
Source record: 177153

In article 8f@btmplq.god.bel.alcatel.be, hofman@nltv00.uni-paderborn.de () writes:
>
> In article <Cz635M.JKq@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
> >Hi,
> >
> >I got the November/December issue of Atari St Nieuws today, and spread
> >over the center pages there is an amazing display of Atari stuff for
> >sale. To quote some: SM 194 of TTM 194 (19" monitor) for DFl 499,-,
> >Portfolio starting at DFl 79,-, Lynx for 99,-, Mega ST1 for 199, and
> >even a real ATW Transputer incl. keyboard for 599,- (!!!) ST i.o-card
> >and ATW Farmcard with 4 T800's also 599 each. No need for an 060 card
> >for my Falcon: I could get this beast and place it under my desk, and
> >have a MiNTnet connection to it (yes?) That'd be great... I can wait
> >to see TeX zap those page numbers across my screen :-) I have a review
> >of those ATW's somewhere... I'll look up some info on them.
> >
>
> And where in Holland would that be??
>

It's by postorder only !!
Don't have the address right now and since I'm off for a couple off days :-)
it will take a time before I can post it.(maybe somebody else has it).

But for those of you who are lucky enough to attend the PROTOS in two weeks,
ACN (the publisher of Atari Nieuws) has a stand there.

Regards
/Rob

2877. Re: Obsession Bugs

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 09:38:39 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Nov14.093839.6390@dmu.ac.uk>
Source record: 177155

In article <Cyz4Ay.I5K@cix.compulink.co.uk>, sidcelery@cix.compulink.co.uk ("Harry Sideras") writes:
> In response to se2ap@dmu.ac.uk's message:
>
> > Apart from these minor problems the demo version looks, sounds and
> > plays absoloutly briliantly. What do other readers think?
>
> Errmm... I'm probably not the best person to ask about this, but I dl'd
> it and played it. It seems to be a pinball game. The movement is quite
> similar to the real thing. It's accurate enough for me to have deleted
> it again after ten minutes. I don't like Pinball and I don't like this
> even though it seems to be reasonably well done.
>
> Sorry I spoke 8^{)

Hmmmmm, not liking pinball in any form would mean that this probably isn't your kind of game. But I think that most people find pinball fairly enjoyable and quite addictive. This is one of the few games that I will play for any length of time (in fact the only game). It's so so addictive (and sometimes frustrating!)

Alan.

>
> *#*
> # InterNet: sidcelery@cix.compulink.co.uk #
> regards * *
> *%*%*%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
> % Harry S % * 2:254/108.16@fidonet.org *
> *%*%*%*%*%*%* # 90:102/140.16@nest.ftn #
> * 51:502/100.16@atarinet.ftn *
> #*#
>

2878. Re: Playing MED songs

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 10:02:21 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1994Nov14.100222.8343@vax.sbu.ac.uk>
Source record: 177161

In article <3a67pc$og7@nntp.Stanford.EDU>, darmok@leland.Stanford.EDU
(Philips Dilworth Patton) writes:

> What program for Falc or ST will play MED files?
>

More to the point, what program for any machine will convert them to standard
MODs? The Amiga is about the least accessible machine for me, is there anything
on the PC or Mac which handles MEDs?

--
Ross McNaughton
mcnaugra@vax.sbu.ac.uk

2879. Re: Machine code? YUK!

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 10:16:35 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Nov14111636@issan.informatik.uni-dortmund.de>
Source record: 176871

In article <3a217q$di4@usenet.INS.CWRU.Edu>, fg024@cleveland.Freenet.Edu (Ludovic Hirlimann) writes:

|> In a previous article, udem148@bay.cc.kcl.ac.uk () says:

|>> Hi all! Anybody recommend literature on introductory (and beyond)
|>> machine code/ assembler programming for the ST?
|>>
|>> -A. MacLeod, udem148@bay.cc.kcl.ac.uk-
|>>
|>>
|> I use Mise en oeuvre du 68000 by C. Viellefond. Its good but it's
|> in French .

Since it is also available in German, i'll bet that there is an
English version too.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

2880. Re: TWO IN ONE AND NEODESK 3

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 10:23:33 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3a7dr5$sqj@golem.wcc.govt.nz>
Source record: 177156

In article <3a78qh$53r@olivea.ATC.Olivetti.Com>, grillo@olivea.ATC.Olivetti.Com (Savino Grillo AB) writes:
>Hello there,
>
> I just downloaded TWOINONE a GEM-shell for archivers.
> It just doesn't work under NEODESK3, anyone has tried ?
>
> Savino

I have not tried the latest version 120, but I have never has problems with Neodesk 3 at all....

Check your set up, may be its a ACC or TSR that is causing the problems,try booting with a clean system.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2881. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 10:30:36 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.2.000A82E3@cam.ac.uk>
Source record: 177163

In article <Jwx1E++.jyoung57@delphi.com> jyoung57@delphi.com writes:
>>In <RS+1zxf.jyoung57@delphi.com>, jyoung57@delphi.com writes:
>>>Speaking of upgrades, why is there no graphics board available for a
>>>stock ST. The addition of a board to allow 256 colors would be a
>>>tremendous breath of life to the ST line...
>
>>But there is, even one for the DIY people among us. Have a look at a file
>>called:
>>vofa??.lzh

>
>I have checked a.a.u.e. and could not locate vofa??.lzh.
You can get it from
src.doc.ic.ac.uk//packages/atari/uni-paderborn/tools/screen/vofa_103.lzh

2882. FRONTIER for JAGUAR ??

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 10:30:57 UTC
From: "\\David McNicol\" <cabp09@ccsun.strath.ac.uk>"
Message-ID: <3a7e91$4s0@rockall.cc.strath.ac.uk>
Source record: 177179

Does anyone know if Frontier (Elite II) is going to be issued for
the Jaguar?

David.

2883. Goodbye

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 10:37:05 UTC
From: rgibson@cs.strath.ac.uk
Message-ID: <3a7ekh$6ld@dunlop.cs.strath.ac.uk>
Source record: 176875

Alas I must now bid this group farewell.

For reasons which I will not mention (flame prevention) my ST is now being sold. My days with Atari are over.

I must say, however, that this group has been one of the friendliest and helpful bunch of people I have conversed with on the net. There's something about the Atari scene that seems quite homely.

Anyway, goodbye.

Ronnie
---
rgibson@cs.strath.ac.uk

2884. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 10:46:06 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.15.000AC506@lobby.ti.com>
Source record: 177188

In article <3a1rs9$sce@aristotle.algonet.se> jonaeson@algonet.se (Tommy Jonaeson) writes:
>It took me 3 days to learn MS-DOS/Windows and the hardware good enough to

If you use an ATARI, I don't see why it takes you 3 days to learn how to use Windows. Most stuff are similar, click and drag etc. Infact, the program groups are great idea, having stuff that do the same thing together, otherwise the new Neodesk would not have followed them, right?

I think the transition to use Windows is less than 2 hours as GEM really prepares you for it. It did for me, for that matter I can use X-windows without any help the first time.

Installation of DOS and windows is a breeze. They have auto install program that will do it for you in less than an hour. In fact most software that I have installed can be done in less than an hour.

>The hardware:
>486DX2/66, SCSI-2 Fast 1 gig hdd, SCSI-2 CD-rom, SVGA 1mb, 16mb memory,
>conner 250 tapebackup, SB 16 etc. (he let me decide what to get. :)

You're lucky to start off with a fast PC, I started off with a 286.

>What I have learned during these 3 days, is that the PC is a very stupid
>design. Have you ever tried to optimise the conventional memory?

Nowadays, software are a whole lot better, some knows how to use EMS so that there is near to 0K usage of conventional memory. It is just afew option setup on the software.

It is the software that you're using that is really the problem. Get and use smart software.

>Then we have the hardware, setting up all cards is also a nightmare, you
>have to make sure that all expansion cards use IRQ's I/O-adresses,
>BIOS-adresses etc that noone else is using, which isn't easy, one mistake
>and you end up with a machine that isn't bootable.

Now this is a area that is normally a nightmare to most ppl. Read the manual! and use a good diagnostic problem to find out what is used and what is not. Also try using the newest DOS, they allow you to skip loading device drivers at boot time, so you can boot up bare without any drivers.

I must say that this is a problem caused by to much support for the machine. There are so many HW products upgrades for the machine while the machine have limited available IRQs/BIOS addr for them all. I wish that my MSTE have all these HW upgrades, so that I am not stuck at standard 4 colours for med res or just 4 Meg RAM. Also with so many HW product available, there is alot of competition and it drives the prices down.

>So you tell me, is PC really a computer to go for?
>I think not, the hardware s*cks, the software s*cks and putting it
>together s*cks even more.

Yes and no. Yes, For normal office and home usage due to the tremendous HW and SW support available. No, for a techic, wait a machine that can run both PC/Mac (and possibly Atari ST/TT/falcon) stuff on it, if it ever come.

>Whoever invented the darn system ought to be shot on the spot!

It was the state of the art technology in 1980s. And at that time the ST was far better than XT, but if only ST have develope in the way XT have...

I am not blowing the trumpet for PCs. Come off it, I don't believe that millions of people are wrong by chosing PCs rather than Atari, Amiga or Apple machines. Remember back in the late 70s and early 80s there were tons of other make of machines (Dragon, Brain, Speccy, ZX 80/81, QL etc) that have all gone down the drain. In this market it is the survival of the fittest and PC looks like it is and will be breaking into the workstation market in the very near future.

Regards
William

2885. Deutros

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 10:48:43 UTC
From: davidg@cee.hw.ac.uk
Message-ID: <Cz97D8.1tp@cee.hw.ac.uk>
Source record: 177173

I have completed deutros but find that there is space left for discoveries.

I have got:

derick
rframe
tool pod
supply pod
cyno^H^H^H^H people pod
shuttle engin /frame
inter planet engine / frame
inter stella engine / frame
He stuff fuel
H CH4 fuel
communicator
grapple
amu
acc
bandaid
resorce frame
battle dronw
star drone
2 drone computers
missile
auto recorece thingy
(I am sure there are a couple more that have passed me bye)

oh and on one of my early games I had a smart bomb that took up an
entire ship, I have never got this again.

I usually complete the game just after I get the missile launcher but have
completed it before I get it a couple of times.

Maybe I sould take my time.

and maybe use the refuel cheet less.

--

"Lifes a HOOT!"

Big Davie
a.k.a. David Greenlees
davidg@uk.ac.hw.cee
CSTDWGG@uk.ac.hw.vaxa

2886. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 10:48:47 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.16.000AD07D@lobby.ti.com>
Source record: 177189

In article <3a5i0j$30r@mother.usf.edu> millert@scheifler.csee.usf.edu (Timothy Miller) writes:

>Yeah, I want a processor that's so inefficiently designed that to get it
>to compete with an 040, it's got to run at twice the clock rate and
>produce several times as much heat.

Heard that at Intel, the engineers work late into the night because they have great coffee WARMERs at their work place ;-).

William

2887. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 11:03:07 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.71.000B0DA4@cam.ac.uk>
Source record: 177157

In article <RS2Vblc.jyoung57@delphi.com> jyoung57@delphi.com writes:

>In response to your comments about the new MagiC...Is there a newer
>version than 2.0 coming out? I haven't heard any whispering...

version 3.0 should be out fairly soon, and the falcon version at much the
same time. It includes some facilities compatible with MiNT, although
apparently it's installable filesystems are incompatible with MiNT's xfs files
:(

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Reality is an illusion caused by alcohol deficiency *

2888. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 11:19:29 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.72.000B5373@cam.ac.uk>
Source record: 177162

In article <hc83Tq5.dpj@delphi.com> dpj@delphi.com writes:

>>Because it is old and no longer supported, unfortunately.
>
>Well, I don't see the logic to that, but I hope that this is not to be
>an omen. There are a lot of great programs out there no longer being
>supported much, but to see them coming out on mag cover disks???
>Unfortunate is certainly an understatement!

Why not? If a program is no longer supported, and has therefore been overtaken
by the competition (as Calligrapher had by Papyrus, TW3 etc) why not put it
ona cover disc?

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Reality is an illusion caused by alcohol deficiency *

2889. Re: Help

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 11:22:26 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.73.000B601A@cam.ac.uk>
Source record: 177164

In article <783731734snz@chowgar.demon.co.uk> smoore@chowgar.demon.co.uk (Simon Moore) writes:

>For some reason mt Falcon won't let me alter the desktop configuration.
>Well, it won't let me alter the settings for the single key press thing
>anyway. For no apparent reason the settings for create folder and close
>directory have been changed but the rest are the same and no matter what
>I do I can't sort it out. I've tried altering the settings and then
>savings the desktop but when I reboot it's still the same.

What causes some problems with shortcuts on the falcon, and indeed on tos 2.06 as well is not having a trailing blank on the end of one of the lines in newdesk.inf. If you have ever edited it in Everest that will have stripped the trailing blanks. Edit it again and delete all the lines up to the #K one.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Reality is an illusion caused by alcohol deficiency *

2890. Re: ST Report! Where can I get it??

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 11:29:19 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cz998v.EvC@westminster.ac.uk>
Source record: 177165

John Townsend (John_Townsend@taligent.com) wrote:
: Hello everyone.. I used to get ST Report off CompuServe or GEnie, but I
: recently gave up my CIS account and my GEnie account was recently
: cancelled. Therefore, I am finding it hard to read ST Report these days.

: Does anyone know of an internet site where I can find current issues? Can
: I get someone from ST Report to mail it to me? Does ST Report even exist
: anymore?

You may grab it from:

micros.hensa.ac.uk

under
micros/atari/tos/o/o116/

Hope this helps.

Dan
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

2891. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 11:32:48 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.20.000B8C4D@lobby.ti.com>
Source record: 176716

In article <apb25.2.000A82E3@cam.ac.uk> apb25@cam.ac.uk (BRIDGETT A.P.) writes:
>You can get it from
>src.doc.ic.ac.uk//packages/atari/uni-paderborn/tools/screen/vofa_103.lzh

Is this stuff in German or English ?

Regards
Willam

+===+
William Wong --- ST user in Singapore | Want a GUI that | ||| 520ST 4Meg
Internet Email: wongck@lobby.ti.com | works ?.... | ||| Tos 2.06
MCI Email: 4673356@mcimail.com | Get an Atari !! |/ | \ 44M Syquest
+========================== Disclaimer: What I say here is my own view ==+

2892. Shareware or not Shareware

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 11:39:41 UTC
From: bd@st-andrews.ac.uk
Message-ID: <3a7i9t$t8@calvin.st-and.ac.uk>
Source record: 177166

Hi.
I've been writing programs for the ST for quite a while now, and I'm
interested to see what Atari users think of the shareware concept now.
What kind of quality and/or support do you expect from a shareware author?
What kind of programs make good shareware titles?
Is it worth producing shareware (i.e. will anybody actually register)?
Which co-ercions (eg. Program function disablements etc.) or incentives
(eg. Free future versions) are best, if any at all?

It'd be interesting for me, as well as other budding shareware authors to
find out more about this, so please, if you have some time, answer the above
questions, and feel free to mention anything else.

Other things I'm interested in are the level of compatablilty required (eg.
across resolutions, older TOS versions and the like), and the value of a
typical shareware registration fee. Also how to deal with overseas regs. etc.

Thanks in advance.

Brian

2893. Re: Wanted: GEM Enhancements

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 11:41:03 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cz99sF.FI0@westminster.ac.uk>
Source record: 177168

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Are there any PD/Shareware progs which allow:

: Iconify program/window.
Iconify Server, a PD program allows you to do this. You may find this
at HENSA, under:

micros/atari/tos/n/n142/icfs011.lzh

and it's configuration cpx, as:

micros/atari/tos/n/n143/icfs_cpx.zip

MultiTOS and I think MagiC and geneva also support iconification...but
I am not too sure on that.

: Virtual Desktop : a la Sun workstations

Big Screen can do this. You may find this under
micros/atari/tos/m/m110/bigscrn.arc

Another program is monster....which should be available at a.a..u.e.

Hope this helps.

Danny

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

2894. Re: WWW: Atari Pages

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 11:42:55 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cz99vJ.FnK@westminster.ac.uk>
Source record: 177169

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Could someone give me the WWW pages that contain atari stuff.

You only need one...this has links to other Atari pages....

http://micros.hensa.ac.uk

Dan

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

2895. Re: Obsession Bugs

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 11:47:10 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <Cz9A2M.KvC@exeter.ac.uk>
Source record: 177171

In article <400@stork.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:

> Personally I thought Obsession was a rather poor mans Pinball Dreams, at
> least Starball tries to inject some originality into the genre. And just
> to annoy you I'm gonna get hold of the source to pinball dreams, port it
> and watch how pinball dreams 'outrates obsession on every point'.

:)
Go for it Griff!
The more pinball I can get on my Falcon the better!

--

+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

2896. Re: Help uncompressing Mintnet.TGR

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 11:51:57 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.74.000BDE0D@cam.ac.uk>
Source record: 177167

In article <1994Nov12.164228.1@cgsvax.claremont.edu> process@cgsvax.claremont.edu writes:

>I have Mintnet.tgr....I just need to uncompress it....Any help would be
>appreciated

you mean mintnet.tgz I assume? This is a contraction of mintnet.tar.gz and
means it has been archived with tar and then packed with gzip. The unarchivers
you need are on hensa or aaue.

BTW last time I looked on aaue it had gzip packed with zoo and zoo packed with
gzip :)

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Reality is an illusion caused by alcohol deficiency *

2897. Re: Compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 11:55:29 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.75.000BED16@cam.ac.uk>
Source record: 177170

In article <39r1jc$4e8@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>Do I need Gcc to do this or with pure C do?

It's probably easiest with gcc, but there is a folder in the archive called
purec with a makefile and stuff in. Not having purec I haven't tried it but I
guess it must be possible. The archive also includes a project file for
lattice.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Reality is an illusion caused by alcohol deficiency *

2898. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 11:58:07 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3a7jcf$6c9@matrix.fwi.uva.nl>
Source record: 177172

millert@scheifler.csee.usf.edu (Timothy Miller) wrote:

:Oh, and don't forget the brain-dead instruction set and idiot hardware
:design of the Intel processors.
:
:Yeah, I want a processor that's so inefficiently designed that to get it
:to compete with an 040, it's got to run at twice the clock rate and
:produce several times as much heat.

forget about that: look at the prizes! I think no atari can compete
with a 486 w.r.t prize/performance ratio.

:
:And you can't really improve the hardware design much because the kludged
:patch-work instruction set limits the efficiency of the processor. Oh,
:and of course, the odd and small register set, etc, etc, etc.
:

--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| Mail for info about Ishido
Math department |
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

2899. Jaguar News

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 12:32:26 UTC
From: Jeff.Kovach@f318.n114.z1.fidonet.org
Message-ID: <d73_9411142101@cgs.fidonet.org>
Source record: 177199

PALO ALTO, Calif. (Reuter) - Atari Corp., which last week acknowledged that delays in getting software titles to market hurt the company's third-quarter earnings, said the problem has been rectified and now expects to have about 20 titles out by Christmas.
``It's absolutely not a problem now. You'll see lots and lots of software titles coming out soon,'' President Sam Tramiel told Reuters in an interview at the game maker's headquarters.
Last Tuesday Tramiel said in a statement that Atari will report a loss of about $3.9 million in its third quarter.
That compares with a larger $17.6 million loss in the 1993 quarter. He said the loss in the recent quarter was ``a result of delays in software releases as well as expenses related to promotional activity'' related to the company's Jaguar player.
Atari will soon formally report its quarterly results.
He said Atari, which lost $48.9 million, or 85 cents per share, last year, ``will not have big profits in 1995.''
Asked if he expects the company to return to profits next year after two years of losses, Tramiel said, ``I can't predict when we'll make a profit but we are very close to it already.''
``Our key target is getting Jaguar more established in the marketplace,'' he said. ``We'll be pumping all we can back into marketing and establishing Jaguar.''
With a recent $40 million investment from rival Sega Enterprises Ltd for a 7.4-percent equity stake, on top of Sega's $90 million dollar payment to Atari in a lawsuit settlement, Tramiel said Atari is equipped to succeed.
Time Warner Inc., which is using Jaguar in its forthcoming interactive television trial in Orlando, Fla., owns another 25 percent of Atari. Tramiel said Atari is on track to sell some 200,000 Jaguars on about 30 titles by year-end.
Atari just released ``Alien Vs. Predator'' last month and plans to release five new titles,including the popular ``Doom.''
Analysts say Jaguar, the only 64-bit system on the market, offers better sound, resolution and faster speed than the predominant 16-bit machines made by Nintendo Co. Ltd and Sega, and 3DO Co.'s 32-bit multiplayer.
``But software drives sales -- period,'' said Charles Lemonides, an analyst at Gruntal & Co. ``It doesn't mater how good the hardware is if you don't have good software.''
He said Atari will be clearly in the game if it can roll out 10 to 15 new games quickly and keep titles flowing in.
--
| Fidonet: Jeff Kovach 1:114/318
| Internet: Jeff.Kovach@f318.n114.z1.fidonet.org
| CyberSpace Gateway Services

2900. FORSALE: Atari ST/TT Software & Magazines

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 13:00:04 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3a7n0k$ccm@canopus.cc.umanitoba.ca>
Source record: 177174
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
=====================================================================
SOFTWARE
=====================================================================
Assempro Assembler Language.....$ 30.00 (no box)
OSS Personal Pascal.............$ 30.00 (no box)

Night Shift.....................$ 15.00 (cute fun Lucasfilm platform/action)
Paladin (rpg)...................$ 12.00 (excellent rpg game)
Firezone........................$ 6.00
TV Sports Football..............$ 5.00

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

STart magazine:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total + 21 disks.....$21 + shipping

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ AtariTT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ Dr.Who SCTV Unix $ the subject: SEND INDEX
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

2901. Request: eMailadress of "Steve Whitehead"

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 13:28:52 UTC
From: msy@lafp.oche.de
Message-ID: <EKONCFUR1UP@lafp.oche.de>
Source record: 177182

Hallo,

does anyone know the eMailadress of

Steve Whitehead
Covingham Swindon
Wilts. SN2.5AE
Englang

Today i got a letter (via Air Mail) from him and if he has an eMailadress
it would be easier to write (answer) him ;))

If YOU have the requested adress, please post it to me..

Many many thanx from Germany

Manfred SsYkor

--
/~~~

2902. Re: Dutch translate ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 13:43:22 UTC
From: hofman@nltv00.uni-paderborn.de
Message-ID: <3a7phq$8ud@btmplq.god.bel.alcatel.be>
Source record: 177180

In article <11131994.164654@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk
(Kevan Winch) writes:
>Hi, I just got hold of a 'fax program for the ST', but after running it,
>I don't think it is what I thought it was. The docs are in dutch, so I
>cannot even read what it's supposed to do. Can any NL readers translate
>a part for me ? I won't copy the entire file, just the first
>couple of paragraphs, so other users don't have to d/load a large file in
>their mail.
>
>Begin:
>
>
>
>Allereerst een korte levensloop van het programma.......
>
>Toen Elektuur in het Januari nummer 1989 een convertor publi-
>ceerde, waarmee het mogelijk was om fax persfoto's en weer-
>kaarten te onvangen op de Atari ST in grijstinten heb ik geen
>moment getwijfeld om deze decoder te bouwen. Zelfs het overmaken
>van een gering bedrag en het sturen van een diskette leverde bij
>mij geen probleem op.Toen de diskette (sneller dan verwacht)
>arriveerde, heeft het precies 3 minuten geduurd om de computer op
>te starten en het programma en de hardware aan het werk te
>hebben.
>
>Groot was de teleurstelling toen de melding op het scherm
>verscheen: "Sorry, Hi Rez only". Maar goed, toch maar op de
>monochrome monitor gedraaid, en inderdaad, het werkte. Maar Baal
>oh Baal, waar waren de beloofde grijstinten ??
>
>
>etc etc.....
>
>Any ideas ?
>
>
> VQWK 6.20 [Rev H - 04/04/94]
>
Yes, It is about a decoder to receive fax press photographs and
pictures from whether satelites with. It receives the pictures in
grayscale
and the software which is to be used with the decoder, only works on Atari
ST High resolution. I do not know if you have the hardware, but the
software seems useless to me when you don't.

The decoder and the software are discussed in a very old article in a dutch magazine called 'ELECTUUR'

I hope this is makes things a little bit clearer.

Bye,

Peter

2903. Re: Shareware or not Shareware

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 13:51:08 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3a7q0c$ijb@msuinfo.cl.msu.edu>
Source record: 177177

In article <3a7i9t$t8@calvin.st-and.ac.uk>, bd@st-andrews.ac.uk (Brian Duff) writes:
>Hi.
>I've been writing programs for the ST for quite a while now, and I'm
>interested to see what Atari users think of the shareware concept now.
>What kind of quality and/or support do you expect from a shareware author?

I always expect high-quality products for anything I'm expected to pay for, and if the program's not supported, you can bet I won't drop any money into, whether I use it or not.

>What kind of programs make good shareware titles?

All programs make good shareware. In fact, there aren't any stores closer than an hour and a half from me that sell Atari ST software, so nearly all of my software comes from shareware, the rest being used commercial software and freeware. Games, utilities, or anything else.

>Is it worth producing shareware (i.e. will anybody actually register)?

This is the greatest problem with shareware; not many people register. Some simply don't use the software, but some do, and of those a significant percentage don't register for various reasons. I think programs that are mostly successful as shareware usually run under $20US. Of course, even at $5 or $10 there are people who don't register for one reason or another. Releasing software as "demoware," where the program works except for a single key feature (like saving a document, or playing a complete game) is another way to go, which may or may not work better.

>Which co-ercions (eg. Program function disablements etc.) or incentives
>(eg. Free future versions) are best, if any at all?

Probably the most important incentive is to make registering easy. This means accepting cash, checks, money orders (international ones where appropriate), and even credit cards if you can swing it. If your address changes, be sure to release a new version with updated address info, and state in the documentation that the address will not change until a newer version is released. Even toll-free tech support is a good idea (if a bit expensive).

Basically, don't give potential users any excuse to not register.

>Other things I'm interested in are the level of compatablilty required (eg.
>across resolutions, older TOS versions and the like), and the value of a
>typical shareware registration fee. Also how to deal with overseas regs. etc.

Compatibility is an important issue. If at all possible, make sure that your programs work on all machines (512kb to 24Mb RAM), will run off hard drives (but don't have to), will run in all resolutions (ST Low through Falcon True Color and beyond), under all OSes (TOS 1.00 - 4, Geneva, and MagiC!), and on all processors (the entire 68000 line of chips).

Basically, make your program as machine-independent as possible. Some programs don't lend themselves to all of these conditions; games run faster when written for a specific configuration, using low-level system calls; word processors usually don't support ST Low, since it doesn't really have enough pixels; and some programs require more than 512kb.

Wherever possible in a program, stick to standard library functions (disk I/O and the like), use the AES for the user interface, and use the VDI when necessary. For faster programs, lower-level routines are a must (like using Line-A calls instead of VDI), but that can also reduce the compatibility of your programs.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

2904. Re: WWW: Atari Pages

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 13:53:32 UTC
From: "J.D.Coleman" <J.D.Coleman@ncl.ac.uk>
Message-ID: <3a7q4s$ogl@whitbeck.ncl.ac.uk>
Source record: 177178

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Could someone give me the WWW pages that contain atari stuff.

I think this is a fairly comlete list :

Atari Ghostscript (PostScript Interpreter) [Austin, TX, USA]
http://godel.ph.utexas.edu/Members/timg/welcome.html

Emagic (Notator) Logic (Midi) [London, England]
http://web.city.ac.uk/~cb170/notator.page.html

MiNTOS Package (Multi-User environment for MiNT) [Oxford, England]
http://earth.ox.ac.uk/~steve/mintos.html

Hensa Micros Software Archive [Lancaster, England]
http://micros.hensa.ac.uk/micros/atari.html

ZFC Home Page [Amsterdam, Netherlands]
http://www.nl.net/~zfc/index.html

Canonical FTP Site List [Halden, Norway]
http://student.dhhalden.no/studenter/jonal/Atari/Atari.home.html

K-Sculpt Editor/Librarian Software [London, England]
http://web.city.ac.uk/~cb170/ksclpt.html

Calamus Desktop Publishing [London, England]
http://web.city.ac.uk/~cb170/CALAMUS/calamus.html

BOAST [Worcester, MA, USA]
http://www.wpi.edu:8080/~lancer/atari.html

Linux/68k [Aachen, Germany]
http://www-users.informatik.rwth-aachen.de/~hn/linux68k.html

Mark's Atari Page [Daresbury, England]
http://www.dl.ac.uk/MISC/ATARI/atari.html

Gem programmers page [Sweden]
http://www.dtek.chalmers.se/~d2cg/gem.html

CWRU CAIN official Web Page [Cleveland, OH, USA]
http://ace.cs.ohiou.edu/personal/mleair/cain.html

J

--
-- Julian Coleman, Computing Service, | j.d.coleman@ncl.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu

-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Tel +44-191-222-8068 Fax +44-191-222-8765 | Be wery, wery careful Wabbit

2905. Re: Dutch translate ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 13:54:45 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Cz9FzB.8Ap@cs.vu.nl>
Source record: 177181

kevan@empyr.dircon.co.uk (Kevan Winch) writes:

>Hi, I just got hold of a 'fax program for the ST', but after running it,
>I don't think it is what I thought it was. The docs are in dutch, so I
>cannot even read what it's supposed to do. Can any NL readers translate
>a part for me ? I won't copy the entire file, just the first
>couple of paragraphs, so other users don't have to d/load a large file in
>their mail.

>Begin:

>[...]

It's a program which can be used together with a hardware interface to
receive fax pictures through a radio. The interface was designed loong
ago by the SAG.

Ivo.

2906. Re: Sim City cheat codes

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 13:56:28 UTC
From: msy@lafp.oche.de
Message-ID: <EKONCFXG1UP@lafp.oche.de>
Source record: 177200

In <199411092046.a22161@a2w.maus.de> Ian Taylor wrote :

>I think Sim City is a great little game and so does my son who plays
>it whenever he can get me off the ST.
>
>He is desparate to know the cheat codes, especially for getting more
>money, can someone please let us know.

If you search for an Tool to push your money up to 385 Million $...
Youst write me and i'll send you this tool. Atari ST, what else...

>Ian_Taylor@a2w.maus.de Hmm, maybe time I had a new signature?

MfG

Manfred SsYkor

--
/~~~

2907. Re: TWO IN ONE AND NEODESK 3

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 15:01:43 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.784825303@bodmin>
Source record: 177185

grillo@olivea.ATC.Olivetti.Com (Savino Grillo AB) writes:

>Hello there,

> I just downloaded TWOINONE a GEM-shell for archivers.
> It just doesn't work under NEODESK3, anyone has tried ?

Er, yes, it works fine under my Neodesk versions (both 3.01 and 3.03).
It also works great under MagiCDesk, Gemini 1.2 and 1.99, and all the others.

Maybe your copy has got corrupted, or it's clashing with an auto folder
program or something.
--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

2908. Re: World Conquest author

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 15:18:59 UTC
From: Rainer.Riedl@edi.ngate.uni-regensburg.de
Message-ID: <Rainer.Riedl.1.000F5126@edi.ngate.uni-regensburg.de>
Source record: 177183

```
>> Hello, I was wondering if anyone knows how to get in touch with the author
>> of World Conquest (it as an EMPIRE type of strategy game). I had some
>> questions and comments for the author but my message bounced when I used
>> the e-mail address specified in the docs.
```

I�ve mailed with him an hour ago. But I don�t have his mail-adress here at the moment. Please send a PM to me (rainer.riedl@edi.ngate.uni-regensburg.de) and when I�ll look it up and send it to you.

```
>I've played the game and agree that it is a good game but the only problem I
>have with it is that it is too slow, even on a Falcon.

Was it 0.7b? There is an 0.8b out now but the author had problems to uplaod it
to a.a.u.e
```

I hope it�s availible soon at ftp.uni-kl.de or ftp.uni-regensburg.de

```
bye,
Rainer
```

2909. Re: Sim City cheat codes

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 15:20:10 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3a7v7a$q62@mailer.fsu.edu>
Source record: 177186

Ian Taylor (Ian_Taylor@a2w.maus.sub.org) wrote:
> I think Sim City is a great little game and so does my son who plays
> it whenever he can get me off the ST.
>
> He is desparate to know the cheat codes, especially for getting more
> money, can someone please let us know.

Wait until the main screen appears, hold down CAPSLOCK, and type MONEY.
Your account will increase by 10,000. If this is done too many times, either
the game will crash or an earthquake will occur.

I have not tried this cheat (I don't own the game). It appeared in an
ST Action magazine. Good luck!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2910. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 15:23:25 UTC
From: nj1@ukc.ac.uk
Message-ID: <10179@falcon.ukc.ac.uk>
Source record: 177190

In article <39830l$cui@news.iesd.auc.dk> chainxor@kom.auc.dk writes:
> Contact 16/32 systems they are about to release LLamazap ,Steel Talons
> ,Road Riot ,and Dino Dudes. Starting with L'Zap in the next couple of
> weeks.Others to Follow by the end of the year (projected).

Llamazap is out. Got mine this morning :)
What can I say?? I love it!!!

If you'd like to know, it was 24 pounds, or forty pounds if you need a Jaguar
style controller as well......

You'll have to excuse me, some 90-foot tall laser spitting, neutronic-sheilded,
death-camels with bad attitudes need to be taught a lesson or two.... :)

Neil.

2911. Re: problems-FTP/ftp.informatik.rwth-aachen.de

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 15:25:42 UTC
From: Rainer.Riedl@edi.ngate.uni-regensburg.de
Message-ID: <Rainer.Riedl.2.000F6DCC@edi.ngate.uni-regensburg.de>
Source record: 177184

```
>ftp> open ftp.informatik.tu-muenchen.de
>ftp: connect: Connection refused

>Anybody know what's going on with this FTP site?
>Please email me if you know something about this, and I will update
>my FTP sites list with it, if there's been a change.
```

I had no problems to get in there. I�ve checked it right at this moment.
Try it again, perhaps it was busy.

```
bye,
Rainer
```

2912. Re: all

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 15:28:55 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3a7vnn$q62@mailer.fsu.edu>
Source record: 177187

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> Stuart Lyster (Stuart.Lyster@f7091.n153.z1.ship.net) wrote:
> : (For those of you who follow PI calculation and are just as crazy as I
> : am on the subject - "Yes, Virginia, I'm *still* at it!".....)
> [.....]
>
> What the hell are you on? I see what your geeting at, and I do agree
> you are mad:-)

Record-breaking pi calculations on Atari equipment were all the rage on
this newsgroup about two years ago or so. I believe the gentleman above
got a bunch of interneter's involved in the contest, which was pretty cool.
I think the winning program for that time period was uploaded
to atari.archive.umich.edu.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2913. Re: Turbo C 2.0 Pro for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 15:54:40 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3a8180$fnu@percy.cs.bham.ac.uk>
Source record: 176751
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sanders@sci.kun.nl (Sander Stoks) writes:
>I have a complete package of Turbo C 2.0 for sale, including all
>manuals (in German).

I thought Turbo C was the same as Pure C, and Pure C is only at v1.1
and not 2.0?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2914. I would like to buy a double-sided drive

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 16:02:10 UTC
From: Slawo <slawo.wesolkowski@waterloo.ncr.com>
Message-ID: <Cz9LvM.A4u@attwat.Waterloo.NCR.COM>
Source record: 177127

I am looking for a double sided drive (SF314). Please e-mail any reasonable offers.
thanks.

Slawo

2915. Re: Help with Xferring Atari FTP Files

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 16:07:01 UTC
From: bd@st-andrews.ac.uk
Message-ID: <3a81v5$4su@calvin.st-and.ac.uk>
Source record: 176758

>MAC writes header and sometimes footer information...

Right. I'll use KnifeST to take a transferred file to bits, and see exactly what's going on...

Thanks.

Brian

2916. Re: FALCON color palettes

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 16:16:07 UTC
From: gaghon@nevada.edu
Message-ID: <3a82g7$rfe@news.nevada.edu>
Source record: 177198

Christian_Goltz (h54118@sakura.kudpc.kyoto-u.ac.jp) wrote:
: Could somebody give me a hint how to set the color palettes of
: a Falcon? I use PureC and want a 256 colors greyscale...

: Many thanky in advance,

: Christian

On the Falcon you can choose from 200,000+ colors. This is 18bit. 6bits
are used for each color, so you have only 64 shades of grey possible.
This is a good greyscale. However if you want more you can "add" a
little color to the pallete to 'simulate' in-between greys. Like
1R-1G-1B, 1R-1G-2B, 1R-2G-2B, 2R-2G-2B ... If you notice only 1-1-1 and
2-2-2 are true greys. :)

XBIOS 93 (VsetRGB) WORD index, WORD count, LONG *array

This call grabs a block of colors at "array," for "count" number of times,
starting at "index"

Vince

2917. Re: FRONTIER for JAGUAR ??

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 16:16:15 UTC
From: pblagay@crash.cts.com
Message-ID: <Cz9MJ5.LDp@crash.cts.com>
Source record: 176879

\"David McNicol\ (cabp09@ccsun.strath.ac.uk) wrote:
: Does anyone know if Frontier (Elite II) is going to be issued for
: the Jaguar?

: David.

I heard that is was being developed for the Jag....

Paul

2918. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 16:23:34 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3a82u6$7lp@lyra.csx.cam.ac.uk>
Source record: 176892

nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>Llamazap is out. Got mine this morning :)

Where from? An address and/or phone number would be useful.

>What can I say?? I love it!!!
>You'll have to excuse me, some 90-foot tall laser spitting, neutronic-sheilded,
>death-camels with bad attitudes need to be taught a lesson or two.... :)

What better reason could there be? :)

Thanks,
Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a *big* one I thought I'd mention it twice".

2919. Re: X-Windows or X-Terminal for ST

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 16:31:08 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3a83cc$1fk5@sat.ipp-garching.mpg.de>
Source record: 177191

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> Alistair J Riddoch (ajr93@ecs.soton.ac.uk) wrote:
> : I have been in contact with Michael Gehret at X/software and they are no
> : longer developing X/TOS as the market is not large enough. It appears
> : that they may be willing to release the old X11R5 version at reduced cost or
> : possibly shareware.

> Excuse me if I appear dumb but what material benefits are there of having
> X windows on an Atari. Surely GEM is capable of somethings?

You want to have an X windows server to get X windows output on your Atari
(from programs running somewhere remotely on a real computer). Something
like MacX for the Mac (just better -- hopefully :-). E.g. you could run
XMosaic on a Unix box but view the XMosaic window on your Atari.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

2920. FoReM ST?

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 17:01:26 UTC
From: BRUCES@VM.TEMPLE.EDU
Message-ID: <1706EA916S86.BRUCES@VM.TEMPLE.EDU>
Source record: 177118

Does anyone know who the current owner of FoReM ST is and how I can get in touc
h with them? If you know, or if you are that very person please let me know, e
mail me here or at SARTE1@JEFLIN.TJU.EDU.. THANKS!

2921. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 17:07:02 UTC
From: djs@jet.uk
Message-ID: <1994Nov14.170702.14350@jet.uk>
Source record: 177128

In <3a4t0u$h4o@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>In article <3a3e30$7rl@osiris.wu-wien.ac.at>, h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:
>...
>>see if he hast guts enough to answer it and give an account on what he did
>>at Atari.

>For one thing People are getting fed up with your Posts here, and another,
The words "pot", "kettle" and "black" come to mind.

>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
PSD2?
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

2922. Re: Calamus and PostScript ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 17:13:51 UTC
From: djs@jet.uk
Message-ID: <1994Nov14.171351.14454@jet.uk>
Source record: 177129

In <3a3jj0$r0e@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

>Calamus can output EPS files. There's a module that does that.
But it costs more than Calamus SL.

--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2923. Re: TWO IN ONE AND NEODESK 3

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 17:14:52 UTC
From: djs@jet.uk
Message-ID: <1994Nov14.171452.14543@jet.uk>
Source record: 177130

In <3a78qh$53r@olivea.ATC.Olivetti.Com> grillo@olivea.ATC.Olivetti.Com (Savino Grillo AB) writes:

>Hello there,

> I just downloaded TWOINONE a GEM-shell for archivers.
> It just doesn't work under NEODESK3, anyone has tried ?
Works fine here under NeoDesk 3 and NeoDesk 4.
Which version do you have? The current is v1.11
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

2924. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 17:56:15 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-1411940956150001@townblue.taligent.com>
Source record: 177192

In article <3a2bdh$ar5@osiris.wu-wien.ac.at>,
h9250467@idefix.wu-wien.ac.at (Alfred Radauer) wrote:
|[... massive parts of post removed...] I must admit, though, that my
|posting was a little bit too emotional, but this is due to John Townsend,
|who has worked for Atari before and who carries thus also a responsibility
|for the misery at Atari concerning computers.

Alfred.. excuse me. I was not in a position of authority at Atari. I fought with the people who controlled Atari's decision making process on quite a few occasions. I did everything I could to make the platform better for the average Atari user. That is because I was an Atari user first, an Atari employee second. My first computer was an Atari 400 (in 1982) and I had been faithful to the Atari computer line since that point.

I am NOT responsible for Atari's lack of marketing or development. I did what I could and I think you should think before you type from this point on. How can you use the logic that "Person A worked for Company B, therefore he is responsible for the position that Company A is in." That's garbage and it tries to oversimplify the situation.

|As for the success of operating systems, I do not think that any of us can
|really say, which one will be the standard for the future. But I think, as
|John Townsend has worked for Atari, it is time that we should talk about
|his involvment in the Atari market (see sperately posted article.....)

Gee, I can hardly wait.

--
-- John Townsend "I want something, I just don't
Taligent, Inc. know what it is!"

Disclaimer: I don't speak for Taligent, I speak for myself.

2925. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 18:00:52 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-1411941000520001@townblue.taligent.com>
Source record: 177193

In article <Cz8CFy.Kvy@cix.compulink.co.uk>, jwatkins@cix.compulink.co.uk
("John Watkins") wrote:
|
|But it does seem strange to slag off your previous employers in such a
|way - perhaps it wasn't any of his own work?!
|

Yes, I did write that post. And no I didn't "slag" my previous employer.
I didn't say anything bad about Atari. I simply said that Atari's computer
products are a thing of the past. I don't think Atari will be producing
computers any longer.

Think about this for a moment.. Look at Atari's actions. It hasn't done
anything with computer products for well over a year. It has told its
customers that is is concentrating all of its efforts on Video Game
products. Do you honestly think that Atari can drop from the highly
competitive computer market for a year, return to it, and actually
compete? If they can, then they are an amazing company that I
have underestimated.

I still like Atari. I like the company. I think Jaguar is a great product.
I just hate to see people get their hopes up for the "Falcon060" or
something like that. I don't think it will happen.

--
-- John Townsend "I want something, I just don't
Taligent, Inc. know what it is!"

Disclaimer: I don't speak for Taligent, I speak for myself.

2926. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 18:03:29 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-1411941003290001@townblue.taligent.com>
Source record: 177194

In article <3a5ee3$gmk@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka Saarinen) wrote:
|
|Maybe Atari as a piece of hardware is "dead", but the fantastic
|thing about Atari is, that even if it's dead it's alive and well
|on many people's desks - why? Because there are and will be programs
|that are so ingenious, effective, well designed and unique and...
|they run only on Atari.

And I will be the first to tell you to continue to use that hardware and that software for as long as it suits your needs. Just don't expect to see new Atari computers any time soon.

I think Atari computers are great and I am proud to have been a part of that. I am really glad that so many people enjoyed them and continue to enjoy them.

--
-- John Townsend "I want something, I just don't
Taligent, Inc. know what it is!"

Disclaimer: I don't speak for Taligent, I speak for myself.

2927. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 18:17:18 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-1411941017180001@townblue.taligent.com>
Source record: 177195

In article <3a3e30$7rl@osiris.wu-wien.ac.at>,
h9250467@idefix.wu-wien.ac.at (Alfred Radauer) wrote:
|Is this supposed to say anything? John Townsend worked as a systems
|programmer for Atari and I am wondering how a person can work for such a
|long time and produce so little.

You don't know anything about what I did at Atari. How dare you attempt to accuse me of "sitting on my hands" during my time at Atari. Atari had a small staff of systems programmers (their choice, not ours) and we did pretty good considering the constaints we worked with.

|Is it clear to you, that those people
|never went beyond a control panel and a simple graohics shell while they
|were being paid by Atari? They even had to buy the kernel of the
|multitasking system from a person programming in his freetime, they never
|were able to hold deadlines and they even were not able to produce some
|kind of documentation.

I was responsible for a number of things including pieces of the new Control Panel. But, you consider that small potatoes eh? Well, I think if you ask around on the net and in the Atari community, I think you will find that many people like it.

As for the multitasking system, when Atari started to investigate adding multitasking
support to TOS, they looked at what it would take and also looked at what solutions already existed. MiNT looked to be a pretty good solution and so we made a deal to get it. Why should Atari recreate what has already been done? As for deadlines and documentation, we did produce documentation. And you show me you announced deadline that Atari's systems software group didn't meet and I will call you a liar to your face.

|If you say, they played with more computers than we
|had dinners, I am taking it word by word. I even can imagine John playing
|Doom on his PC during working hours at Taligent.

Oh, this is good. You don't even know me and you are questioning my work ethic? How dare you! Who the hell do you think you are? I work very hard at Taligent and Taligent has nothing to do with this discussion. I appreciate your effort to sidetrack my comments into a personal issue, but you can just forget it. I am not going to fall for it.

|BTW, did you also notice
|that Taligent are far from being on schedule with their operating system?
|That people evem did not see anything from Taligent except announcements
|on low level routines?

Taligent is far from being on schedule? That's funny.. the dates that I have seen in press releases can that Taligent plans to ship something during (and I quote) "the mid 90s." How can we be behind schedule? Anyway, I do not plan to comment on Taligent release plans or products, so you can continue to bait me, but I will ignore anything on this subject from this point on.

|To consider him an expert or a professional and
|thus giving more weight to his statements is only possible if he can show
|references. And a control panel anda TOS 2.06 desktop hardly qualifies
|John as such an expert, consiedering the time it took to develop those
|"powerful" tools, and his work at Taligent is far frombeing visible to the
|public. I stated all the above critics into an open letter to John, let us
|see if he hast guts enough to answer it and give an account on what he did
|at Atari.

And what have you done for the Atari community? What gives you the right to question my "professionalism?" Let's just put it this way.. I did enough interesting work at Atari that I was able to get myself a position at Taligent. And I don't have to answer to you or anyone else. So, if you don't like me or what I have done, that's too bad for you. Frankly, I don't give a damn.

--
-- John Townsend "I want something, I just don't
Taligent, Inc. know what it is!"

Disclaimer: I don't speak for Taligent, I speak for myself.

2928. Re: Open letter to John Townsend

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 18:38:23 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-1411941038230001@townblue.taligent.com>
Source record: 177196

In article <3a2d96$ar5@osiris.wu-wien.ac.at>,
h9250467@idefix.wu-wien.ac.at (Alfred Radauer) wrote:

|Hi John!
|
|Ihave been reading with interest your comments on Atari computers,
|especially the one where you critisised that TOS would not stand up to its
|competitors, in terms of features, networking etc.... I got an old German
|Atari newspaper here that states that a certain, high rankingAtari person,
|a system programmer for Atari, namely John Townsend, has quitted Atari for
|Taligent software. If you are not that person and anything inthat last
|sentence is wrong, I will by all means excuse myself and ask for apologies.
|But if you are that person (which I think is highly probable), then I am
|little bit puzzled.

Yes, that is me. I left Atari to join Taligent in March of 1993. I was at
Atari from September 1987 to March of 1993. I did everything from
Technical Support for Atari products to COMDEX shows to system
builds to development on pieces of TOS.

|
|I mean, if someone is haveing a job at a company, he has to stand up
|usually in the morning, get to work at around 8,9,10 am and stay till in
|the afternoon. I assume you also did this, I also assume that you got paid
|for doing work for quite a period of time at Atari. Now, on the other
|hand, I am looking at TOS/GEM, which is a work mainly done by DR and the
|things Atari did with it. Now, during the period you worked at Atari, the
|things the system programmers did, were:
|some bugfixes and adaptations to STE and TT
|TOS2.06 desktop
|modular control panel

I worked on lots of things. The Atari eXtensible Control Panel, a number of
control panel modules, the SetMode() video driver stuff for the Falcon030,
more testing code that you can possibly imagine, and lots of other things
that I cannot and will not discuss with you.

|Considering what other programmers did during the same time, I kindly ask:
|WHAT DID YOU DO AT ATARI ALL THE TIME?
I certainly didn't flame people on the net about their work, thats for sure.

|drinking coffee? playing games? I think the amount of work you did at
|Atari gets you a pure "F" , a 5% score at most. If you critizise Atari TOS
|(which, BTW and to your knowledge of Atari computers has nothing to do
|with "Magic or so") , then you are ciritizising your own work.

No, I am saying that TOS hasn't managed to live up with the rest of the world when it comes to features in the operating system. And I challenge you to prove that it has. It doesn't have networking software built-in, it doesn't have online help, it has a very basic graphics system, it doesn't have email support available. There are so many things that the Mac and PC can do that TOS can't that it makes it really hard for TOS to compete with these operating systems.

In a way, yes.. I guess I am critical of my own work. The way I look at it is that I am critical of the history of TOS. Yes, I was a part of that history. No, I didn't have any decision making abilities during that history. I had little or no input into what direction TOS went. It was decided at higher levels than the system programmers group.

|One of
|Ataris biggest mistake was not to fire people like you (there are still
|some left.....) earlier, people , who do nothing, consume money, much
|erlier.

Oh that's rich. You don't even know my (except that you read my name in STReport) and you are saying that Atari should have fired me? I bet I can find people right here on this newsgroup that will disagree with you. You are entitled to your opinion, even if its wrong. I worked very hard for Atari and I did what I was told to do. If you don't like that, then that's your problem.

|It is a shame, that a company as Atari has to, because you were
|incapable, buy tghe kernel for the operating system from someone else, who
|programmed in his freetime. What was your commitment to the Atari system
|software? Now let us assume, youare far from being a decent programmer:
|Why did you not at least document existing OS functions? Why no support?

I was no responsible for documenting Atari's OS functions. Atari told the system programmers group that there were people taking care of this. In addition, Atari had a full-time member of the team that was responsible for documenting our work. I cannot and will not be blamed for something I didn't have control over. And I did support people. I supported them more than you can possibly comprehend. I did support on GEnie, CIS, Delphi, BIX, email, Mail, the net.. you name it.. I was there. In fact, for a great part of my time at Atari.. I was the ONLY one who was there. So, don't talk to me about support. I have done more for Atari users in that area that you could ever even think of doing.

|Now, after you quit Atari, you appear in discussion groups, now, when
|nobody actually needs you and your comments.

I have just as much right as you do to post my opinions and comments in this forum.

|It also puts a bad light on Taligent, if they hire you. It is quite a
|time, when i had a discussion with a person, who dows not like Atari (and
|his arguments are objective) about futuere operating systems and he was
|shocked to hear, that programmers from Atari were working on Taligent. I
|suppose you atari newsgrouop activities take place during your freetime

|and not during working hours at Taligent, don't they?

I work long hard hours at Taligent (I just finished a major untaking that rquired me to work for 2 months straight without a day off.. that's not my record.. the record was the Falcon030.. I spent an entire summer working 12, 14, round the clock days to get the Falcon030 out the door.)

Not to mention that my posts clear say that I do not speak for Taligent. If you are foolish to base your opinion of Taligent on my comments about TOS and Atari's computer products, then I feel sorry for you.

Using your logic, Atari didn't have good people. Atari had really good engineers. They didn't have enough of them though. Take a look at Apple. They have hundreds of engineers working on System 7 and System 8. Microsoft has hundreds working on Chicago. Atari can't compete with that. They only have a hand full of people and no matter how good they are, they can't compete with work that Apple and Microsoft can produce. There just aren't enough hours in the day.

|Now, as Taligent is
|far from being finished and far beyond schedule, and I even can guess the
|reason (Townsend and Co.) I will glady buy Microsoft shares, because
|whatever you are doing there at Taligent, if you are working the same way
|as with Atari, it cannot be of acceptable quality.

This comment doesn't even deserve a reply. You are nothing more than a person looking to bait me into an argument about something you know nothing about.

|Sincerely yours,
yeah, right.

--
-- John Townsend "I want something, I just don't
Taligent, Inc. know what it is!"

Disclaimer: I don't speak for Taligent, I speak for myself.

2929. F/S: *** COMPUTE! Back Issues... CHEAP!!! ***

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 18:41:29 UTC
From: kwwong@lynx.dac.neu.edu
Message-ID: <3a8b0p$19i@chaos.dac.neu.edu>
Source record: 177197

These are the back issues of COMPUTE! magazines prior to when the publication went all-software-review-only. Each back issue has great type in programs for all sorts of computers including IBM, Apple, Commodore, Amiga, and Atari. I'd buy these BECAUSE OF THE GAMES!!! :-)

December 1985: SPEEDSCRIPT revisited; enhancements to SpeedScript 3.0 ... BALLOON CRAZY, exciting arcade game for Commodore 64/128, Atari, Apple, IBM PC/PCjr, TI ... Atari Fine Scrolling - secrets of advanced Atari graphics ... Commodore 128 Video - design your own custom characters ... Million Color Palette for PC & PCjr - create extra colors without extra hardware ... Apple Disk Booster - increase disk capacity with this short program. (Asking price: $3)

March 1986: SWITCHBOX - electric pachinko game for Commodore 64, 128, Amiga, Atari, Atari ST, Apple, and IBM PC/PCjr ... MULTIMEMORY for 64 and Apple - load several BASIC programs at once ... Atari Bootstuffer - fit 10 Boot programs on a single disk! ... IBM Fractal Graphics - fascinating images with a new math ... BASIC Sound On the Atari ST - how to make music and sound effects ... Requester Windows in Amiga BASIC - add professional features to your own programs. (Asking price: $3)

April 1986: New Technologies: The Converging Digital Universe - why everything from Computers and CD-ROMs to TVs & Satellites are on a collision Course (articel) ... Adding Power to ST BASIC - valuable techniques for Atari programmers ... Apple Hi-Res Graphics - mix, flip, and copy high-resolution screens ... 64 Screen Genie - A magic method for character graphics ... AmigaDOS Batch Files - take control of your Amiga ... Atari FontMaker - design your own custom characters. (Asking price: $3)

May 1986: HICKORY, DICKORY, DOCK - and educational game for Commodore 64 and 128, Atari, Apple, Atari ST, Amiga, and IBM PC/PCjr ... Managing Files From Atari ST BASIC - a major book excerpt ... Better Branching In AppleSoft - computed GOTO and GOSUB ... 64 Autobooter - make disk programs run automatically ... Atari DEBUT - add commands to BASIC for easy debugging ... MODified Shapes for IBM ... Amiga Puzzle - learn new Amiga BASIC progamming techniques. (Asking price: $3)

December 1986: LASER STRIKE - a challenging one- or two-player stategy game for Apple, Amiga, Atari, Commodore 64, IBM PC/PCjr, and ST ... Mail Merge And Word Count - two productivity tools for Commodore 64 Speedscript ... APple Math Graphics - dazzling screen displays with one program line ... Fontier 128 - a comprehensive 80-column character editor for the Commodore 128 ... Atari DOS Switcher - an instant DOS

menu whenever you need it. (Asking price: $3)

January 1987: CHAIN REACTION - an explosive strategy game for Amiga, Apple, Atari, Commodore 64, IBM PC/PCjr, and ST ... FastKey For The Commodore 64 - entire lines of BASIC with only a few keystrokes ... Printer Master For Apple - easily access and cutomize all your printer's features ... Disk Fix And Quick Screen - two handy utilities for IBM PC/PCjr ... ML Write For Atari - convert machine language into DATA statements ... XMODEM File Transfer for Commodore 128 And 64 ... Apple DOS 3.3 Wildcards ... Music Maker 64. (Asking price: $3)

February 1987: WARI - a challenging, ancient AFrican strategy game for the Amiga, Apple, Atari, IBM PC/PCjr, Commodore 64, and ST ...File Compressor For The 64 - crunch files for faster transfers and more disk space ... Well-Behaved Batch Files - more flexible, interactive batch processing for IBM PC/PCjr and compatibles ... Amiga Jigsaw - An absorbing graphics puzzle ... 64 Label Master - custom hi-res graphics for printer labels ... Quick ProDOS Catalog for Apple II ... Full-Screen Shell Sort For ST BASIC ... Atari SpeedScript Customizer. (Asking price: $3)

March 1987: EUCHRE - an absorbing version of the popular card game for Commodore 64, Amiga, Apple, II, PC/PCjr, and Atari ... Applecoder - hide your private files from prying eyes ... Filedump For IBM PC/PCjr - examine your disk files in detail ... Custom Characters For Atari XL and XE - an efficient way to make your own character sets ... DOS Calc For The 64 - work with your disks the easy way ... 3-D Surfaces For Amiga - create 3-D shapes in any color combination ... Diskcheck - Powerful Apple sector editor for DOS 3.3 ... 128 File Viewer - a fast, multipurpose disk utility. (Asking price: $3)

April 1987: SPEEDSCRIPT 80 - our powerful, full-featured 80-column word processor now for Apple IIe, IIc, and IIgs ... MENU PLANNER - plan meals effectively with this easy-to-use program for the Commodore 64, IBM PC/PCjr, Apple, ST, Amiga, and Atari ... MAGAZINE INDEXER - A specialized database for the IBM PC/PCjr, Atari ST, and Apple ... Hyperscan - stunning, high-speed graphics for the Commodore 64 ... Disk COMpacker For IBM PC/PCjr - conserve disk space and simplify directories ... Easy BASIC Autoboot For Atari ... Amiga Fonts - slect system fonts and text styles under program control from BASIC ... Merge 128. (Asking price: $3)

July 1987: WEATHER WIZARD - a forecaster for IBM PC/PCjr and compatibles, Commodore 64, Amiga, Atari ST, Apple II, Atari 400/800/XL/XE ... PFkey 64 - add powerful BASIC 7.0 commands and functions to the 64 ... P/M Magic For Atari - complete control over arcade-quality graphics and animation ... IBM Printer Control - customize printer control codes easily from DOS ... Sprite Designer - an easy-to-use, full-featured sprite editor for Commodore 64 ... Converter - Apple graphics conversion utility for Print Ship ... Medium-Resolution Autorun For Atari ST ... DIsk Expander For Apple II. (Asking price: $3)

November 1987: THE HERMIT - explore a mysterious underground world in this exciting text adventure for the Commodore 64, IBM PC/PCjr, Apple II series, Amiga, and Atari ... IBM Directory Menu - load, run, rename, or delte files at the touch of a key ... Dynamic Graphics For The 64 - Lightning-fast hi-res graphics from BASIC ... Chrome II - powerful double hi-res commpands for Applesoft. (Asking price: $3)

I strongly recommend all these issues if you are on a tight budget. :-)

NOTE: I will pay shipping if you buy ALL 11 back issues at $33!!! (Well worth the price with all the programs you can have here)

E-mail me if you are interested.

-Kwong

kwwong@lynx.dac.neu.edu

2930. Re: Sim City cheat codes

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 19:20:05 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3a8d95$543@golem.wcc.govt.nz>
Source record: 177102

] He is desparate to know the cheat codes, especially for getting more
] money, can someone please let us know.

Hold down shift and type:

MONEY
FUNDS
or
CASH

Doing it 10 or more times will result in an earthquake. Every time you
do this you get $10,000. Doing this too much _can_ cause the game to
crash.

2931. Re: TWO IN ONE AND NEODESK 3

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 19:21:14 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3a8dba$543@golem.wcc.govt.nz>
Source record: 177103

] I just downloaded TWOINONE a GEM-shell for archivers.
] It just doesn't work under NEODESK3, anyone has tried ?

I don't know about the latest version, but the one I tried a couple
of months back didn't work under Neodesk 3.

With Neodesk 4, I don't need a shell! I just double click on whatever
I want to archive/dearchive, and it does it!

2932. Re: Dextrous Development - Assistance needed.

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 19:24:04 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3a8dgk$543@golem.wcc.govt.nz>
Source record: 177104

] When is it due out? It really does sound too good to be true.

And how much is it gonna cost.... (Of course, if it _is_ Falcon only,
it's not my problem :)

2933. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 19:25:38 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3a8dji$543@golem.wcc.govt.nz>
Source record: 177105

] I thought that MiNT and MultiTOS had to run at the same time?
]
]
] If it does offer any benefits how can it be done?

MiNT is the multitasking piece of Multi-TOS (hence the slow speed),
it is possible to run it in a single-tasking mode apparently, but if
you're using TOS 2.xx or better, I can't imagine wanting to bother,
as there's not a great deal of benefit.

2934. Re: Shareware or not Shareware

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 19:36:29 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3a8e7t$543@golem.wcc.govt.nz>
Source record: 177106

] Other things I'm interested in are the level of compatablilty required (eg.
] across resolutions, older TOS versions and the like), and the value of a
] typical shareware registration fee. Also how to deal with overseas regs. et

Most authors lately seem to write PD software, and then just in case
someone might feel like paying, call it Shareware, and slap a fee on
it to get the faster version, or whatever.

This isn't a big problem, but when they charge $20+ for tiny little changes,
this is a big-time ripoff. Jeff Minter charged 5 pounds ($7) for
Llamatron, and made tens of thousands of pounds out of it, which goes
to show, that the more affordable something is, the more people will
pay. If someone charges $5 for something, rather than $20, they'll
get more than 4x the amount of people paying - assuming what they pay
for is deemed worthwhile.

I've paid for several shareware programs, all of which have had support
dropped for them a few weeks after I paid my money, which REALLY annoyed
me. (With the exception of "Antidote" which the author says only had
around a dozen registrations for. The Virus-Killing part of it is
far superior to the much more expensive UVK).

I'd be far less annoyed if the amount I'd forked out hadn't been as much.

To handle overseas registrations, work out what it'll cost you to post
the item to the other side of the planet, and slap that extra cost
onto the fee. That's what most people seem to do, which is reasonably
fair.

There's nothing wrong with shareware, as long as the buyer gets
their moneys worth, and some form of support for at least a few months.

So no charging $25 just to be able to save more than once, or to get
rid of a 30-day limit, or an annoying 10-second pause intro screen,
it's far too much!

2935. Re: Wanted: GEM Enhancements

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 19:38:59 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3a8ecj$543@golem.wcc.govt.nz>
Source record: 177107

] MultiTOS and I think MagiC and geneva also support iconification...but
] I am not too sure on that.

Neither Magic v2.x or Geneva v1.x supports iconification.

] : Virtual Desktop : a la Sun workstations
]
] Big Screen can do this. You may find this under
] micros/atari/tos/m/m110/bigscrn.arc
]
] Another program is monster....which should be available at a.a..u.e.

The best one I've found so far is "stretcher" which is an STE version
of big-screen. I found it on atari.archive.umich.edu in
atari/Graphics/stretcher.lzh (lzh or zip, I forget which...)

Lets you have a virtual screen as large as can fit in RAM. (e.g.,
anything from 320*200 to over 1200*1200!)

2936. Re: Obsession Bugs

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 19:40:31 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3a8eff$543@golem.wcc.govt.nz>
Source record: 177108

```
] > Personally I thought Obsession was a rather poor mans Pinball Dreams, a
] > least Starball tries to inject some originality into the genre. And jus
] > to annoy you I'm gonna get hold of the source to pinball dreams, port i
] > and watch how pinball dreams 'outrates obsession on every point'.
]
] :)
] Go for it Griff!
] The more pinball I can get on my Falcon the better!

Uh-oh, Griff programming a game!? Obsession might as well give up,
it won't stand a chance against him!

(No, I'm not being sarcastic :)
```

2937. UK/US TOS 2.06 image needed

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 19:41:41 UTC
From: donm@ucon.gun.de
Message-ID: <1994Nov14.194141.2795@ucon.gun.de>
Source record: 177139

Hi folx!

I need an *English/US* TOS 2.06 as an *image* file *pretty urgently*!
Any good Samaritans out there that can help me out?

I'd appreciate it if you could email me first at the address below
to avoid multiple files being sent.

Thanks muchly!

And to answer the two questions which will undaubtedly come up:
- Yes, I am a registered developer and...
- No, Atari doesn't care anymore...

Don

Please email: donm@ucon.gun.de
--
Don

donm@ucon.gun.de
donmaple@cix.compulink.co.uk

2938. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 19:45:08 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3a8eo4$543@golem.wcc.govt.nz>
Source record: 177109

] If you'd like to know, it was 24 pounds, or forty pounds if you need a Jagu
] style controller as well......

16 pounds for a controller!? Geez, the local guy is ripping us off,
he's charging around $25 pounds for the things! Admittedly, he gets
all his Jaguar stuff from a retailler in the US and has to pay shipping
and add on his markup.... (Stupid method, but he's the only guy in
the country that stocks Jaguars & cartridges etc.)

2939. Re: WWW: Atari Pages

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 20:21:32 UTC
From: ac382@freenet.carleton.ca
Message-ID: <Cz9xvw.CqM@freenet.carleton.ca>
Source record: 177120

There is also the 680x0 LINUX page which might interest some TT and Falcon users.

http://www-users.informatik.rwth-aachen.de/~hn/linux68k.html

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

2940. Re: Open letter to John Townsend

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 20:25:09 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <3a8h35$5ho@news.cc.utah.edu>
Source record: 177111

David Anderson (lando5@iii1.iii.net) wrote:

: I remember John well from the days when I frequented (you'll pardon the
: expression) GEnie. Aside from being a member of the TOS Development
: Group, he was perhaps Atari's single most visible online representative
: and all-around cheerleader.

: The simple fact of the matter is that Atari has NOT been breaking gorund
: in the areas of connectivity, expansion, etc., on either a hardware or OS
: level...and frankly, they've been playing a pretty darn pitiful game of
: follow-the-leader, when it comes to those points. Atari has not been
: keeping up with industry developments; it's the truth, and sometimes it
: hurts. If you choose not to accept that, it's up to you, but let's not
: kill the messenger here, eh?

What I don't understand is why Townsend cares if Atari users continue to use their Ataris. I have no doubt they are garage sale material. BUT I CAN'T AFFORD A NEW COMPUTER! Get it? Therefore until Mr. Townsend buys me a clone, I'm going to continue to try to make the most of my ST. Being "realistic" about Atari corp. isn't going to help me be any more productive with my ST, which is my only computer. Take this as opinion only, but I wish John would keep his preaching out of this newsgroup. If he posts another message like that last one, he earns a place in my killfile.

God, I hate it when X-Atarian's think their doing you a favor by telling you your computer is crap.

2941. Re: Dutch translate ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 20:27:30 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <Cz9y5v.756@cix.compulink.co.uk>
Source record: 177110

```
>In article <11131994.164654@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk
>(Kevan Winch) writes:
>>Hi, I just got hold of a 'fax program for the ST', but after running it,
>>etc etc.....
```

The UK magazine Elektor carried this in Jan 89, photocopies of the article
are available, @ £1.95 in UK, or £3.00 surface mail elsewhere, from:

```
Elector Electronics (Publishing)
PO Box 1414
Dorchester
England DT2 8YH phone 0305 250995

Barry wilsontjb@cix.compulink.co.uk
```

2942. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 20:35:06 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3a8hlq$ptf@bs33n.staffs.ac.uk>
Source record: 177112

eva crouse (redhead@sys6626.bison.mb.ca) wrote:
: cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

: > From what I hear the Falcon version will require a 32mHz machine to do
: > anything good on it!!!!!!!! Blimey :)
: >
: > Richard Davey

: i am anxiously awaiting this titles for both the ST and Falcon to arrive
: from the supplier's. I never read anything about it requiring the
: 32MHRZ. That is news to me, why would they want this from the Falcon as
: 99% of us Falcon users do not have excellerated machines???
: Although we sure would like it, not that the DSP isn't doing the trick!

: Eva @ COMPU WARE......serving Atarians since 1984!

No I didn't say it REQUIRED 32MHz but that it ran a lot smoother with the
increased speed, ie to play it as it was meant ('anything good on it')
you'd need the extra stuff.

Richard Davey
--
email here is hit and miss! or requiem@armory.com

2943. Re: Sim City cheat codes

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 20:38:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3a8hr8$ptf@bs33n.staffs.ac.uk>
Source record: 177113

Ian Taylor (Ian_Taylor@a2w.maus.sub.org) wrote:
: I think Sim City is a great little game and so does my son who plays
: it whenever he can get me off the ST.

: He is desparate to know the cheat codes, especially for getting more
: money, can someone please let us know.

: Ian_Taylor@a2w.maus.de Hmm, maybe time I had a new signature?

Easy, just type in MONEY and get an extra sum in your bank account.
But it removes all fun from the game so don't do it ;-)

Doing it too much can cause disasters.

Richard Davey
--
email here is hit and miss! or requiem@armory.com

2944. Re: Spectrum Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 20:40:18 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3a8hvi$ptf@bs33n.staffs.ac.uk>
Source record: 177116

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Is their a spectrum emulator which runs in a window for the F030?

: Rod

: --
: ===
: Roderick McCall \ 3rd Year Computing Sci. & Accounts
: \ University of Dundee, Scotland
: \
: ===

2945. Re: Jag Joypad

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 20:41:17 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3a8i1d$ptf@bs33n.staffs.ac.uk>
Source record: 177115

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: In article <39lcvg$q0b@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem)
writes:
: >How about a Joypad library for Hisoft Basic? :-)

: How about a Joypad library for anything - I've got no doc's to work with at
: all.

: Craig.

Actually I think I have the joypad pin-outs if its any use. i'll check
tonight.

Richard Davey
--
email here is hit and miss!
or: requiem@armory.com

2946. Re: OOZE - HELP !!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 20:47:26 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3a8icu$ptf@bs33n.staffs.ac.uk>
Source record: 177117

Minotaur (evmelkeb@eduserv) wrote:
: Can anybody help me with the Dragonware adventure, named OOZE ?

: Do you know how to get into the basement, the cenetery or the locker ?

: Thanks !

superb game but I never could play it for long as the font they use is so nasty it's unreal! I am sure I have the complete solution at home, you should get ST NEWS disk magazine, they have solutions to about every adventure game ever on those.

Rich Davey

2947. Awesome TT DTP system for sale...make an offer!

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 20:59:48 UTC
From: japolis@nyx10.cs.du.edu
Message-ID: <3a8j44$asl@nyx10.cs.du.edu>
Source record: 177114

Hello... I have the following system that I will be entertaining offers
for... it is an awesome system for the right buyer!
Atari TT030 in a steel tower case... 4 internal 5.25 inch drive bays
500+ meg hard drive installed
1.44 meg internal floppy
TEN megs ST ram; repeat here... that is TEN,
SIXTEEN megs TT ram... that's SIXTEEN megs TT ram
(26 megs ram combined total)
TTM194 19 inch monochrome (perhaps available seperately)
PTC1426 TT color monitor (also perhaps available seperately)
8 bit color video card (coco)
IMAGE SPEEDER interface to an image setter... VERY FAST lino output!
Keyboard, mouse, docs, box, disks, misc. included.

This is designed as a professional publishing and image retouching
system... the system was designed for the DIDOT/RETOUCHE suite of
programs which are not included, but easily acquired from various sources.
OF COURSE the system is completely exactly totally compatible with
other Atari software since it is a genuine Atari TT motherboard
mounted in the tower case.
Please direct offers, inquiries and replies to:
Jeff Apolis 303-440-8767
japolis@nyx.cs.du.edu

2948. Re: Atari Corp. Info Need

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 21:12:44 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11141994.211244@empyr.dircon.co.uk>
Source record: 177137

-=> Quoting Kxs156 @email.psu.edu (ka to All <=-

K@(> I am working on a research paper, topic is Atari. Could
K@(> anyone direct me to FAQ's, docs, other Internet resources
K@(> that contain information about the company?
K@(> Thanx,
K@(> ks

I don't suppose the paper is entitled 'Atari Corp. - Marketing Strategies,
the lost years.' is it ? Or 'Atari - on the corporate greasy slope'
or 'The Tramiel Bros., bigger than the Marios, but not as intelligent'.

Other suitable titles anyone ? :-)

___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

2949. Re: Open letter to John Townsend

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 21:38:11 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-1411941338110001@townblue.taligent.com>
Source record: 177101

In article <3a8h35$5ho@news.cc.utah.edu>, ewj8218@u.cc.utah.edu (Eric Jolley) wrote:
|
|What I don't understand is why Townsend cares if Atari users continue to
|use their Ataris. I have no doubt they are garage sale material.
|BUT I CAN'T AFFORD A NEW COMPUTER! Get it? Therefore until Mr.
|Townsend buys me a clone, I'm going to continue to try to make the most
|of my ST. Being "realistic" about Atari corp. isn't going to help me be
|any more productive with my ST, which is my only computer. Take this as
|opinion only, but I wish John would keep his preaching out of
|this newsgroup. If he posts another message like that last one, he
|earns a place in my killfile.

I wasn't preaching.. I was expressing my opinion. I believe that Ataris are fine machines. Continue to use them if they appeal to you! However, don't expect Atari to continue to improve the line. I don't think they will. (The good news for Atarians is that it looks like a number of capable German groups are picking up the ball and running with it.) I hope I won't end up in your kill file, but if I do for stating my opinion.. oh well.

|God, I hate it when X-Atarian's think their doing you a favor by telling
|you your computer is crap.

I didn't say it was crap. Far from it in fact. I think the Atari is an excellent home computer. The only problem I have with it is that its software isn't up to the current state in the industry. If you don't need this, then keep using Atari computers. But, don't expect Atari to release the Falcon060 or some PowerPC based computer, because I don't think it will ever happen.

--
-- John Townsend "I want something, I just don't
Taligent, Inc. know what it is!"

Disclaimer: I don't speak for Taligent, I speak for myself.

2950. Re: Open letter to John Townsend

Newsgroup: comp.sys.atari.st
Date: 1994-11-14 22:54:02 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3a8pqa$jci@osiris.wu-wien.ac.at>
Source record: 177121

David Anderson (lando5@iii1.iii.net) wrote:
: Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:

: I remember John well from the days when I frequented (you'll pardon the
: expression) GEnie. Aside from being a member of the TOS Development
: Group, he was perhaps Atari's single most visible online representative
: and all-around cheerleader.

: The simple fact of the matter is that Atari has NOT been breaking gorund
: in the areas of connectivity, expansion, etc., on either a hardware or OS
: level...and frankly, they've been playing a pretty darn pitiful game of
: follow-the-leader, when it comes to those points. Atari has not been
: keeping up with industry developments; it's the truth, and sometimes it
: hurts. If you choose not to accept that, it's up to you, but let's not
: kill the messenger here, eh?

: "People who live in glass houses...might as well answer the door."
: --Solomon Short
Let me make sth. clear. I do not think that Ataris technology in either
hardware or softwareplatform IS uptodate when it comes to the
computerline. I think that a 68030 MHz machine is pretty outdated on the
hardwareside, although the DSP makes it usable for harddisk recording. I
do not know of any other computer Atari currently produces. I also know
that TOS is outdated. My comments did not refer to Atari products, but to
products from other companies. If we talk about TOS and Magic we are
talking about completely different things, as Magic is not an Atari
product. Additionally, Magic is actively supported, new versions demonstrate
that Magic (which is TOS compatible)
is NOT out of date. Its features and handling make it, especially with
regard to version 3, very much superior to Windows and System 7 in many
areas (just take preemptive Multitasking) while still operating at
excellent speed and using systemressources very well. We even do not need
Atarihardware, as the operating system will support Macintoshes.
However, if I look what Atari achieved in developing system software, how
hard it was to get TOS 1.4 into release, to get MultiTOS in release, where
most of the work BTW was done outside Atari, how hard it was to get Speedo
GDOS in release, then the updtae to Speedo 4.2; and now take, as a
comparison, the speed at which other programmers released system software.
Take Compo, who have managed to get Speedo 5 out in MUUUUCCCHHH shorter
time, with really improved functionality. Updates are very fast available,
documentation is also. The same is true for Magic, NVDI and the likes.
Now we have John Townsend
1) His comments about the ST and TOS are true; but he shows very little
knowledge of the Atari market and even less respect for the prgrammers
working in it, if he, for example, sets TOS equal to Magic ("Yeah, Tos or

Magic how it is called"). TOS is sth. he was responsible for, and it is - as he himself stated - not uptodate. The statement which he was implying, "Magic is out of date" is absolutely NOT true....I do not know how much I need to stress that, again, MAGIC IS NOT EQUAL TO ATARI TOS.
2) My open letter or my criticism towards John Townsend was in the following line not so much about the statement he made himself, but a question on what he did, as a responsible to the systems software, at Atari, what his working days looked like, what his projects and achievements were etc...
We both agree that Atari has lost out on hardware and on the OS software. I wanted to ask so. who worked for Atari, how this could have happened. Why was TOS development so slow? Why were bug reports etc. simply unanswered? If Atari people critizise the upper managment for that, do you really believe that Sam Tramiel came personally to throw FAX papers away and say "we pay you, but we do not want you to touch the sources to TOS"? I don't.
3) In summing up the points above I think it is very reasonable to critizise John and ask for a statement on his side. Maybe he could tell us a little about the insides of Atari computerdevelopment over the past years. But I do not like unqualified statements about the honest work others do, that IMHO should have been done by him and many other programmers at Atari.

Till then,

Alfred

2951. Re: Ghostscipt 2.61

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 00:12:37 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <CzA8L1.8s1@cix.compulink.co.uk>
Source record: 177124

>I'm told that Ghostscript will let me view Postscript documents, and
>the current version is 2.61.
>
>Does anybody know if Ghostscript will run on a 1MB ST?

Unlikely since the executable is nearly .5Mb

John.

(Who finds GS no problem in 4Mb)

2952. Re: Rumor - Falcon w/Powe

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 01:25:35 UTC
From: jondinga@io.org
Message-ID: <3a92mf$4uf@ionews.io.org>
Source record: 177141

On 11-12-94 jonal@hiof.no wrote to ALL...
j> This is where the MultiBoard from Germany comes in as a very fresh
j> breath - it gives up to 8MB of RAM, an IDE controller and a slot for a
j> PC video expansion card (ET4000 based seems to be the choice).
j>
I would like to know who might be the North American distributor of
this hardware? Also, does it not have a switchable [2.06] tos built-in?
Does it plug into the MegaBus? Get along with 16mhz 68000's ?
Info would be appreciated! Thanks!
Jon

* (QW|{ 2.6 * Find an impersonator who CAN'T do Robin Leech.

2953. Re: BBS Software: RATsoft

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 01:27:46 UTC
From: etat@delphi.com
Message-ID: <5S00UC6.etat@delphi.com>
Source record: 177126

I would recommend more than 1 meg if you are going to use Ratsoft...With only one meg you won't be able to take advantages of it's many functions...and if you want to use file description for very many files you will need 2 megs or more...any disagreements?

2954. Re: Does Atari still run a BBS?

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 02:07:14 UTC
From: dpj@delphi.com
Message-ID: <5W41kgy.dpj@delphi.com>
Source record: 177131

Mark Rathwell <mrathwel@uoguelph.ca> writes:

>Does anyone know if Atari's in-house BBS is still in operation? If it is,
>what is the number?

AFAIK, the "official" Atari BBS went down a number of years ago. Bob
Brodie was running a system when he was still at Atari, but I don't think
it was an official system. As to its status now, I don't know.

2955. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 02:14:26 UTC
From: dpj@delphi.com
Message-ID: <x251M6y.dpj@delphi.com>
Source record: 177132

Mark Baker <mnb20@cam.ac.uk> writes:

>Why not? If a program is no longer supported, and has therefore been overtaken
>by the competition (as Calligrapher had by Papyrus, TW3 etc) why not put it
>ona cover disc?

Well, for the simple reason that it was only a couple of years ago that
the program sold for over $200. And now, someone is putting it on a
mag cover disk? I understand that it doesn't contain all of the modules
nor the manual, etc., so it sounds like the end user will have to pay
almost full price to get the same as I did. Still, I don't like the
idea of any commercial program being made "public" in this fashion. It
just doesn't "sit right" with me.

Dana @ STReport International Online Magazine

2956. Re: BBS Software: RATsoft

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 02:32:10 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <x2z1cMy.mindbomb_bbs@delphi.com>
Source record: 177133

<fvdakker@sterbbs.nl> writes:

>I don't have spectre, so can't use it. Well, seems that I have to make
>my own RIP-communication program for Atari....

Was thinking the same thing myself, It'd be nice wouldn't it...

I took a look at some rip protocal documentation and promptly gave up the
idea though, if you write one I'll register :)

Andy

2957. Hard Disk Utilities

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 03:03:06 UTC
From: vsnyder@math.jpl.nasa.gov
Message-ID: <3a98da$pru@netline-fddi.jpl.nasa.gov>
Source record: 177122

I've looked at a few archives for utilities to low-level-format a hard disk, and allow the user to provide a defect list. If you've got a defect in a boot sector, or FAT, or root directory, scanning _after_ formatting and partitioning doesn't do any good. Also, the manufacturers identify more marginal errors that may become transient problems. Ideally, HD format utilities also should use the SCSI "read capacity" command, instead of asking me for cylinder/head/sector information.

I have version 2.61 of Supra HD utilities. The button that claims to make the HD bootable doesn't. The button that maps out errors by writing and reading all sectors bombs at the end, and then one discovers that no matter what partition you checked, the C: partition is trashed.

Does anybody have a newer (that is, a _properly_functional_) version of Supra HD utilities, or care to recommend an equivalent (preferably free)?

Thanks in advance.

E-mail, please, and I'll summarize if there's interest (and answers).

--
What fraction of Americans believe | Van Snyder
Wrestling is real and NASA is fake? | vsnyder@math.jpl.nasa.gov

2958. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 04:38:15 UTC
From: jonaeson@algonet.se
Message-ID: <3a9dvn$2em@aristotle.algonet.se>
Source record: 177136

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
....cut some text....

: You are absolutely correct, but your hardware has the option of not segmenting
: memory at all. Unfortunately, MSDOS won't let you take advantage of it!
: Windows will, but that does little to stave the agony of having to work with
: that awful environment.

Unfortunately, to get a decent accounting-software in swedish for the PC
today, you have little choice but to stick with MS-Dos...

: Again correct. However, the IRQ stuff is quite easy to set up IF you have
: some decent diagnostic software. As you point out, the software is what
: failed you. The hardware flexibility one has with PCs is worth a bit of
: bother, though there is no excuse for not including a decent diag package
: with MSDOS to make it something other than black magic (then again, my
: "chief sorceror" position is fairly safe :-).

:-)
I ended up configuring my neighbour's laptop, and teaching him the
"finer" points of MS-Dos and Windows. And he's not stupid, he works with
the latest stuff in tele-com excange stations and such things.

: > Then I had trouble with the conner 250 tapestreamer, called the swedish
: > support, got my self a real PC-lamer that suggested that I would get new
: > hardware, told him to f*ck off, got a pirated copy of conner backup exec
: > and it worked like a charm. (Conner backup exec is the streamer soft that
: > you have to buy, Conner backup basic comes with the drive)
: Again, software.

You got that right, the support didn't even get me a decent config-file
for the backup-soft, or even tell me how to make one on my own.
(The documentation of the hardware/software of the streamer was really
bad, all it said was "this is how you connect the streamer, now it works,
congratulations for buying a state of the art streamer!" or something
similar.

: To clarify, the hardware has great POTENTIAL to suck, based on what base
: OS is used. The MSDOS/Windows OS environments do suck, no potential about
: it. After having dinked with several fast LINUX systems, I can say that
: these are quite cool (given that one is a UNIX person). I have heard that
: OS/9 is much nicer than MSDOS (a statement that might be saying very
: little :-). PC hardware can be really neat when the MSDOS/Windows shackles
: are discarded. Of course, then one is something of an "outsider" (gee, does
: that sound familiar to Atari owners....).

What isn't nicer than MS-Dos?

: Don't get me wrong, I'm not beating the PC drum or anything. I guess my
: point is that software is everything, and that MSDOS/Windows is the real
: problem with most PCs IMHO, and the consumer computer market in general. I
: stick with my Atari systems because the software is cool/fun, not (obviously)
: because I demand extreme performance. Mac people will understand this as
: well, as Macs were notoriously slow for many years compared to PCs (Mac
: zealots didn't care, and mostly still don't, as the software is soooo nice
: in so many ways when compared to the PC platform).

PC has got it's advantages, I'll be the first to admit that.

: Heck, be happy that you are an Atari enthusist. You have experienced a
: computer system that is truly easy and fun to work and play with. That is
: what still draws me to them, even though I am surrounded by various "hot"
: boxes. If the realities of your situation require that you have a
: "mainstream" platform lying around, buy a bigger desk and set them both up
: (best kind of multitasking). Atari stuff can be amazingly competant and
: useful for many "serious" things as well, though to a degree this will
: probably fade with time. There is some great stuff out there, and it is
: mostly dirt cheap nowadays.

I cut a lot of text in this one! :)

I'm not as negative to the PC as I've led you folks to believe, you got
so irritated on the stupidity of the machine!

Regards, Tommy

2959. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 05:01:26 UTC
From: jonaeson@algonet.se
Message-ID: <3a9fb6$2lg@aristotle.algonet.se>
Source record: 177135

William Wong (wongck@lobby.ti.com) wrote:
: If you use an ATARI, I don't see why it takes you 3 days to learn how to use
: Windows. Most stuff are similar, click and drag etc. Infact, the program
: groups are great idea, having stuff that do the same thing together, otherwise
: the new Neodesk would not have followed them, right?

: I think the transition to use Windows is less than 2 hours as GEM really
: prepares you for it. It did for me, for that matter I can use X-windows
: without any help the first time.

I didn't say I had any problem using the machine.
Maybe you and I have different standards of doing things, I don't quit
until I honestly believe that I have optimized the system to the fullest,
and then some more...
The default-settings of any of MicroSoft's products are hardly the
optimum for any computer, just the setting that works with most computers.
Ofcourse I got the system up and running in less than an hour, but I
don't believe in using default-values when I can use other values that
use my machine to the fullest.
I have several different boot-choices at boot-up, to be able to use the
machine to the fullest in any program I intend to use.
I have optimised the memory far better than MS-Dos's memmaker, which
really wasn't very hard to do, the hard bit was to do it better than that.

: Installation of DOS and windows is a breeze. They have auto install program
: that will do it for you in less than an hour. In fact most software that I
: have installed can be done in less than an hour.

Again, the default-settings are not the best settings.

: >The hardware:
: >486DX2/66, SCSI-2 Fast 1 gig hdd, SCSI-2 CD-rom, SVGA 1mb, 16mb memory,
: >conner 250 tapebackup, SB 16 etc. (he let me decide what to get. :)

: You're lucky to start off with a fast PC, I started off with a 286.

Well, I could have gotten him a cheaper machine, but a computer should be
easy, fast and fun to use.

: >What I have learned during these 3 days, is that the PC is a very stupid
: >design. Have you ever tried to optimise the conventional memory?

: Nowadays, software are a whole lot better, some knows how to use EMS so that
: there is near to 0K usage of conventional memory. It is just afew option setup
: on the software.

Yes, I do have other software than MS-Dos that even optimized the memory
better than I did, but then some soft's wouldn't work.
I used memmaker at first, and as I stated above, it wasn't very hard to
optimize the memory better than memmaker.

: It is the software that you're using that is really the problem. Get and use
: smart software.

I know that most of my problems depends on bad software, and poor advice
from my PC-friends.

: Now this is a area that is normally a nightmare to most ppl. Read the manual!
: and use a good diagnostic problem to find out what is used and what is not.
: Also try using the newest DOS, they allow you to skip loading device drivers
: at boot time, so you can boot up bare without any drivers.

Got the latest DOS, and there are better solutions than spending time
skipping drivers at bootup. I did read the manual.

: I must say that this is a problem caused by to much support for the machine.
: There are so many HW products upgrades for the machine while the machine have
: limited available IRQs/BIOS addr for them all. I wish that my MSTE have all
: these HW upgrades, so that I am not stuck at standard 4 colours for med res or
: just 4 Meg RAM. Also with so many HW product available, there is alot of
: competition and it drives the prices down.

As far as the problem with the Conner backup system is concerned, it was
merely very bad software, and very bad documentation.
Hard to make anything work under such conditions.

: I am not blowing the trumpet for PCs. Come off it, I don't believe that
: millions of people are wrong by chosing PCs rather than Atari, Amiga or Apple
: machines. Remember back in the late 70s and early 80s there were tons of other
: make of machines (Dragon, Brain, Speccy, ZX 80/81, QL etc) that have all gone
: down the drain. In this market it is the survival of the fittest and PC looks
: like it is and will be breaking into the workstation market in the very near
: future.

People don't choose a computer from the spec's, the choose a computer for
the software, why do you think I told my father to get a PC for his
accounting?

Regards, Tommy

2960. Re: CD ROM...

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 05:10:42 UTC
From: jonaeson@algonet.se
Message-ID: <3a9fsi$2no@aristotle.algonet.se>
Source record: 177138

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:
: Yes there is. There are something like 6 Atari specific CD-Roms out
: there, from which, IMHO, the Mega Archive CD is the best. Currently at
: Volume 1, vol2 will be out sometime within the next couple of months.

: This disk contains nearly all the files from atari.archive, and some
: from hensa.

: Get it, and you won't regret it. A new run is being printed atm, due to
: the original lot being sold out.

Is there anyone out there that could get me a copy of that CD-Rom?
Or could direct me someplace where I can pick it up?

Regards, Tommy

2961. seeking Carlos Varela (German-to_English)

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 06:19:12 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <JA+UspI.johnhechtman@delphi.com>
Source record: 177134

I'm looking for an email address for Carlos Varela (the author of the shareware program German-to-English). About a month ago I sent a s/w payment to the snailmail address listed for him in Canada, as of yet the letter has not been returned and I've not received a registered version of the program.

To make matters worse, I was foolish enough to send him an International Money Order rather than a personal check. I thought I''d make matters easier for him, since I'm a US resident and he's Canadian.

I've had such good experiences with other s/w authors that I was off my guard. The payment was only $20 US, so I'm not out _too_ much money, but it's frustrating not getting what I've paid for. I want to use G2E to translate docs for German s/w, I'd hoped that the registered version would do a better job than the s/w one. The s/w version creates a lovely word salad that's _almost_ understandable (sigh).

If anyone knows of a way to contact Carlos, I'd appreciate knowing it, by either post here or email. I'd like to try contacting him before I say in a public forum that I've been ripped off. Who knows, maybe the Post Office lost the letter or something? Thanks to all in advance for your help!

2962. Help with resources and more.

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 06:32:28 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <EKPGCHUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 176782
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Although I'm relaying this for someone else, any replies can be
sent to him through me (as he doesn't have any access to the internet or
usenet (no hard drive or fast modem)). Any and all help will be very
appreciated, thank you.

I'm building a flowcharting program using an object tree as a page
of the flowchart. The symbols are icons with children that are strings.
The lines are user-defined objects with no children. The parameter passed
to the routine to handle the user-defined object consists of a list of
objects to connect.

The first object is the orgin object. The rest of the list
contains the objects the first object is connected to. It also contains a
string that is the label for some of the lines (such as labeling a yes and
no branch in a decision).

The things that I need to know are:

- How to insert an object or objects into an object tree,
maintaining the rules for a GEM object tree (such as the
root object has to be the size of all the children,etc).
- The best way to delete an object in a tree.
- How to print an object tree keeping it compatible with
the majority of Ataris.
- How to save an object tree so that rsrc_load can
understand that it is a tree.
- Perhaps some fast drawing routines for symbols instead
of using icons for symbol representation.

Thanks in advance for anything you can give me,

Blaine Brysh

Thanks again for any help rendered.

Leslie
--

-- --
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

2963. Re: seeking Carlos Varela (German-to_English)

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 06:39:19 UTC
From: jyoung57@delphi.com
Message-ID: <JGw1cDH.jyoung57@delphi.com>
Source record: 177140

John Hechtman <johnhechtman@delphi.com> writes:

> I've had such good experiences with other s/w authors that I was off my
>guard. The payment was only $20 US, so I'm not out _too_ much money, but it's
>frustrating not getting what I've paid for. I want to use G2E to translate
>docs for German s/w, I'd hoped that the registered version would do a better
>job than the s/w one. The s/w version creates a lovely word salad that's
>_almost_ understandable (sigh).
>
> If anyone knows of a way to contact Carlos, I'd appreciate knowing it, by
>either post here or email. I'd like to try contacting him before I say in a

Please let me know what you find out. I was also comtemplated registering
the German to English translator. I would like to full compressed
dictionaries and hopefully a more stable program. Anyway, I guess I
am learning a little German in the process of trying to interpret the
word 'salad' you mentioned...Always fun to spend an hour trying to decipher
a page of text :-)....

Anyway, please keep in touch with any info you find out..

Take care,

Jeff

2964. What to look for in a used ST

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 06:50:45 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3a9lo5$e8f@nermal.cs.uoguelph.ca>
Source record: 177142

Hi,

I'm interested in purchacing a used 1040ST computer. I have several leads
and I'm wondering what things I should check for when examining the
models. Any tips or suggestions would be GREATLY appreciated. Thanks,

>> Mark <<

2965. Re: Help uncompressing Mintnet.TGR

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 07:59:38 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.7f4vLSN&aNY@pluto.ping.de>
Source record: 176975

In <H.eg.DB&sHkUzeO_@semprini.waterloo-rdp.on.ca>, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

> AFAIK, MiNTnet is tar'd and gzip'd, so you'll need to do this:
>
> gzip -d -c mintnet.tgr | tar -xovf -
>

Why complicate easy things, you only have to call tar:

tar -xzf mintnet.tgr

With the -z option, tar itself opens a pipe to gzip, you only have to hold gzip in the PATH

> Or, if you don't like pipes:
>
> gzip -d -v mintnet.tgr
> tar -xovf mintnet.tar
>
> The usual file extension for tar'd and gzip'd files on DOS filesystems
> is .tgz, or .tar.gz on better filesystems.

I've never heard of '*.tgr' before. 8-)

cu, michi
--
* *
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

2966. Re: TWO IN ONE AND NEODESK 3

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 08:19:26 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <3a9que$a1o@olivea.ATC.Olivetti.Com>
Source record: 177143

Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:
: Hello there,

: I just downloaded TWOINONE a GEM-shell for archivers.
: It just doesn't work under NEODESK3, anyone has tried ?

: Savino

Ok. I was a little generic, let me explain better what happen: when I click
on twoinone.prg a message appears on the screen sayng : cannot find twoinone.sys
even if twoinone.sys is in the same folder from here I started the prg.
The system hangs until I press a key. Quitting from Neodesk all works fine.

Anyway thanks to all who replied, Atari has still a very good ccommunity.

Bye

Savino

2967. Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 08:21:31 UTC
From: t94patsa@ida.liu.se
Message-ID: <1994Nov15.082131.29476@ida.liu.se>
Source record: 177149

So, yet again, we have people coming over here just to sneer at us and to tell us how stupid we are and how outdated our computers are and that we should "see the future" and go buy a pc/mac/whatever expensive pile of junk that will be outdated in a year anyway.

What the fuck is wrong with these people? Do they feel threatened by our tiny little user base or what? Why not just accept that some of us like to use our computers and intend to do so for a long time still! I use a Sun SPARC station 10 at university, but I still find good use for my old Atari ST. And if I had the money, I'd be glad to buy a Medusa or Eagle or whatever comes along, to sit on my desk right beside the PC486 and Jaguar games machines.

And btw, this Townsend guy really ended up looking like a complete idiot coming here to bash on his former employer. Can you sink any lower than that? What on earth did _he_ do that was so important at Atari? Judging by the poor results, not very much. If I'd been hiring this fellow he'd been looking for a new job, starting tomorrow!

Oh, and Roger S, don't bother replying with your smart remarks to this cause you're already in my kill file.

And be warned, next time I'll bring Jack and Sam (my killer pitbull terriers) along for a snack so start behaving yourself or watch out for big trouble! :-)

--

__ __
/_/ /_ / Computer student at University of Linkoping (LiTH)
/atrik __/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

2968. Re: Open letter to John Townsend

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 08:39:59 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3a9s4v$29qf@sat.ipp-garching.mpg.de>
Source record: 177150

Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:

[much stuff deleted]

> 3) In summing up the points above I think it is very reasonable to
> critizise John and ask for a statement on his side.

No, it isn't reasonable, it is arrogant.

[more stuff deleted]

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

2969. Re: Wanted: GEM Enhancements

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 08:41:53 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3a9s8h$29qf@sat.ipp-garching.mpg.de>
Source record: 177001

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
>] : Virtual Desktop : a la Sun workstations
>]
>] Big Screen can do this. You may find this under
>] micros/atari/tos/m/m110/bigscrn.arc
>]
>] Another program is monster....which should be available at a.a..u.e.

> The best one I've found so far is "stretcher" which is an STE version
> of big-screen. I found it on atari.archive.umich.edu in
> atari/Graphics/stretcher.lzh (lzh or zip, I forget which...)

Just a point: The STE is much more suited for virtual screens than the ST
since it can do smoother hardware scrolling. (Don't know about TT/Falcon.)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

2970. Re: Turbo C 2.0 Pro for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 08:44:20 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3a9sd4$29qf@sat.ipp-garching.mpg.de>
Source record: 177002
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
> sanders@sci.kun.nl (Sander Stoks) writes:
> >I have a complete package of Turbo C 2.0 for sale, including all
> >manuals (in German).

> I thought Turbo C was the same as Pure C, and Pure C is only at v1.1
> and not 2.0?

No, Turbo C was updated to Pure C (that is, Turbo C is "outdated" compared
to Pure C. Nevertheless, it's a very nice package!).

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

2971. Re: virtual tt-ram

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 09:08:16 UTC
From: Werner_Laass@traveller.fido.de
Message-ID: <2ec87eaf%fido.de@p25.f20.n2000.z242.fidonet.org>
Source record: 176967

In a message of <10 Nov 94 10:58:57>, Richard Stolk (242:4900/99.0) writes:

RS> Does any one know if there is a pd program to use my hard disk
RS> as virtual tt-ram and where I can find it (ftp site ??)

Hello Richard,
as Uwe Seimet told : no PD but OUTSIDE !
We konw the older version as Demo, but realy good works OUTSIDE Vers.3.!
I for myself use TT 4+8 = 12MB AND OUTSIDE with 36 MB on a Syquest,
together 48 MB to prepare truecolor-pictures in Preview (tms) and
Calamus SL (DMC),
my CAMERON-Scanner 16 Mio colors works fine with OUTSIDE (DIN A4 in truecolor
-> more then 35 MB !!!).
You may use OUTSIDE till to 512 MB, I think!
In times before I used VMM, (VMM needs TT-RAM, OUTSIDE not)
but OUTSIDE seems to be quicker and better.

The price about 99,- DM for OUTSIDE 3. is a good investment (1 x 4 MB-
SIMs ~ 200,-DM).
This is the opinion from a poor user :-)

Werner Laass Anwender Kreis Atari Freiburg AKA

2972. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 09:31:52 UTC
From: Werner_Laass@traveller.fido.de
Message-ID: <2ec88506%fido.de@p25.f20.n2000.z242.fidonet.org>
Source record: 176968

In a message of <10 Nov 94 20:08:28>, Alfred Radauer (242:4900/99.0) writes:

AR> From: h9250467@idefix.wu-wien.ac.at (Alfred Radauer)
AR>
AR> John Townsend (John_Townsend@taligent.com) wrote:
AR> : In article <396icm$hbs@josie.abo.fi>, THIETAVUO@FINABO.ABO.FI
AR> (Tommi : Hietavuo TKKK) wrote:
AR>
AR> : |In <H.eg.Aw4ttkItUrE@semprini.waterloo-rdp.on.ca>
AR> : cherborth@semprini.waterloo-rdp.on.ca writes:
: |>> A new PPC Falcon would be even worse than the current PowerMacs.
: |>> *Every* application you ran would be emulated, and there'd be no
: |>> native software coming out.

. . . and all the comments to this message....
Why dont ATARI-insider talk about the new ATARI?
They have no permission!
Why dont talk Developers / dealers about?
They have to sell their clones and MagiC / MacMagic
Why does not ATARI USA talk about a new machine ??
They try to sell their Falcons and Jaguars, cause a new
machine will be contain both . . . and more.
Cant you understand them ceeping silence about their BOMB they tries
to fire on CEBIT , march 95 ?

AND when there will be no MILAN or anything else, I 'll buy a MAC and
MacMagic too :-[

Werner Laass Anwender Kreis Atari AKA Freiburg

2973. Using Clipboard on STs

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 09:33:51 UTC
From: matej.kenda@uni-mb.si
Message-ID: <1994Nov15.103351@tferi4>
Source record: 177023

```
Path: tferi4!uel035r2a
From: matej.kenda@uni-mb.si
Newsgroups: comp.sys.atari.st
Subject: Clipboard
Message-ID: <1994Nov10.125408@tferi4>
Date: 10 Nov 94 12:54:08 +0100
Organization: University of Maribor, Slovenia
Lines: 16

I have a question about using clipboard on STs.
I know how to use system clipboard in editors to copy, paste etc text,
but I would like to know whether is it possible to copy pictures on the
clipboard to pass them to other programs to use those pictures.
(E.g. I draw a mathematical formula and inlude it to my text.)

Are they any programs available for STs similar to the Clipboard Viewer in
Microsoft Windows?

How do I copy graphics to the clipboard if it is possible?
Do I need any programs to do that? If yes, can you advice me any?

Thank you in advance
Matej
```

2974. FOG> Apex Media Press Release

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 09:38:24 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3a9vig$rvg@bs33n.staffs.ac.uk>
Source record: 177003

Got this the other day:-

APEX MEDIA FOR THE FALCON030

ANIMATION & MORPHING
Smooth image transformations
Powerful block functions
Block rotation to any angle, proportional rescale, stretch, skew & mirror
Direct-from-Disk editing to allow fast and easy video titling

DIGITISING
Multiple, real-time frame capture to 512x320 in 16-bit true colour
Rostrum camera work to 24-bit
On-screen PiP (Picture-in-Picture)

POST-PROCESSING
Dejagging, Motion blur and two levels of Noise reduction
Advanced Deltafilm compression of animations, reducing memory overheards

DRAWING TOOLS
Pen. line, curve, polygon, circle, box
Stipple Airbrush
Redefinable Grid
SPECIAL FEATURES INCLUDE:
Graduated circles, lines, boxes
Interpolative lines and boxes
Fill using definable blocks or gradients

NON-LINEAR DRAWING
Realistic Airbrush for producing soft graduated spray
Transform of defineable areas controlling hue, saturation and/or brightness
Brighten, Darken, Saturate, Watercolour and fade with compound inking option
Transform and masking of defined areas with fill or brush

CELL MANIPULATION
Paste block above or below existing image
Invert X and Y axes
Rotate to any angle, skew
Perspect, Rotate, Skew
Proportional Resize, stretch on X and Y axes

SCREEN MODES
Real-time zoom available at all times, even during animation playback
All tools fully useable under zoom conditions
Smooth scrolling under zoom or virtual canvas operation with any tool

FILE SUPPORT
PC1, IFF, SPU, PCS, TGA, MTV, JPG, GIF, FLC, SEQ, ANM, APX
Calamus (CFN) font support
Additional saving of Palette, field warp lines and set-up configuration
Import of images or animations with colour reduction, supersampling,
pasting over or under existing images

VIDEO SUPPORT
VGA, RGB monitors and TV's (PAL/NTSC)
Selectable resolutions; 320x200, 320x400, 640x200, 640x400
Virtual canvas up to 2048x1024
256 and true colour video modes
Supersampling of true colour images for 256 video modes
Enhancement of 256 colour miages with dithering and supersampling
Import of large images into smaller canvas sizes with fine scaling
Grey-scale conversion
Genlock capability

#119.95 incl. VAT from: TITAN DESIGNS Ltd, 6 Witherford Way, Selly Oak
Birmingham, B29 4AX, UK. Tel/Fax: +44 (0)121-414 1630
CIS: 100345,2350

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

2975. PC emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 09:41:11 UTC
From: matej.kenda@uni-mb.si
Message-ID: <1994Nov15.104111@tferi4>
Source record: 177024

I need to do a few things on PCs from time to time (run some simple programs), but I don't want to buy one. I've heard something about software PC emulator for ST.

Which is the latest version of PC-emulator-which-with-A-name and where can I get it?

Thank you in advance

Matej

2976. FOG> Atari Shows (UK)

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 09:41:48 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3a9vos$rvg@bs33n.staffs.ac.uk>
Source record: 177144

1994 ATARI ST REVIEW SHOWS

Sponsors: Europress Publications
Show Times: 10am to 5pm
Admission: #5 until 2.30pm, #3 afterwards

Sat. Nov. 12th - Glasgow
Forte Crest, Bothwell Street

Sun. Nov. 13th - Leeds
Hilton National, Neville Street

Sat. Dec. 10th - Birmingham
Nat. Motorcycle Museum, Coventry Road

Sun. Dec. 11th - London
Novatel Hotel, Hammersmith

GREAT SHOWS
GREAT VENUES
GREAT PEOPLE :)

Meet Black Scorpion and Titan Designs as well as lots of other companies.
You don't buy your tickets in advance, you just turn up and pay.
See you there (at the London one anyway!)

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

2977. FOG> Stereo CAD Press Release

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 09:48:51 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3aa063$rvg@bs33n.staffs.ac.uk>
Source record: 177145

JCA Europe Limited
30a School Road, Tilehurst, Reading, Berkshire, RG3 5AN, UK
Telephone +44 (0)734-452416
Fax +44 (0)734-4151239

STEREO CAD
Object Orientated Stereogram Creator

JCA Europe Limited announce a new program to make your own 3D steregram pictures in colour or black & white.

You have seen the posters, you have seen the books you may have even seen the videos but now you can create your own 3D Stereograms with Stereo CAD for the Atari range of computers.

Some of the facilities offered by Stereo CAD are:

* User definition of three dimensional 'sliced' objects such as spheres, pyramids, tubes, stars and prisms

* Standard transformation of shapes (ie. location, scaling and rotation) in your scene.

* True scalable, rotatable text and freehand drawings.

* Ability to create stereograms infront or behind the page (cross-eyed or parallel techniques).

* Importation of PI1 format pictures for direct conversion to stereogram or as a backdrop to 3D object scenes.

* Exportation in PI1 format of finished scene with backdrop if any.

* Exportation in PI1 format of final stereograms for printing.

* User definition of final steregram finish.

* Novice section (Scribble Pad).

STEREO CAD will run on all Atari systems with Colour monitor / TV.
STEREO CAD costs #29.95 including VAT and Delivery within the UK.

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

2978. FOG> Falcon Update Issue 7

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 09:52:49 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3aa0dh$rvg@bs33n.staffs.ac.uk>
Source record: 177146

All FOG members will have issue 7 of Falcon Update Digital now so it's
only fair I should release it onto the Internet. Therefore I will upload
the latest issue to:-

ftp.uni-kl.de and
ftp.cnam.fr

It will be in pub/atari/incoming until they see fit to move it out!
Filename will be FOG7.ZIP and FOG7.UPL

Atari Falcon030 only.
VGA or RGB (Gaposcan provided - yes still!)
4meg memory required
Runs from hard drive or floppy drive this month.
66 articles, *NEW* text displayer, superb music, great graphics ;-)
Lots of bugs fixed.

Issue 8 coming out on December the 9th 1994 (hopefully).
Special two disk issue with an amazing cartoon animation direct from
Atari and a general christmas feel to the whole magazine. Christmas
soundtracker modules WANTED ASAP please!!!

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

2979. Re: WIMPER! My ST world is dying+PET PEEVS

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 09:56:35 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3aa0kj$rvg@bs33n.staffs.ac.uk>
Source record: 177147

udem148@bay.cc.kcl.ac.uk wrote:
: A major BWAH! Just one of many software titles I have hunted for
: is a copy of Microprose F1 Grand Prix through all mail order shops and NO
: success. Microprose have long stopped supporting the ST and Grand prix
: hasn't been available since, so does anybody out there have an original
: copy or dare I say it.....(whisper!-)...a hacked versh? Now this is not
: an invite to flaming; I'm aware of the horrendous damage it causes although
: in this instance it would make bugger all difference financially to Microprose.

I have an original I am quite willing to sell you.
Just email me with a price.
It's boxed, all manuals & disks of course.
Top notch condition too.

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

2980. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 09:59:57 UTC
From: avsec@westminster.ac.uk
Message-ID: <CzAzry.JFq@westminster.ac.uk>
Source record: 177148

In article <wongck.15.000AC506@lobby.ti.com> wongck@lobby.ti.com (William Wong) writes:
>In article <3a1rs9$sce@aristotle.algonet.se> jonaeson@algonet.se (Tommy Jonaeson) writes:
>>It took me 3 days to learn MS-DOS/Windows and the hardware good enough to
>
>If you use an ATARI, I don't see why it takes you 3 days to learn how to use
>Windows. Most stuff are similar, click and drag etc. Infact, the program
>groups are great idea, having stuff that do the same thing together, otherwise
These windows type GUI interfaces are meant to make computers dead easy to use
(seen the Microsoft ads in the UK where the old granny just instantly knows how
to use a PC). So, I've used just about all the GUI's there are with no
training, no problems, just got on with them since I first used them. Then came
Windows...I didn't know what I was doing, fancy having to ask someone how to
copy a file, how embarrassing! 8-o

Ta,
Phil-s
--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk

Atari Falcon030 4mb/120HD/FPU

2981. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 10:02:09 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.21.000A0977@lobby.ti.com>
Source record: 177020

In article <CzAzry.JFq@westminster.ac.uk> avsec@westminster.ac.uk (Philip Shore) writes:
>These windows type GUI interfaces are meant to make computers dead easy to use
>(seen the Microsoft ads in the UK where the old granny just instantly knows how
>to use a PC). So, I've used just about all the GUI's there are with no
>training, no problems, just got on with them since I first used them. Then came
>Windows...I didn't know what I was doing, fancy having to ask someone how to
>copy a file, how embarrassing! 8-o

Guess you were moving icons, right? :-)

Anyway, that Windows is stupid, When I first used it, I did not use the
Program manager, but used the File manager instead. This gives me a interface
just like GEM. Then only I learned the usage of the Program manager. Nowadays,
I am using dashboard inplace of Program manager.

However, I still like Tos 2.06 where you can place icons on the desktop and
using function keys to launch applications. Heard that the new windows can do
such thing or have launch buttons.

Regards
William
+===+
William Wong --- ST user in Singapore | Want a GUI that | ||| 520ST 4Meg
Internet Email: wongck@lobby.ti.com | works ?.... | ||| Tos 2.06
MCI Email: 4673356@mcimail.com | Get an Atari !! |/ | \ 44M Syquest
+========================== Disclaimer: What I say here is my own view ==+

2982. Re: Mint for 68020

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 10:10:43 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.22.000A2E11@lobby.ti.com>
Source record: 177021

In article <3aacgl$f45@ccpnws.in2p3.fr> acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:
>From: acounis@lpnhp3.in2p3.fr (Stephane Acounis)
>Subject: Mint for 68020
>Date: 15 Nov 1994 13:19:17 GMT

>I have a 68020 (and 68881) in my MegaST4. Can someone give me a good MiNT

Can a 68020 be installed in an Mega ST 4 ?? How ??

+===+
William Wong --- ST user in Singapore | Want a GUI that | ||| 520ST 4Meg
Internet Email: wongck@lobby.ti.com | works ?.... | ||| Tos 2.06
MCI Email: 4673356@mcimail.com | Get an Atari !! |/ | \ 44M Syquest
+========================== Disclaimer: What I say here is my own view ==+

2983. Re: Problems with PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 10:13:31 UTC
From: mdg@ukc.ac.uk
Message-ID: <409@stork.ukc.ac.uk>
Source record: 177004

In article <ftn_2.203.611.5_2ec10047_Christian.Andersson@ct.se>
christian.andersson@p5.f611.n203.z2.ct.se writes:
:> > PS. I also got the Apple Quicktime and also the Microsoft AVI movie
:> > formats, would many of you register if I did Quicktime and AVI Falcon
:> > movie players?
:>
:>Yes! You would get me on your list!

Ok.. I've made a start on both the AVI and Quicktime players, I need some test files, so any AVI/Quicktime(preferably as an apple single file binary) movies that anyone has would be appreciated. Uuencoded e-mail is fine.

Cheers
Griff
--

2984. System Solutions email address

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 10:57:02 UTC
From: David.White@ee.surrey.ac.uk
Message-ID: <1994Nov15.105702.6707@ee.surrey.ac.uk>
Source record: 177015

Could someone email me System Solution's email address, please.

-David White

ee11dw@surrey.ac.uk

2985. Re: Turbo C 2.0 Pro for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 11:23:52 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.76.000B662F@cam.ac.uk>
Source record: 177005
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3a8180$fnu@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>>I have a complete package of Turbo C 2.0 for sale, including all
>>manuals (in German).

>I thought Turbo C was the same as Pure C, and Pure C is only at v1.1
>and not 2.0?

I thought they started numbering at 1 again when they changed the name?

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * If at first you don't succeed, call it DOS 6.2 *

2986. Re: NVDI 3.0 and Speedo 5.x

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 11:37:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411151337.a11447@pb2.maus.de>
Source record: 177030

On Wednesday November 9th at about a quarter past five
jonal@hiof.no (*Jon A. Lovstad*) happened to write:

JAL>If you don't need the Type1 support, you could do well with NVDI
JAL>only. I believe Speedo comes with more fonts and drivers though.

There are several font-packages available with NVDI. And there are some pretty
excellent font-CDs available as well. Not to mention fonts you can get in a
BBS somewhere.

There are drivers for all major printers shipped with NVDI. In addition, you
get *MAKEPRN*. This little application allows you to create your _own_ driver,
if you have the ESC-Codes. Very easy to do :-)

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2987. Fontier Elite II: HELP!! Please read this!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 11:37:08 UTC
From: bensmith@teleport.com
Message-ID: <3aa6h4$2a8@kelly.teleport.com>
Source record: 177009
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've been playing Elite II and I've just bought a 2000+ Ton Panther Clipper. It came with a Class 8 HyperDrive. On my ship, it has a range of 9.15 LY per Jump. Unfortunately, that's not far enough. Does anyone know where I can find a Higher Class HyperDrive than Class 8. Usually the Highest Class you can buy in most Ports is Class 7. Mine came equipped with a Class 8 Drive. The Manual for Elite II says "Although the classes are listed upto 7, higher classes exist but are ONLY OBTAINABLE FROM SPECIALISTS.". What do they mean by specialists, who are they? Where do I find the specialists? And Where do I find the nearest ones to the SOL System?

Also, now that I have a Panther Clipper, what is the Point in continuing the Game. I've been told that in some systems, their are ships not listed in the Manual for sale. Are their larger ships to move upto than the Panther Clipper? Or have I peaked in this game? What ships are their? Where are they? I'm hoping for one with at least 8 missile Pylons, the bigger the better.

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2988. Re: Some news...

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 11:41:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411151341.a11448@pb2.maus.de>
Source record: 177031

On Wednesday November 9th at about a quarter past nine
larserik@oslonett.no (*Lars-Erik Oesterud*) happened to write:

LEO>(they even charge VAT and taxes for the postage !!!!)

Well, thats the usual way you *have* to do it, if you're running a business.
German financial-authorities would be at your a** if you do it otherwise.

LEO>And there are all numbers of taxes and handeling fees too :-(

What kind of taxes and fees?

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2989. Re: Help, new tt owner

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 11:45:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411151345.a11449@pb2.maus.de>
Source record: 177032

On Sunday November 13th at about ten to seven
STIRRE31@MAINE.MAINE.EDU (*STIRRE31*) happened to write:

S>SoftPC is available on CD-ROM? Hmmmm.... what are the chances of it

Well, thats probably a pirated copy, isn't it?

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2990. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 11:57:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411151357.a11454@pb2.maus.de>
Source record: 177033

On Monday November 7th at about twenty-five to twelve
Craig.Graham@ncl.ac.uk (*Craig Graham*) happened to write:

CG>No - you can buy 8Meg upgrades in to UK which install the extra RAM to
CG>be accessed in the same way as TT RAM (so you need a recent TOS to use

Are you referring to the boards sold by Gasteiner, London?

Has anyone installed one of these babies sucessfully?

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

2991. Figlet

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 11:58:41 UTC
From: julian@loose.apana.org.au
Message-ID: <3aa7ph$qoc@loose.apana.org.au>
Source record: 177008

I am using Figlet on my 1040 STE but I can't figure out how to save
pictures to a file. The manual is of no hope at all and seems to be UNIX based.
I am now quite expert at crashing my STE. :-)
Help
Thanks.....Julian
--
julian@loose.apana.org.au

2992. Re: Deutros

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 12:19:33 UTC
From: emdu02@castle.ed.ac.uk
Message-ID: <CzB68L.9Hn@festival.ed.ac.uk>
Source record: 177011

In article <Cz97D8.1tp@cee.hw.ac.uk>, davidg@cee.hw.ac.uk (David Greenlees) writes:
|> I have completed deutros but find that there is space left for discoveries.
|> and maybe use the refuel cheet less.

Refuel cheat?
And how do you use ht esonic blaster (jukebox), or the prison pod on the pirates?

Alan Swanson Email:emdu02@castle.ed.ac.uk

2993. Townsend,Tos and an old article

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 12:56:19 UTC
From: iagaw@cluster1.urz.uni-halle.de
Message-ID: <9411151254.AA26720@cluster1.urz.uni-halle.de>
Source record: 177012

When I was reading here the talk about J.Townsend and the TOS-Development,
I remembered an article in an old ST-Magazin. They were writing about a
german computershow, where KAOS, the TOS-Clone, was on display. When a
guy from Atari came, and saw the KAOS-TOS, he said:
"When I see this, I have to ask myself, WHAT our TOS-Crew was doing in
the last yers!!!"

2994. Re: CD ROM...

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 13:10:09 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CzB8Kx.n0@ssbunews.ih.att.com>
Source record: 177014

In article <3a9fsi$2no@aristotle.algonet.se>,
Tommy Jonaeson <jonaeson@algonet.se> wrote:
>Denesh Bhabuta (vctec@westminster.ac.uk) wrote:
>: there, from which, IMHO, the Mega Archive CD is the best. Currently at
>: Volume 1, vol2 will be out sometime within the next couple of months.
>: This disk contains nearly all the files from atari.archive, and some
>: from hensa.
>
>Is there anyone out there that could get me a copy of that CD-Rom?
>Or could direct me someplace where I can pick it up?
>
>Regards, Tommy

Anyone wanting Mega Archive CD Volume 1 can post Rob Perry on
rperry@cix.compulink.co.uk. He is one of the fine chaps as
Systems Solutions
17 Blackwater Street
East Dulwich
London SE22 8Rs

They take visa so you can arrange payment quite easily and they
are used to international sales so now how to handle customs etc.
I'm anxiously awaiting the announcement of volume 2. Wayne

2995. Mint for 68020

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 13:19:17 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3aacgl$f45@ccpnws.in2p3.fr>
Source record: 177013

Hi guys,
I have a 68020 (and 68881) in my MegaST4. Can someone give me a good MiNT
setup that would work on my system ? (as well as GNU GCC)
Thanks.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+--------------------------------+
"Ask a silly question and you'll get a silly answer"

2996. Re: TWO IN ONE AND NEODESK 3

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 13:38:07 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-1511940838070001@flash.comm.mtholyoke.edu>
Source record: 177010

In article <3a9que$a1o@olivea.ATC.Olivetti.Com>,
grillo@olivea.ATC.Olivetti.Com (Savino Grillo AB) wrote:

> Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:
> : Hello there,
>
> : I just downloaded TWOINONE a GEM-shell for archivers.
> : It just doesn't work under NEODESK3, anyone has tried ?
>
> : Savino
>
>
> Ok. I was a little generic, let me explain better what happen: when I click
> on twoinone.prg a message appears on the screen sayng : cannot find
twoinone.sys
> even if twoinone.sys is in the same folder from here I started the prg.
> The system hangs until I press a key. Quitting from Neodesk all works fine.
>
> Anyway thanks to all who replied, Atari has still a very good ccommunity.
>
> Bye
>
> Savino

Make sure you have NEOLOAD.PRG in your AUTO folder. Lacking that could be
the nature of your problem. (What version of NeoDesk 3?)

--
Rick Flashman, President Tel 413.247.5620
Gribnif Software Fax 413.247.5622
P.O. Box 779, Northampton, MA 01061-0779 rflashma@mtholyoke.edu
For information or technical support, contact "gribnif@genie.geis.com"

2997. Tape Streamers

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 14:03:00 UTC
From: sten.lystad@euronetis.no
Message-ID: <4.1146.335@euronetis.no>
Source record: 177018

I'm looking for a Tape streamer for my Falcon (QIC-80).
IDE-drives are very cheap compared to SCSI
Is it possible to connect a IDE Streamer to the Falcon ?
and what about software that supports IDE drives???

Sten.

* 1st 2.00b #3179 * <sten.lystad@euronetis.no>

2998. Re: BBS Software: RATsoft

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 14:10:10 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EKPNFIUQUp@dksoft.ping.dk>
Source record: 177006

In <1994Nov12.085601.1@cgsvax.claremont.edu> process@cgsvax.claremont.edu wrote :

>RATSOFT....RATSOFT....RATSOFT
>
>I would recommend Ratsoft. Call my board at 909-621-3737 and see Rip graphics
>on an Atari board! The authors BBS is 909-481-1927. The author is Steve
>Hughey. I bought the BBS package over a year ago and there have been at least
>12-14 updates...one a month...not just bug squashing either...online spell
>checking, RIP graphics, Internal Fido Messages, Forem Dat files, Full Screen
>Editor Online, Auto file_id.diz extractor, a very nice BBS package. The best
>for the Atari. Runs on all Atari with 1 meg or more and cost a meager $90 or
>so. Supports all serial ports ever made for Atari....

I suppose RatSoft can run Multitasking as well. It's an commercial program,
so why shouldn't it. Also i believe the author is working on whatever problem
new versions brings you. and that he behave polite to his costumors as well
when they report bug's and want changes. And there's ofcouse an demo version
available for test.

If you can answer yes to the above, then you lie.

Sorry to say, i had RatSoft for about a year. It made about 2 hours online
at my Falcon, then i just dumped it. To difficult and to many problems made
it impossible for me to run it. And when i turned to Steve to get some help
all i ever got, (if I ever got an answer from him), was a rude behaviour.
Thats not worth $90. Thats not worth nothing at all.

Things may have changed since. I gave away my RatSoft for free to one of my
friends, and since then, (actually since i dumped RatSoft), i have not spend
much time on it at all.

You can thank Steve and his so called BBS supporters for this.

An alternative to BBS's is Octopus, which is under heavy development right
now. Octopus is going to be the strongest BBS available for the Atari if the
author keep up his good work, (which he intend to do). Thats a promis!.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.

```
| CD-Roms online Free download limit.| Many years of experiences. |
-\-------------------------------------------------------------------------/-
\-----------------------------------------------------------------------/
```

2999. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 14:12:46 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EKPNFIUSUp@dksoft.ping.dk>
Source record: 177007

In <39vqqi$qp7@news.iesd.auc.dk> Henrik Lunardi Weide wrote :

>> DOS and Windows users out there how they have erred. Too bad they can't be
>> more 'mature' like us Atari users, eh? C'mon people, grow up a bit.
>>
>> -Hutch- @ Fair Dinkum Tech
>>
>
>I understand - don`t worry. I was joking, as usual. Maybe I was a bit rough in my
>way of speaking - sorry.
>After all this isn`t an advocadcy area - right ? :-)
>
>I`ll try to put a filter on my mouth from now on. :-)
>

That will be the day. 8-)

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\--/-
\--/

3000. UNIX-mindedness is not a good thing (was: Figlet)

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 14:42:27 UTC
From: avg@cwi.nl
Message-ID: <avg.784910547@news.cwi.nl>
Source record: 177017

julian@loose.apana.org.au (Julian Gifford) writes:

>I am using Figlet on my 1040 STE but I can't figure out how to save
>pictures to a file. The manual is of no hope at all and seems to be UNIX based.
>I am now quite expert at crashing my STE. :-)

Figlet is indeed totally UNIX-minded. You need a shell with
output redirection to write its output to a file...

Very un-Atari. But that's the way we're going with MiNT
getting increasingly popular...

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

3001. Abacus ST Books For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 15:58:17 UTC
From: rob_g@news.delphi.com
Message-ID: <3aalqp$gt3@news-feed.delphi.com>
Source record: 177019

I have the following Abacus books for sale:

Tips & Tricks
ST Machine Language
GEM Programmer's Reference (I have three of these)

Asking $5 each plus shipping.

Rob

3002. atari 1040 modem

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 16:04:47 UTC
From: dianatki@village.ca
Message-ID: <CzBGo1.243@Village.village.ca>
Source record: 177016

are you using your r
atari ton on this network?

3003. Re: Obsession Bugs

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 16:09:30 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CzBGvu.A32@cix.compulink.co.uk>
Source record: 176613

>Hi Merlin People 8-), what i would like to know is, like STARBALL, does
>OBSESSION have what i would call SUB GAMES (like eggball etc.), I
>have played the demo a few times now, but it does not seem to
>have this feature that starball has.

If you light up 'DIVE' and hit the ball up the right hand chute then
the game says 'Entering DIVE Mission - not in demo version'. Which, I
guess, is what you want.

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

3004. Re: Calligrapher & Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 16:19:56 UTC
From: djs@jet.uk
Message-ID: <1994Nov15.161956.22804@jet.uk>
Source record: 176617

In <39nq70$5p5@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I have heard a lot about this WP, so I as always have a few questions?

>Does it run on the F030?
Only in mono screen modes.

>Where is at available from?
Forgetit, it's junk (especially from the p-o-v of Falcon users). Its
owners (Working Title) dropped it some time ago.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3005. Re: Compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 16:22:08 UTC
From: djs@jet.uk
Message-ID: <1994Nov15.162208.22917@jet.uk>
Source record: 176618

In <39r1jc$4e8@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>Do I need Gcc to do this or with pure C do?
It is set up for GCC, but has a directory with makefile and patches for Pure C.
I port it to Latttice C (and can give you patches, if you like). I am doing
the 1.11h3 version for Lattice tonight.

>--
>===
>Roderick McCall K.P.
>President, Lip Theatre Company, University of Dundee
....[MUCH DELETED]
>===

Your .sig is way too long. Think of the people that pay for newsfeeds.

--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3006. Re: HELP! I need MiNT UUCP!

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 17:10:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.u&v&Z6zNtoo@semprini.waterloo-rdp.on.ca>
Source record: 176808

In <H.ekBL.ypTyFACaSHM@albemuth.equinox.gen.nz>, John Collis writes:
>My argument concerning UUCP for the Atari, is along similar lines to the
>argument being put forward over the Mosaic browser by Annius in this
>Newsgroup at the moment. Things should not have to rely on all the
>baggage of MiNT just to run a decent UUCP system. Also there shouldn't
>have to be compromises on the quality and flexibility of such a package
>either!

So then you run something easy to use and easy to set up like UPoint
(UPoint Lite is on atari.archive.umich.edu and other FTP sites).

I want something better, since I'm sick of my TOS filesystems being
beaten by the UUCP traffic. Minix filesystems will survive a lot more
punishment, and they only run under MiNT, so...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

3007. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 17:14:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.WbPwjrzxR__@semprini.waterloo-rdp.on.ca>
Source record: 176810

In <39tros$ql9@infa.central.susx.ac.uk>, Michael May writes:
>I get that at Uni all the time. Its even worse here, they think that you
>must be joking...I mean a computer scientist with an Atari Falcon.
>
>I have moaned about Atari in the past (who hasn't) but I would never get a PC
>on principle.
>
>Just think about a few year from now...a 486, really! I would have thought you
>would want at least a pentium.

You _need_ a Pentium if you want to get reasonable floating-point
performance. Not that it matters, since you're screwed if you run
DOS/Windows anyway...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

3008. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 17:16:02 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.e0m3IADXzTw@semprini.waterloo-rdp.on.ca>
Source record: 176809

In <39tvq0$qbg@turing.fwi.uva.nl>, Martijn Dekker writes:
>This I don't understand. there is nothing wrong with the hardware of a
>486DX or Pentium. Maybe you mean you don't like DOS or Windoze (this I
>would understand) ? There are other operating systems for PC's you know !
>(notably Linux and Warp)

Well, there's nothing wrong with those chips (unless you count the '486s
pathetic floating-point speed), though the rest of the hardware is
totally crippled for DOS compatibility. PCI-based hardware is a bit
better, but it's still suffering from motherboard problems and very few
drivers for anything other than DOS/Windoze.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

3009. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 17:17:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ZW_FoJPvQ5c@semprini.waterloo-rdp.on.ca>
Source record: 176806

In <3a5i0j$30r@mother.usf.edu>, Timothy Miller writes:
>Oh, and don't forget the brain-dead instruction set and idiot hardware
>design of the Intel processors.
>
>Yeah, I want a processor that's so inefficiently designed that to get it
>to compete with an 040, it's got to run at twice the clock rate and
>produce several times as much heat.
>
>And you can't really improve the hardware design much because the kludged
>patch-work instruction set limits the efficiency of the processor. Oh,
>and of course, the odd and small register set, etc, etc, etc.

I really like how my 8Mhz 68000 has more 32-bit registers than a 100Mhz
Pentium.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

3010. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 17:24:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ezeN3vd79Gk@semprini.waterloo-rdp.on.ca>
Source record: 176807

In <wongck.15.000AC506@lobby.ti.com>, William Wong writes:
>Installation of DOS and windows is a breeze. They have auto install program
>that will do it for you in less than an hour. In fact most software that I
>have installed can be done in less than an hour.

Now try adding a video card that does better than VGA. Oh, it comes
with drivers? Now try doing it for OS/2, or WindozeNT or Linux and pray
you can find drivers for it. What, your DOS programs don't support
anything better than 80x25 on that card? And all your games still run
at 320x200x256 despite the card being able to pull off 1024x768x16-bit?

>Nowadays, software are a whole lot better, some knows how to use EMS so that
>there is near to 0K usage of conventional memory. It is just afew option setup
>on the software.

The mere fact that you have to know anything about "conventional"
memory, or "expanded" memory, or "extended" memory is a serious flaw.
Memory is memory, on any system that isn't running DOS.

>It is the software that you're using that is really the problem. Get and use
>smart software.

It's a pity DOS is so minimalist; all DOS applications basically
re-write DOS and use the BIOS directly for speed.

>Now this is a area that is normally a nightmare to most ppl. Read the manual!
>and use a good diagnostic problem to find out what is used and what is not.
>Also try using the newest DOS, they allow you to skip loading device drivers
>at boot time, so you can boot up bare without any drivers.

What if your computer didn't come with documentation for the motherboard
or the cards that were already in it? *ALL* of the PCs I've seen sold
around here are like that, or you get a photocopy of some Chinese
documentation.

>I must say that this is a problem caused by to much support for the machine.
>There are so many HW products upgrades for the machine while the machine have
>limited available IRQs/BIOS addr for them all. I wish that my MSTE have all
>these HW upgrades, so that I am not stuck at standard 4 colours for med res or
>just 4 Meg RAM. Also with so many HW product available, there is alot of
>competition and it drives the prices down.

Plug a video card into your VME port. Hey, no IRQs or anything as
stupid as that! Plug a scanner, or a SCSI Ethernet, or a hard drive, or
a tape drive, or... into your SCSI port (ok, so you'll need an adapter
for the silly ACSI port to convert it to SCSI, no problem).

PCs are crippled by the stupid, ancient architecture. PCI fixes this,
but there are too many PCI cards coming out with 8088 BIOSs on them
instead of supporting OpenBoot.

>>Whoever invented the darn system ought to be shot on the spot!
>
>It was the state of the art technology in 1980s. And at that time the ST was
>far better than XT, but if only ST have develope in the way XT have...

PCs weren't even state-of-the-art when they came out. There were
UNIX workstations back then, you know.

>I am not blowing the trumpet for PCs. Come off it, I don't believe that
>millions of people are wrong by chosing PCs rather than Atari, Amiga or Apple
>machines. Remember back in the late 70s and early 80s there were tons of other
>make of machines (Dragon, Brain, Speccy, ZX 80/81, QL etc) that have all gone
>down the drain. In this market it is the survival of the fittest and PC looks
>like it is and will be breaking into the workstation market in the very near
>future.

Cancer can spread rapidly, too. Then the host dies.
--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

3011. What is GE-SOFT new telephone number?

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 17:32:48 UTC
From: cfav1@leonis.nus.sg
Message-ID: <3aarc0$qdr@nuscc.nus.sg>
Source record: 176667

Apparently, GE-SOFT Computersysteme GmbH has changed their (voice) telephone number to +49 (2241) 406280; I got this from the telephone operators. However, no one is answering this phone number. I am trying to check on an order which I have already paid but has not received yet. In addition, my FAX (using the existing phone number has also gone unanswered. Are they on holiday?

--
Victor Pang Electronic Music Laboratory MultiMedia Studio
cfav1@leonis.nus.sg The Centre For The Arts 1 Rochor Canal Road
National University of Singapore #04-22, Sim Lim Square
Kent Ridge Singapore 0718
Singapore 0511 Telephone: 339-1835
Telephone: 772-2492/3 Telefax: 339-2680

3012. Re: WWW: Atari Pages

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 18:38:16 UTC
From: vctec@westminster.ac.uk
Message-ID: <CzBnrt.5vM@westminster.ac.uk>
Source record: 176623

Jack Kitowicz (ac382@freenet.carleton.ca) wrote:

: There is also the 680x0 LINUX page which might interest some TT and Falcon
: users.

If you log into the HENSA WWW page...the URL of which I gave about 2
responses ago...then you will find that it is the only page you need to
know, as all the other Atari links are accessible from there. There is
also an editorial by me...and an easy way to download software from the
WWW. Just try it.

Comments most welcome.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3013. Speedo 5

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 19:15:33 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.35.000E42D3@cfcsc.dnd.ca>
Source record: 176948

I've seen posted here that thers is a Speedo 5.0c. I've 5.0b - is there an ftp site where I could grab the b - c update? Or can I only get it via COMPO?
merci/thanks
-ken

3014. Re: Sdecode

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 19:55:52 UTC
From: msy@lafp.oche.de
Message-ID: <EKPTDFWJ1UP@lafp.oche.de>
Source record: 177022

In <EKKSBHBUUp@elfhaven.ersys.edmonton.ab.ca> Michel Forget wrote :

>In <39tbe8$3i8@nippur.irb.hr> Neven Petrlik wrote :
>
>>Where can i find SDECODE for Atari ST ?
>
>What is it?
>
>If it is a way to transform binary to ASCII, or ASCII to binary, please
>tell me where I can get UNIX source code (or PC source code, but
>preferably not) in "C" and I may add it to ESS-Code.

Ohh, nice! Another (en)coding Feature :)

regards, Manfred

--
/~~~~~~/~~\
| Manfred Ssykor Usenet: msy@lafp.oche.de |____|
| Huettenstr. 46 Mausnet: Manfred Ssykor @ AC3 |
| 52068 Aachen Phone: 49- 241 - 55 53 48 |
| PGP-Key: Mail to: fileserver@lafp.oche.de |
| Subject: send pgp-key |
/~~~~~~/ |
____/

3015. HELP: C under MINT on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 19:59:02 UTC
From: gaston@father.ludd.luth.se
Message-ID: <3ab3u6$ah6@father.ludd.luth.se>
Source record: 176629

```
Hi.
I would like to learn C and I wonder
what setup I should have, what files needed
and so on...
I'm used to emacs, is there any similar
that will work under MINT? And where to
find it?
Thanks in advance,
gaston.
```

3016. Re: Shareware or not Shareware

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 20:17:39 UTC
From: mcsse2sw@dct.ac.uk
Message-ID: <1994Nov15.201739.1@dct.ac.uk>
Source record: 177026

In article <3a8e7t$543@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
> So no charging $25 just to be able to save more than once, or to get
> rid of a 30-day limit, or an annoying 10-second pause intro screen,
> it's far too much!

You are not paying $25 to remove the disabled features, you are paying for
the whole package. The save once and paused intro screens are attempts to
make people register.

--
Simon Wilkinson
Abertay University (Dundee), UK

3017. Re: Incredible Atari Sales in The Netherlands!

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 20:30:11 UTC
From: fvdakker@sterbbs.nl
Message-ID: <026477BWJFFQJWCSGNMM@sterbbs.nl>
Source record: 176637

ho>In article <Cz635M.JKq@sci.kun.nl>, sanders@sci.kun.nl (Sander
ho>Stoks) writes: >Hi,
ho>>
ho>>I got the November/December issue of Atari St Nieuws today, and
ho>spread >over the center pages there is an amazing display of Atari
ho>stuff for >sale. To quote some: SM 194 of TTM 194 (19" monitor)
ho>for DFl 499,-, >Portfolio starting at DFl 79,-, Lynx for 99,-, Mega
ho>ST1 for 199, and >even a real ATW Transputer incl. keyboard for
ho>599,- (!!!) ST i.o-card >and ATW Farmcard with 4 T800's also 599
ho>each. No need for an 060 card >for my Falcon: I could get this
ho>beast and place it under my desk, and >have a MiNTnet connection to
ho>it (yes?) That'd be great... I can wait >to see TeX zap those
ho>page numbers across my screen :-) I have a review >of those ATW's
ho>somewhere... I'll look up some info on them.
ho>>
ho>
ho>And where in Holland would that be??

ACN (publisher of ST nieuws) sells software and hardware via postal
order, but will also be at the HCC-days in holland and the ProTOS in
Germany.
Fax: +31 (0)23 361444
voice:+31 (0)23 351100
That's in Haarlem.
Greetings,

Frits van den Akker = fvdakker@sterbbs.nl = Program@STR
JFA Software = Internet = MajorNet

* TailMail 2.1 #031 *

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

3018. Shareware or not Shareware

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 20:30:11 UTC
From: fvdakker@sterbbs.nl
Message-ID: <026470BWJFFQJWCSGNMM@sterbbs.nl>
Source record: 176638

bd@st-andrews.ac.uk wrote:

bd>I've been writing programs for the ST for quite a while now, and
bd>I'm interested to see what Atari users think of the shareware
bd>concept now.
bd>What kind of quality and/or support do you expect from a shareware
bd>author?

In my opinion shareware should be supported for people that actually
register their program.

bd>What kind of programs make good shareware titles?

Everything :-)

bd>Is it worth producing shareware (i.e. will anybody actually
bd>register)?

Don't know that. Haven't see anybody see registrering my programs' but
they aren't avaliabl in the net...

bd>Which co-ercions (eg. Program function disablements etc.) or
bd>incentives (eg. Free future versions) are best, if any at all?

Depends. I make programs myself. Programs without any restrictions I
release as freeware, but the real shareware programs I have made (not
much) I limited the possibilities or made a demo for it.
But: Don't make shareware with almost no functions when not
registered, I very dislike those programs!

bd>It'd be interesting for me, as well as other budding shareware
bd>authors to find out more about this, so please, if you have some
bd>time, answer the above questions, and feel free to mention anything
bd>else.

Well, I'm interested too, because I want to make shareware programs
that users actually register.

bd>Other things I'm interested in are the level of compatablilty
bd>required (eg.
bd>across resolutions, older TOS versions and the like), and the

It should works on every machine, but it depends on the thing your
progream do.

bd>value of a typical shareware registration fee. Also how to deal
bd>with overseas regs. etc.

IMHO a sharewarefee shouldn't too much; since there is always a
possibility the auther doesn't supports his programor doesn't give you
ypur required key.
Besides, if the program is really good, why don't make it shareware?
But that's my opinion, all other opinions are welcome here....
Greetings,

Frits van den Akker = fvdakker@sterbbs.nl = Program@STR
JFA Software = Internet = MajorNet

* TailMail 2.1 #031 *

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

3019. Re: WWW: Atari Pages

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 20:30:12 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3ab5ol$gn8@mercury.dur.ac.uk>
Source record: 177027

Jack Kitowicz (ac382@freenet.carleton.ca) wrote:

: There is also the 680x0 LINUX page which might interest some TT and Falcon
: users.
: http://www-users.informatik.rwth-aachen.de/~hn/linux68k.html

And mine,

http://www.dur.ac.uk/~d408x2/

ATB,

Martin

M.J.Maisey@durham.ac.uk

3020. Re: Ghostscipt 2.61

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 21:21:42 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ab8p6$58o@nippur.irb.hr>
Source record: 177025

Ian Taylor (Ian_Taylor@a2w.maus.sub.org) wrote:
: Hio

: I'm told that Ghostscript will let me view Postscript documents, and
: the current version is 2.61.

: Does anybody know if Ghostscript will run on a 1MB ST?

YES, it will !

3021. Re: Developing Mosaic for

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 21:33:17 UTC
From: fvdakker@sterbbs.nl
Message-ID: <022691CIVDLDLFMNTTCC@sterbbs.nl>
Source record: 176640

Forgot who wrote this:

ch>You could always put another little program in first that asks if
ch>you want to load MiNT in anticipation of using your program; if
ch>they answer "no", just rename mintnp.prg to mintnp.prx. This'd
ch>also safe-guard you from crash-city.

If you can't make it, I could make it for you. just e-mail me the
files that have to be changed from prg to prx (mintnp.prg :-)
It's a very simple job.
The other method is to use SUPERBOOT :-)
Greetings,

Frits van den Akker = fvdakker@sterbbs.nl = Program@STR
JFA Software = Internet = MajorNet

* TailMail 2.1 #031 *

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

3022. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 22:02:36 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3abb5s$1ts@golem.wcc.govt.nz>
Source record: 176641

In article <1994Nov15.082131.29476@ida.liu.se>, t94patsa@ida.liu.se (Patrik Sanfridsson) writes:
>So, yet again, we have people coming over here just to sneer at us and to tell
>us how stupid we are and how outdated our computers are and that we should
>"see the future" and go buy a pc/mac/whatever expensive pile of junk that will
>be outdated in a year anyway.
>
>Oh, and Roger S, don't bother replying with your smart remarks to this cause
>you're already in my kill file.

Another snivelelling teenager, that has never ever worked in his life,
did no one tell you the facts of life, well John tried to, then it looks
like you are to stupid to read....

May be you should not be on here with posts like this one, why not join
the Amiga groups....

__ __
> /_/ /_ / Computer student at University of Linkoping (LiTH)
>/atrik __/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3023. Re: Jag Joypad

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 22:48:07 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CzBzC7.7LM@cix.compulink.co.uk>
Source record: 176953

In message <chrisgioCz8K9M.I1o@netcom.com>, chrisgio@netcom.com said:

>Does anyone know if it is possible to connect the Jag. pad to a Mega STe?
>I know it is possible on the normal STe and the Falcon but is there any
>way on my system?

No, the Mega STe doe not have the analogue joypad ports.

Barry wilsontjb@cix.compulink.co.uk

3024. Re: World Conquest author

Newsgroup: comp.sys.atari.st
Date: 1994-11-15 23:18:00 UTC
From: Carl-Georg_Hofmann@sb.maus.de
Message-ID: <199411160118.a15171@sb.maus.de>
Source record: 176934

In Msg A35713@AC3, ac382@freenet.carleton.ca wrote:

>Hello, I was wondering if anyone knows how to get in touch with the
>author of World Conquest

only few days ago i got a mail from him, his email-adress:

> HUBBA@EZINFO.VMSMAIL.ETHZ.CH

/GOFFY/

3025. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 00:18:09 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CzC3IA.HE3@cix.compulink.co.uk>
Source record: 176954

> or not, the problem is that we won't accept it. I'm not surprised
> that Atari's given up, just look at the Falcon, Because of the fact
> that the Atari user family *will not* accept an Atari that's not
> compatible with the old ST software, the Falcon is a fraction of what

If the Falcon was non ST compatible then I could see your point. However it runs *so* much ST software that its bound to be considered a glorified ST in some quarters. The TT suffers from exactly the same problem. It would have made a nice little UNIX workstation if it hadn't have been ST compatible. OTOH Atari still wouldn't have sold any - and the TT would be even more marginal than it is now.

> promise to stay with us is bound to be broken. and the next computer
> we buy will be made by apple or IBM. Maybe we should pump Atari to
> join in with Apple and IBM instead of whinging for a new TOS

Good idea. I'm on the verge of buying a PC, only because I don't think my TT will be a viable *single* machine solution in 2 years time. Two years is at *least* what it will take IBM/Apple to get their act together on the new style Prep machines - if they don't hurry.

But before anybody thinks I've gone PC soft - I do know how bad PCs are. I've just spent 2 evenings trying to fit a CD-ROM and soundcard into a basic 486 machine. It just doesn't want to play. Didn't have this much trouble with the Atari CD-ROM, and that a combination of spare parts and shareware! But thats not the point. Untill recently it was a question of stay with Atari or wait out for the Prep machines. However all the time this thriving PC market was surrounding me. So its more a case of having the best of both worlds than jumping ship.

Certainly I am by no means abandoning the Atari range. Whilst people are interested/interesting, I'll happily stay along for the chat :-)

:-)

Roland.

@CiX

3026. Re: Incredible Atari Sales in The Netherlands!

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 00:24:36 UTC
From: sanders@sci.kun.nl
Message-ID: <CzC3t0.HC7@sci.kun.nl>
Source record: 176702

In <3a77hj$8f@btmplq.god.bel.alcatel.be> hofman@nltv00.uni-paderborn.de () writes:

[about ACN Atari sales]

>And where in Holland would that be??

ACN are doing it themselves. Fax number is +31 23-361444. Hope that
helps...

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

3027. Re: Incredible Atari Sales in The Netherlands!

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 00:27:55 UTC
From: sanders@sci.kun.nl
Message-ID: <CzC3yK.HF2@sci.kun.nl>
Source record: 176703

In <3a5bum$1tok@sat.ipp-garching.mpg.de> krasel@alf.biochem.mpg.de (Cornelius Krasel) writes:

>Sander Stoks (sanders@sci.kun.nl) wrote:
>> even a real ATW Transputer incl. keyboard for 599,- (!!!) ST i.o-card
>> and ATW Farmcard with 4 T800's also 599 each. No need for an 060 card
>> for my Falcon: I could get this beast and place it under my desk, and
>> have a MiNTnet connection to it (yes?) That'd be great... I can wait
>> to see TeX zap those page numbers across my screen :-)

>Well, have fun to rewrite your (and commercial) programs for ATWs :-)
>(As a matter of fact, I have seen an ATW once (four or five years ago, at
>the computer science dept of Edinburgh U., and it _is_ a fast machine.
>But your Atari code doesn't run on ATWs: you would have to recompile the
>source code, probably fit it to the ATW-ST interface, etc. So save your
>money for something else.)

I talked to a computer science friend of mine, and he explained to me that a transputer is only fast for certain optimized algorithms. I already knew it wouldn't be ST compatible (although you can run ST software on it if you have the ST i/o card, which is a mega ST on a card). I knew I would have to compile TeX and such for myself.

I'll wait for the '060 board prices, though.

BTW, offers last until end of november!

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

3028. Re: CD ROM...

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 01:26:53 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3abn4t$m12@mailer.fsu.edu>
Source record: 176943

Tommy Jonaeson (jonaeson@algonet.se) wrote:
> Is there anyone out there that could get me a copy of that CD-Rom?
> Or could direct me someplace where I can pick it up?

A followup post gives some specific info, but I just wanted to point out
that the file 0cdrom_availability on atari.archive.umich.edu also contains
this info. It is in the root directory, you can't miss it.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3029. Re: What to look for in a used ST

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 01:35:29 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3abnl1$m12@mailer.fsu.edu>
Source record: 176817

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
> I'm interested in purchacing a used 1040ST computer. I have several leads
> and I'm wondering what things I should check for when examining the
> models. Any tips or suggestions would be GREATLY appreciated. Thanks,

The FM models have a port marked "televison", which is desirable IMHO (cool for playing games on your big TV). If possible, you should have the seller run some programs for you to determine important info. For example:

sysinfo: TOS version, among other things.

DC Max Tracks: How far out the floppy drive can format/read/write (at least 82 tracks is very desirable, as some games, popular alternate formats, and most demos won't work on anything less).

RAMtest (or other memory tester): check the memory, of course.

All of these are available on atari.archive.umich.edu, among other places.

In addition, I think it is fairly common for machines with the 1040 style case to have damaged joystick/mouse ports, due to their braindead location. These should be tested. I hear it is easy to destroy the parallel port on any ST (by hot-swapping devices hooked to it, as it was not designed to handle this very well), but I cannot confirm that.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3030. Re: Pushing a Mega Ste be

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 01:39:06 UTC
From: mparrott@pnw.net
Message-ID: <3abnrq$p8c@rocky.pnw.net>
Source record: 177028

> How does the TT use 8megs of ST ram? Can the MSTe be 'modified' this way
> as well? Can you specify the header bits, etc?

The TT030 can access more ST RAM because it's using a 68030 processor
with a built-in MMU that can access more memory than the MMU in the
ST/STE, which is external to the 68000 CPU and was not designed to
access more than 4 megs of RAM.

To the best of my knowledge, there is no simple way modify an STE to
access more than 4 megs of ST RAM. Even accelerators such as the SST, for
the Mega ST, didn't extend the access to ST RAM... they replaced it with
Fast RAM (TT RAM) which was accessed via the 68030 processor in the SST.

- -- - - - - - - - - - - - -
Michael Parrott !!! Proudly Using Atari
mparrott@cascade.pnw.net (. .) TT030@48Mhz/4/4/630
((v)) "Despite the high cost
"Old Immortals don't die; o-----/m-m------o of living, the practice
they just... DON'T..." remains popular..."

\=- Home of the Plexy 4000 Trilark De-Scrappler -=/
- -- - - - - - - - - - - - -

3031. Re: HSMODA04 doesn't work with Stalker 3?

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 01:56:03 UTC
From: s2887@FB1.FHTW-Berlin.DE
Message-ID: <3aborj$egj@mars.fb1.fhtw-berlin.de>
Source record: 176880

blade01@pplnet.com wrote:

> IW>The HSMODA drivers *are* backwards compatible.

> No, they most certainly are not. I have tested extensively, and most of

Yes, they are backward compatible in most cases!!!

I can't understand why the FIDO-programmers use the caux-functions of the GEMDOS. Atari itself recommends _not_to_use_ this functions and use the BIOS directly instead (I think one reason is the possiblility that these caux may be redirected to another handle.)

I know why these functions do not work. I will try to fix this in the next release, for such (sorry) bad programs as these FIDO-ones (Atari didn't say much, but to ignore what tey said, is not well.)

By the way: the result of cauxos will not depend of the status of the CTS-line, but only of wether there is romm in the buffer (the same as Bcostat).

HS

3032. Archer McLean's Pool

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 02:06:57 UTC
From: arch@insane.apana.org.au
Message-ID: <3abpgk$2iq@otis.apana.org.au>
Source record: 176797

Has anyone ever seen this game? I believe it was released by Virgin, but have not seen it or heard about it down here.

I enjoyed playing Jimmy White's Whirlwind Snooker for a while, but have always liked pool better than snooker, so if it's any good, could someone please let me know?

Cheers.

--
Arturo Larizza |Nothing exists, save for atoms and the void.
arch@insane.apana.org.au |_Democritus_

3033. Use of Atari for Internet

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 02:29:28 UTC
From: PhillyEd@ix.netcom.com
Message-ID: <3abqq8$ikl@ixnews1.ix.netcom.com>
Source record: 177029

Hi: I have a friend who has an Atari computer. He wants to know if he can use it to access the internet? And what kind of modem would he need and what else would be necessary. I really don't know what to tell him as I have an IBM. And I am not really a whiz on computeres, yet. I hope to be eventually. Thank you for any help you can give.
PhillyEd

3034. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 02:49:45 UTC
From: jonaeson@algonet.se
Message-ID: <3abs09$6lj@aristotle.algonet.se>
Source record: 177040

udem148@bay.cc.kcl.ac.uk wrote:
: Rumour has it ATARI are going to start making ST's again; hopefully
: this time with room to expand. Don't know when though!

Makes sense, it is a good way to get into the new market in the east.
Making a machine that is cheap, and has loads of nice software for it,
if they grab a big chunk of the market it will most likely result in more
software for the ST.

Atari really has a golden opportunity, especially since Commodore is no
more...

Regards, Tommy

3035. Re: Deutros

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 03:16:12 UTC
From: jonaeson@algonet.se
Message-ID: <3abths$6vv@aristotle.algonet.se>
Source record: 177041

Alan Swanson (emdu02@castle.ed.ac.uk) wrote:
: And how do you use ht esonic blaster (jukebox), or the prison pod on the pirates?

I never got the Esonic blaster to work, but the prison pod is easy.
get a prisonpod at the place where the pirates are (shouldn't be to hard)
and let them dock to the station.
put the prisonpod on the starship, put the pirates in the prisonpod,
launch starship.
Done!

Regards, Tommy

3036. Re: Tape Streamers

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 03:22:46 UTC
From: jonaeson@algonet.se
Message-ID: <3abtu6$71e@aristotle.algonet.se>
Source record: 177042

Sten Lystad (sten.lystad@euronetis.no) wrote:
: I'm looking for a Tape streamer for my Falcon (QIC-80).
: IDE-drives are very cheap compared to SCSI
: Is it possible to connect a IDE Streamer to the Falcon ?
: and what about software that supports IDE drives???

The tapestreamer you mean is Conner 250 or equivalent.
The streamer is not connected to the IDE-interface, it is connected to the floppycontroller, and thus should be able to connect with any computer which use standard floppys.
Unfortunately, I haven't seen any software for those streamers for the Atari, nor have I seen any documentation on how to access the streamer from software.
(Besides, the streamersoft on the PC is far from good)
Anyway, if anyone can get that information, I would be very interested, since that streamer would be very nice to have for my STE/F030.

Regards, Tommy

3037. Re: Packet radio software / hardware

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 03:42:54 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <784957374snz@gw6hva.demon.co.uk>
Source record: 176845

In article <3a12rn$2jj@ionews.io.org> mike@io.org "Mike Stramba" writes:

> Is anyone here using an atari for packet radio?
>
> If so, what software /hardware are you using?

Yes, indeed - several in fact. The core machine (that does the most work) is a 1040 using the KAOS 1.4 ROM's. It has 8 ESCC channels and 2 SLIP links at 31,250 and 38,400 baud for local inter-machine hook up. The ESCC channels run 2 x 9600 and 6 x 1200 baud ports. The machine is very busy indeed and the local BBS is running on a 486dx80 (cos FBB is PC based).

The software is Rob Jansenn's (PE1CHL) excellent version of NET, which is virtually bombproof on a PC and on the Atari's - well, it IS bombproof and runs for months on end without ever needing a reboot (and this machine handle's 10's of megabytes per week).

I have distribution archive's on my BBS for both the ST and PC machines complete with setup info and real-life sample configs - getting them is more of a problem. You'll find various sites for the code - have a word with an Archie and then if you need the support sample files I have then I could post those as UUE stuff. If you can handle a dial-up SLIP connect, then I can make a port available overnight (I have only one line) at V42bis.

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

3038. Re: FOG> Apex Media Press Release

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 04:25:11 UTC
From: sammcgee@crl.com
Message-ID: <3ac1j7$acv@crl9.crl.com>
Source record: 177034

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: Got this the other day:-

: APEX MEDIA FOR THE FALCON030

Could someone post a review. The ST Review preview was good but incomplete.

: --
: #119.95 incl. VAT from: TITAN DESIGNS Ltd, 6 Witherford Way, Selly Oak
: Birmingham, B29 4AX, UK. Tel/Fax: +44 (0)121-414 1630
: CIS: 100345,2350
^^^^^^^^^^^^^^^^

Is this a Compuserve #? If so is the Internet address
100345.2350@compuserve.com?

Sam

3039. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 04:39:08 UTC
From: Timothy Miller <millert@csee.usf.edu>
Message-ID: <Pine.SUN.3.91.941115224634.6462A-100000@grad>
Source record: 176902

On Tue, 15 Nov 1994, Clinton N. Keith wrote:

> Over the last 12 months 1 gig drives have been halved in price and size.
> Same as the previous year.

The point is that I shouldn't NEED such a large hard drive, especially for just an OS. I read an article once in 1986 that said that an OS should not use up excessive system resources. This I whole-heartedly agree with, so it's funny and disgusting at the same time that most modern OS's use up excessive system resources. The OS should be the most highly optimized part of the system. It's there as a facility to be used by other software. The OS is not a package of software like a wordprocessor; it's the heart of the system, and therefore, it should be made to allow the other software to take optimal advantage of the system resources. When an OS is so big that you can't run your apps or it's so slow that your apps, even efficient ones, find the OS to be a major bottleneck in some way or other, then the OS is not fullfilling its purpose. These inefficiencies do not allow software to take optimal advantage of the system resources.

Windows, OS/2, System 7, UNIX and others suffer from these problems to some extent or other. Windows is too big and very slow. OS/2 is too big and a little slow. System 7 is too bog and EXTREMELY slow (40k of code to perform a context switch? Come on!). UNIX is HUGE, but it's fast and if you're running a very large network, it's not so bad.

>
> As for getting lazy and writing large inefficient code..., you are partly
> right. The executable size for programs has ballooned with advanced
> GUI's. However, having written GEM and Windows programs that do the same
> thing, I can truthfully say that I was *far* more productive when I was
> writing for Windows.

Define 'more productive'. Do you get more work done faster? Is it easier? I rather like programming my Atari, and after I developed myself an application framework than handles windows and windowed dialogs and other thing autmatically for me, I became yet even easier, and I can throw together a simple GEM app in minutes because either the facilities are in the OS or in my library.

People who I know who develop for both Atari and Windows have almost consistently told me that programming an Atari is MUCH nicer and easier. Well, I don't recall if they said anything about faster, but if something like this is nicer and easier do, the development time is probably much faster. Just ask Damien M. Jones (of dmj sofware). He programs all say on PC's, and comes home to and programs his Atari to RELAX.

> Much of this has to do with the tools which
> pack in alot of stuff which should be dynamically linked, but also with
> the idea that the most critical cost measurement of software is the
> programmer's time.

Oh, and another part of the system that should be HIGHLY optimized and very well built is the compiler. Of course, Microschmuck and Borland produced for us complete crap. At least Borland's stuff was fast, but some of their optimization techniques are questional at best, and the object code it produces is HUGE for even the smallest programs. The Microsoft compilers are awful. Sure they have relatively plush development tools, but the results suck.

Compare "hello world" programs:
68000 ASM: 92 bytes
Watcom Fortran: about 300 bytes
Laser C: about 6k
Borland C: about 12k
DBase III: about 100k

Doubtless, Microsoft visual C++ would produce something on the order of 40 or 50k.

> If I have the choice between 1/2 the time or 1/2 the
> size, I'll choose 1/2 the time. Lazy? No. I still put in 20 hour
> days as deadlines approach. My ultimate value (at least in terms of
> my job) is functionality produced over time. Besides, a 200K executable
> on a 1 meg Atari is worse than a "bloated" 1 meg exe on a 8 meg Windows
> machine. Memory is a relative resource.
>

You should NOT need more memory simply so you can run your OS. More memory should be there for the USER so he can make more effective use of his system. As a result of inefficiencies in OS design, you get nothing out of 16 megs with Windows NT, while you can't fill 16 megs of RAM on a TT, even while running several programs at once.

I agree that development time is important. As a result of my application framework that I use for my Atari, my applications have a minimum size of about 26k, rather than about 12k for programs that had to be developed from scratch and took on the order of 10 times longer to develop. That 20+k library is a worthwhile sacrifice.

On the other hand, when an OS is so large that your size sacrifice is on the order of megabytes or tens of megabytes, then it IS laziness. There is no other reason for the flagrant inefficiencies in Windows and System 7 than simply extremely lazy developers. Maybe not the individual programmers, but the company that pushes the programmers to develop software that may come close to working, regardless of size or speed.

UNIX is an exception because it's an OS written by hackers originally for machines with 64k. The name UNIX is a play on the name Multix. At the time, Multix had gotten so big that some people decided that they wanted to do better. Multix was designed for large systems and many users, so

they designed Unix to be small and for single users on small systems. This was back in about 1970. Over 24 years, Unix has grown continuously. Independant contributors each developed utilities some of which had overlapping capabilities. Additionally, the core of the OS has been improved and adapted to countless different systems and requirements. Memory protection, threading, and virtual memory were certain not part of the original design of Unix. Considering the time it's been around and the number of contributors, I'm surprised it's not larger. The biggest reasons that Unix is so efficient is that is had to start that way. Originally, you had to fit the OS into a small space, and you had to make it very efficient, or it would be very slow. Unix is also very capable for its relative efficiency since, to some extent, programs that compile on one UNIX machine should be compilable on another. This isn't always true, but it's due to slight differences in different implementations of Unix which don't usually pose that much of a problem.

The large apps and OS's being produced by awful companies like Microsoft are that large not simply due to an interest in reducing development time. It's due to stupidity and the fact that they can fool most idiot Americans into buying any crap they want to sell. It's like selling refridgerators to Eskimos, except Eskimos probably have some intelligence.

3040. How much would my 1040 ST sell for?

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 04:42:04 UTC
From: coonj@osuunx.ucc.okstate.edu
Message-ID: <CzCFq4.98D@osuunx.ucc.okstate.edu>
Source record: 176906

I have an Atari 1040 ST with a 40 Meg IDE hard drive and color monitor. It includes mouse, periphials, and lots of software. How much could I expect to get for it if I sold it on the Net?

thanks in advance.
Jeff
coonj@osuunx.ucc.okstate.edu
"The best way to accelerate a Macintosh is at -9.8m/s/s"

3041. FALCON DEMO Problems

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 05:00:02 UTC
From: ahuyghe@madwand.bison.mb.ca
Message-ID: <ReaVVc2w165w@madwand.bison.mb.ca>
Source record: 177035

Hello to all;

I have a question concerning some Demos i've been trying to run unsuccessfully as of late. They are the Humans Demo, Plastik, Knockout and the latest is the obsession pinball demo. My problem is the same for all. When i load the demo, the screen display is all garbled. Now i realize that some of these demos may be RGB and will not display on my system. Most of these do not have any file stating the video attributes. But i became suspect today when i loaded the obsession demo and witnessed the same problem. Only this time the read.me file states it will work on either RGB or VGA. So now i'm stumped.
Is it the Demos or The system.
My system consists of a Falcon 030, 4 meg ram, 270 mb HD and a SVGA monitor.
i usually run warp 9 v3.81.
I would appreciate any help or feedback from people who are able to run these demos with a SVGA monitor.

Thanks in advance.
Al Huyghe
ahuyghe@madwand.bison.mb.ca.

3042. Re: Use of Atari for Internet

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 05:01:19 UTC
From: hing@csulb.edu
Message-ID: <3ac3mv$2uv@garuda.csulb.edu>
Source record: 177036

Edward Devine (PhillyEd@ix.netcom.com) wrote:
: Hi: I have a friend who has an Atari computer. He wants to know if he
: can use it to access the internet? And what kind of modem would he need
: and what else would be necessary. I really don't know what to tell him
: as I have an IBM. And I am not really a whiz on computeres, yet. I hope
: to be eventually. Thank you for any help you can give.
: PhillyEd

First of all, he has to have an Internet account. Second, he will need a
modem, any kind would do, however, the fastest the better. Third, he would
need a com program, there is one very good on the Atari called STalker.

--

"""
(o o)
+--oOOO--(_)--OOOo--+
+ Houn-Nam Ing +
+ hing@csulb.edu +
+-------------------+

3043. Re: Fontier Elite II: HELP!! Please read this!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 05:20:03 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3ac4q3$5v1@golem.wcc.govt.nz>
Source record: 177038
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Also, now that I have a Panther Clipper, what is the Point in continuing
] the Game. I've been told that in some systems, their are ships not listed
] in the Manual for sale. Are their larger ships to move upto than the Panthe
] Clipper? Or have I peaked in this game? What ships are their? Where are the
] I'm hoping for one with at least 8 missile Pylons, the bigger the better.

All there is to do in the game after getting the biggest ships, is to
fly around, and kill bad-guys & complete missions to increase your
Elite and Federal/Imperial ratings. That's it! It gets very boring,
very quickly after gaining the powerful ships!

BTW - What's this garbage about Large Plasma Accelerators being used
for planetary assault!? I can't even obliterate a space-station with
one, although those space-ships that look like chocolate fish don't
last long! :)

Down in the imperial system you can get Imperial Couriers & Traders.
These are very fast ships, good for missions etc. Not too great
for money making due to the not-all-that-huge cargo space.

The Panter Clipper is the _largest_ ship in the entire game. Apart
from its limited warp-distance, it's the best. It is possible to stick
class 7 or above Military drives into it which increase its speed
somewhat. Most of the places to find huge drives are hundreds of light
years away from Sol.

3044. Re: Use of Atari for Internet

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 05:44:23 UTC
From: hellman@teleport.com
Message-ID: <3ac67n$3pb@elaine.teleport.com>
Source record: 177037

Nam (hing@csulb.edu) wrote:
: Edward Devine (PhillyEd@ix.netcom.com) wrote:
: : Hi: I have a friend who has an Atari computer. He wants to know if he
: : can use it to access the internet?

1. If he can get Internet access with a "command line" interface connecting with the Atari is as simple as using any other computer...maybe simpler.

2. Check out Public Access Internet providers for access...most will have command line interfaces (i.e., text menu based rather than mouse/graphics driven such as Mosaic).

3. Get an external 14.4 modem...these are now available for about $90 and a telecommunications program. Stalker has been mentioned. The old standby Flash has served me very well...be sure to check the additional features such as y-batch protocol in the disk documentation. There is also a new version called Flash II. Both these are quite inexpensive.

Walter

--
hellman@teleport.com Public Access User---Not affiliated with Teleport
Hillsboro, Oregon

3045. Re: Rumor - Falcon w/Powe

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 06:44:20 UTC
From: jyoung57@delphi.com
Message-ID: <pa5X85M.jyoung57@delphi.com>
Source record: 177039

Please enter your message below. Control-Z when Complete. /HELP for Help.
Just wanted to start a discussion on a couple of Video Board
adapters that have been mentioned here on our SIG lately.

The first is VOFA, a DIY project from Germany. Apparently, it instructs
the user to build an adapter that joins to the motherboard and allows
a VGA graphics board to be plugged into it and used for the system
video. This allows for 256 colors on-screen from a palette of 65,000.

Needless to say, for a lot of us ST users, this could be an exciting
solution to the color barrier on our systems. I do have a few questions
concerning this package (Which includes drivers, installations progs,
a schematic, etc).

1. Has anyone here actually performed this modification?
2. Doe this modification require a VGA monitor or can a SC1224 be used?
3. Does anyone have an English language version available? (My German
is very limited)
4. What is ET4000? Is a graphics board or a graphics standard? Is
it available in the U.S.
5. Does this modification work on 16Mhz 68000 machines?

The second solution mentioned for color enhancements is the MultiBoard,
apparently a system addition that adds expansion ports to the ST
line where a VGA graphics board can be plugged in.

1. Where is this product available?
2. I assume it is commerical, what is the cost?
3. Are there any U.S. or U.K. distributors?
4. Will it work on 16Mhz 68000 machines?

If anyone can offers information that may clarify some of the
above questions, it would be greatly appreciated, as I would
love to be able to colorize my system a bit.

Take care,

Jeff

3046. Re: Tape Streamers

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 08:02:50 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3aceba$71v@golem.wcc.govt.nz>
Source record: 177047

In article <4.1146.335@euronetis.no>, sten.lystad@euronetis.no (Sten Lystad) writes:
>I'm looking for a Tape streamer for my Falcon (QIC-80).
>IDE-drives are very cheap compared to SCSI
>Is it possible to connect a IDE Streamer to the Falcon ?
>and what about software that supports IDE drives???

This statement is no longer true, SCSI prices or now much the same as IDE,
any way SCSI is a far better standard..

Here in NZ SCSI prices are now the same as IDE, most people the buy a good PC
clone these days go for SCSI, they work better in a multitasking OS..

In the USA I think they are $25-50 dearer than IDE....

>Sten.
> * 1st 2.00b #3179 * <sten.lystad@euronetis.no>

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3047. Re: Use of Atari for Internet

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 09:25:29 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <1994Nov16.092530.8499@zippy.dct.ac.uk>
Source record: 176951

Edward Devine (PhillyEd@ix.netcom.com) wrote:
: Hi: I have a friend who has an Atari computer. He wants to know if he
: can use it to access the internet? And what kind of modem would he need
: and what else would be necessary. I really don't know what to tell him
: as I have an IBM. And I am not really a whiz on computeres, yet. I hope
: to be eventually. Thank you for any help you can give.
: PhillyEd

Anuy old modem that is a standard RS232 modem will do. Althoughtry
and persuade him to get one with a baud rate (speed) of 9600 bps or more.
Also as regards software, I use ConNect, which is actually quite nice.

Rod

--
--
==========
Roderick McCall, Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.

==========

3048. Re: Overscan modification for STE?

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 09:57:49 UTC
From: stkocz@ict.pwr.wroc.pl
Message-ID: <3acl2t$8lk@cyber.ict.pwr.wroc.pl>
Source record: 176964

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
:] Has anyone done the overscan modification on the STE with TOS 2.06?
:] I would like to know how it works and if it works well.
:] I'm using an NEC Multisync II monitor as well.

: Doesn't work on the STE. The bit of hardware altered isn't accessable,
: so it can't be done - unless someone has released an STE hardware
: Overscan modification which works in a different fashion. I doubt
: it however.

Funny, but as I was asking how much would building overscan
modification in my ST cost, I was asked whether I have a MEGA ST or MEGA STE.
The people have said its both possible... (It shall be more complicated
with a MEGA STE)
But as I have only MEGA ST, I couldn't check it...
What is sure, they were talking about DIY modifications (the cheap ones)
So ?!?!?

****
*Sebastian Tkocz *
stkocz@asic.ict.pwr.wroc.pl
stkocz@ci3ux.ci.pwr.wroc.pl
****

3049. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 10:36:49 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3acnc1$hus@osiris.wu-wien.ac.at>
Source record: 176952

,<3a3e30$7rl@osiris.wu-wien.ac.at> <3a4t0u$h4o@golem.wcc.govt.nz>
Distribution:

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: For one thing People are getting fed up with your Posts here, and another,

:John does not have to answer to you or any one, do you think you are some kind
:of Atari God..

:I sugest you piss off and go and moan to the Amiga people, we don't need people
:like you in this group...

: >Alfred
There are educated people and there are not so much educated people. I
leave it to others to judge, where Roger belongs ;-)
I would also suggest that people, who do not have anything to say and
whose message do not carry any information other than pure insults should
go to the repsective newsgroups.
: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

3050. Re: Open letter to John Townsend

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 10:59:13 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3acom1$hus@osiris.wu-wien.ac.at>
Source record: 176955

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <3a2d96$ar5@osiris.wu-wien.ac.at>, h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:
: >
: >Hi John!
: >
: >Alfred Radauer

: I do think you should apologies to John for your inconsiderate outbust,
: there are 3 EX TOS Programers working for Taligent, John,Alan and Ken..
: To me you sound like a teenager with out any knowledge for business/profits..
: To me it makes me feel disgusted to find people like you posting comments like
: this on the net, if you have some thing to say to John, please keep it
: private in e-mail..
: Why not go and bitch at the Amiga people, they have closed down...

I suggest before you make any comments, you read the messages and
followups before.
Your comments are easily summarized and commented:
1) You people using ataris are stupid, your machines are crap, ...
2) You do not consider any arguments given by the other side
3) you constantly insult people
I would also suggest that you keep your comments about business /profit
down. I am studying economics here at one of the best universities for
that matter in Europe, and I would be glad, if you would use econmic terms
and reasoning to undermine your arguments. But as it seems, your
vocabulary is very very limited.

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

3051. Re: Sim City cheat codes

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 11:02:48 UTC
From: c1kd@dmu.ac.uk
Message-ID: <1994Nov16.110248.26838@dmu.ac.uk>
Source record: 176969

In article <199411092046.a22161@a2w.maus.de>, Ian_Taylor@a2w.maus.sub.org (Ian Taylor) writes:
> I think Sim City is a great little game and so does my son who plays
> it whenever he can get me off the ST.
>
> He is desparate to know the cheat codes, especially for getting more
> money, can someone please let us know.

The only cheat I know of is the one that gets you more money. You just have to type CASH (with the Shift key held down). Or it might be MONEY, or it might be FUND. Either way, you get an earthquake every fourth time you cheat, so it's best to stockpile cash at the start of the game before you've built anything.

/<ev

--When you walk through a storm, you get wet.

3052. Re: PC -> Atari laser printer???

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 11:03:30 UTC
From: jonaeson@algonet.se
Message-ID: <3acou2$fcp@aristotle.algonet.se>
Source record: 176956

Jody Golick (73217.3246@CompuServe.COM) wrote:
: I've tried this question in other locales now I'll try it here:
: As an Atari enthusiast who by dint of market forces and modern ways was
: forced to join the PC world (kicking and screaming all the way), I want to
: know if it is possible to use my lovely old 4 meg STE and Atari laser printer
: as a printer for a PC. That is use the STE/laser printer combo to emulate a
: PC-compatible printer. Has anyone ever (reliably) achieved this result?

Sorry, but that is most likely not possible.
The SLM is a very simple laserprinter without any memory, and on top of
it all, it is connected to the ST via DMA.

Lately, there has come a lot of so called windows-laserprinters for the PC.
They are very much the same as the SLM in the way that thay do not have
any memory of their own.

A laser without any memory of their own uses the computers memory, and
that part of a SLM printerdriver for the PC should be easy.

The main problem is how to connect the printer to the PC, and to write a
working SLM driver. AFAIK there is noone that has done that.

Since the SLM uses the DMA to communicate, and there is no DMA interface
for the PC, it should be virtually impossible to connect it, BUT, with
the introduction of Falcon 030, an adapter-interface has been made, that
makes it possible to connect a SLM via SCSI.
So you could get a SCSI-board for your PC, get one of those
adapter-boards and connect your SLM.

Then you have to get a SLM-driver for your PC, which is the hardest bit,
since I don't know of any person who has written such a driver.

The other solution (and probably the cheapest too if you don't have a
SCSI-interface in your PC), is to sell off your SLM, get a new laser that
can be used by both PC and Atari.
Here you can get almost any laser, except for those without memory (aka
windows laser printer), unfortunately the cheapest lasers are also those
without memory...
But a cheap and good laser that I can recommend, is the Hewlett Packard
Laserjet 4L, you should be able to get one for about 500-600 USD, but I
can't really say, since I'm from sweden, and have to estimate a probable
prise in the US.
The HP 4L connects to your printerport, and you don't need a
printerdriver for it as long as you only print text, and even then you
can do it in any of the 26 fonts that comes with the laser, in any size...
And there is even software-support for that laser, I've seen a lot of

utilities/drivers for it that is available via FTP.

Regards, Tommy

3053. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 11:10:14 UTC
From: etlgyve@etlxd30.ericsson.se
Message-ID: <1994Nov16.111014.21714@ericsson.se>
Source record: 176960

Hi,

A couple of questions...

1 - Where can I get a reasonable text based adventure game...? The
usual goblins, dragons, go north, go south type?

2 - Where can I get a spectrum emulator, and is it any good?

Replies via private email would be appreciated...

Cheers/

Gary

```
+-------------------------------------------------------------+
|=-- The above views are not necessarily shared by my employer --=|
+-------------------------------------------------------------+
| Gary Vance -==- etlgyve.etlxdmx.ericsson.se -==- +44 444 234071 |
+-------------------------------------------------------------+
\ Despite the Swedish address, I'm based in England /
+-----------------------------------------------------------+
```

3054. Elite help wanted

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 11:12:05 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3acpe5$hpb@lyra.csx.cam.ac.uk>
Source record: 176959

My brother has been playing the first Elite for a long time now.
Just recently, he has come across several missions he had to do. Such as
the supernova, thargoid invasion etc.

The trouble is, he is stuck on the mission where he is told to destroy a
nearby space station which has been taken over by aliens (thargoids). The
station takes one shot (!) to destroy but then huge numbers of thargoids
appear from inside it. Even when he managed to destroy all these, there
doesn't seem to be anything else to do. Any other systems he jumps to
after this are also controlled by thargoids.
What should he do next?

Thanks for any help,
Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a *big* one I thought I'd mention it twice".

3055. Re: Sim City cheat codes

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 11:16:32 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.81.000B46E0@cam.ac.uk>
Source record: 176961

In article <199411092046.a22161@a2w.maus.de> Ian_Taylor@a2w.maus.sub.org (Ian Taylor) writes:

>He is desparate to know the cheat codes, especially for getting more
>money, can someone please let us know.

Hold down shift and type MONEY. You'll get more disasters the more times you do this.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * If at first you don't succeed, call it DOS 6.2 *

3056. Re: SpeedoGDOS 5.2

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 11:17:50 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3acpou$ka2@osiris.wu-wien.ac.at>
Source record: 176963

Timothy Miller (millert@grad.csee.usf.edu) wrote:
: Since I don't use SpeedoGDOS all that much, all I'm worried about is
: speed, and not fonts.

: Could COMPO provide some benchmarks to show how much faster 5.0 is than 4.0?

: Oh, and has anyone gotten onto getting SpeedoGDOS to support Calamus fonts?
there are currently no NVDIs or SppedoGDOS to support Calamus Fonts, but
both companies agreed on an OS function that would document support for
.CFN fonts in the future, which means, that programmers today may already
program for a future Calamus- SpeedoGDOS.
: Thanks.

3057. ALL Computer & Electronics Swap Meet!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 11:27:35 UTC
From: bensmith@teleport.com
Message-ID: <3acqb7$san@kelly.teleport.com>
Source record: 176940
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,
comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti,comp.sys.ti.explorer

ACE of America, an All Computers and Electronics User Group, with a
special emphasis on Atari. At Swap Meets you might find Atari, Apple,
Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis,
Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items
to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk
Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables,
supplies and Accessories.

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3058. Re: Shareware or not Shareware

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 11:34:39 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.82.000B9438@cam.ac.uk>
Source record: 176965

In article <3a7i9t$t8@calvin.st-and.ac.uk> bd@st-andrews.ac.uk (Brian Duff) writes:

>I've been writing programs for the ST for quite a while now, and I'm
>interested to see what Atari users think of the shareware concept now.
>What kind of quality and/or support do you expect from a shareware author?

Obviously it has to be better than the freeware competition. I would expect
the author to fix bugs as soon as possible and to develop new versions for as
long as he can think of worthwhile additions.

>What kind of programs make good shareware titles?

More or less anything; utilities which are used every day in particular are
good. Games are not so good, I normally get a game, like it enough to register
but by the time I get round to doing so I've stopped playing the game so don't
bother.

>Is it worth producing shareware (i.e. will anybody actually register)?

Yes if the price is reasonable you will get registrations.

>Which co-ercions (eg. Program function disablements etc.) or incentives
>(eg. Free future versions) are best, if any at all?

Extra but non-essential features are probably the best thing; for example the
zoom mode on Kandinsky, or the Hydra full duplex protocol on Semper.

I wouldn't offer to mail people future versions as this could cost you a
fortune in postage. What you could do is offer to provide the latest versions
if they send a disc. One advantage of the key system is that you don't have to
supply registered versions at all, so people can just ftp the latest version
and type their key into it.

>Other things I'm interested in are the level of compatablilty required (eg.
>across resolutions, older TOS versions and the like),

Depends what for; I think in a game people can excuse poor compatibility, less
so in an application. Don't make your program require a new TOS version, but I
wouldn't bother going out of your way to work round bugs in older versions as
few people still have them. Don't require MiNT or multitos but make
sure your program works under them.

> and the value of a typical shareware registration fee.

Again it depends on what type of program, I wouldn't ask more than a fiver for
a game, but you could probably get ten or fifteen pounds for other programs,
perhaps even twenty if it were really good and there was no competition.

> Also how to deal with overseas regs. etc.

If you use a key system like Selectric or Gemview then postage costs are negligible (or zero by email) and so the cost of supporting overseas users are not high. If they pay by Eurocheque then although they will pay costs you will still receive the amount written on the cheque, this is probably the easiest way for European users to pay. For users in the US and other places it's not so simple, either ask them to send you ukp cash or if you expect a lot of registrations get someone to handle registrations for you.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * If at first you don't succeed, call it DOS 6.2 *

3059. Re: Using Clipboard on STs

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 11:44:29 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.83.000BBE26@cam.ac.uk>
Source record: 176966

In article <1994Nov15.103351@tferi4> matej.kenda@uni-mb.si writes:
>I have a question about using clipboard on STs.
>I know how to use system clipboard in editors to copy, paste etc text,
>but I would like to know whether is it possible to copy pictures on the
>clipboard to pass them to other programs to use those pictures.
> (E.g. I draw a mathematical formula and inlude it to my text.)

It is certainly possible, I don't know what software will use it though. I
think Kandinsky and Papyrus do.

>Are they any programs available for STs similar to the Clipboard Viewer in
>Microsoft Windows?

Some versions of the cpx will let you view the clipboard.

>How do I copy graphics to the clipboard if it is possible?

Just select them and do copy. it depends of course on the program you're using.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * If at first you don't succeed, call it DOS 6.2 *

3060. Calamus 1.9 Fonts

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 11:56:21 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Nov16.115621.4088@unix.brighton.ac.uk>
Source record: 176974

Anyone know of an FTP site for Calamus 1.9 fonts? In particular I'm looking for Times25 and Times25 Italic.

Sorry if this is a FAQ, but I've looked all over theplace for answers!
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-

3061. Re: PC -> Atari laser printer???

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 12:16:28 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3act6s$1crg@sat.ipp-garching.mpg.de>
Source record: 176972

Tommy Jonaeson (jonaeson@algonet.se) wrote:
> Jody Golick (73217.3246@CompuServe.COM) wrote:
> : As an Atari enthusiast who by dint of market forces and modern ways was
> : forced to join the PC world (kicking and screaming all the way), I want to
> : know if it is possible to use my lovely old 4 meg STE and Atari laser printer
> : as a printer for a PC. That is use the STE/laser printer combo to emulate a
> : PC-compatible printer. Has anyone ever (reliably) achieved this result?

> Sorry, but that is most likely not possible.
> The SLM is a very simple laserprinter without any memory, and on top of
> it all, it is connected to the ST via DMA.

I don't see this point. A ST(E) together with a SLM laserprinter should
theoretically be able to work as a full-fledged PC-compatible printer.
However, you would have to write software which is able to
a) read data from the parallel port
b) convert these data (most probably ASCII, PCL and postscript) in a
format suitable for the SLM
c) write the converted data on the DMA port

The most difficult part of those is probably b). Since the Atari can't
do multitasking, you cannot use Ghostscript to convert postscript since
you have to run at least one additional program which serves the ports.
Ghostscript is also not suitable for PCL data (so maybe it's easier to
write software for a PS printer than for a HP-compatible?).

I am not aware of any software which does this; my Atari is about 250 km
away from me, and I'm probably not capable of writing such a beast; but
I think that it should be possible.

Of course you can also buy a HP Laserjet 4 (a really nice machine), but
it's much less fun :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

3062. Falcon Hardware

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 12:18:26 UTC
From: josk@Lise.Unit.NO
Message-ID: <3actai$10u@ugle.unit.no>
Source record: 176970

I want to connect a Mega STE/TT keyboard to my Falcon. I know you can connect these keyboards to an STE (I know how to do it.) but are STE and Falcon keyboards compatible? I could try, but after having waited several months for my Falcon to arriv, I don't want to destroy it... :-)

I also want an accelerator (Preferably one with fastram ("TT-ram")), which one's the best? And most importantly, *where* can I get one? I'm not very interested in the Speed Resolution Board, as I've heard you have to modify the Falcon motherboard a bit. But if anybody have fitted this accelerator themselves I'm happy to hear from you.

A last question: Is it possible to *remove* the RIAA-amplification on the microphone-input? I *don't* just want to reduce the gain, I also want to remove the bass boost and the phantom power.

3063. Re: Figlet

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 12:20:13 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <3actdt$qss@proffa.cc.tut.fi>
Source record: 176971

In <3aa7ph$qoc@loose.apana.org.au> julian@loose.apana.org.au (Julian Gifford) writes:

>I am using Figlet on my 1040 STE but I can't figure out how to save
>pictures to a file.

I could add a switch for 'save to a file' to the atari version of the
next figlet version (when it's available). If anyone needs saving to
the old version, feel free to compile figlet yourself (I haven't got
the sources anymore...). You could also use an Amiga, PC or Unix
version as all these OS's have a cli as standard (Current GUIs are
insufficant for 'serious' use) or get some atari cli from the
a.a.u.e. Cli/ directory.

Btw. There has been talk about adding a support for compressed font
files. That should get my figlet fonts directory size down by 1/2MB
:-).

```
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3064. "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 12:34:46 UTC
From: josk@Lise.Unit.NO
Message-ID: <3acu96$10u@ugle.unit.no>
Source record: 176973

I don't understand why people are still arguing about this. There is *no*
question that the average PC (DOS/Windows-computer.) have several advantages
over a normal Falcon.

1) It's a lot faster.
2) It's got slightly better (But not very versatile) graphics cards.
3) Better sound (Most people have a SoundBlaster or a GUS.).
4) Better keyboard (Which is quite important.)
5) Cheaper hardware.
6) More software available.

Anyone who hasn't understood this propably owns an Amiga...

So what? I use a lot of different OS/computers, but I prefer my Falcon. OK,
the PC's are faster, and the SGIs at school are "better" in every sense, but
IMO they suck. I've got the programs I want (Hey, I've even paid for some
of them!), the OS is so much faster and nicer, and I've got lots of friends
with Ataris. So if anybody thinks that the ultimate thing is to own a PC because
that's what everybody else owns, they have missed something. The lack of
individuality makes these people pathetic...

3065. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 13:05:52 UTC
From: gaghon@nevada.edu
Message-ID: <3ad03g$gla@news.nevada.edu>
Source record: 176977

I just don't understand what all this 'wake up people', 'your computer is old', 'get a real machine', and everything else that has been floating around.

I usually don't say anything, but I think something needs to be said.

What makes a computer old? What does a Real machine look like?
Does it really make a difference if you are running at 5mips 20mips or 100mips?

I just don't understand the need to be 'in the times'. To me it sounds like we are trying to say, 'but, everybody else uses one.' What determines a real machine or a new one is how many people use it? To me, that does not make a machine good! What if everyone wanted the same car? Would that mean that I am crazy for wanting a different one, even if it is slower than what everyone one else is driving?

All this talk is subjective, with No substance whatsoever. What is happening in the market today is sad. We are losing the freedom of selecting a computer (TOOL) that fits our discription of what it should look like and run like. Many of us choose Atari for that reason alone. (not everyone wants the fasssest Car, so why all of the sudden should we what the fasssest Computer, or one with the biggest OS)

Pretty soon, if you like it or not when you select your computer, you will have the 'COLOR of choice' but not choice at all. It's either computer A no matter how dressed up or different it looks, or no computer at all...

I have other computers, but I favor my Atari. I barely use the other ones. It does not make them bad. I just don't like the way it 'feels.' The Atari computer, currently fits MY discription of what a Personal Computer should work like.

Vince

P.S. John, this is not directed at you. For what I have heard Taligent sounds like a promising OS. Also if the Atari became a PReP Machine, it could use any software....

3066. Re: Developing Mosaic for the ST - addition

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 13:36:39 UTC
From: avg@cwi.nl
Message-ID: <avg.784992999@news.cwi.nl>
Source record: 176986

(Martijn Dekker wrote)

>>So, after all this discussion, are you (Annius and Chris) going to develop
>>Mosaic voor the ST?

gluijten@dcakl.knoware.nl (G.C.J.M. Luijten) writes:

>When would it be available ?

This is still a difficult question. It seems a sound project, in the sense that there is enough interest. There are a few problems however. First of all I personally don't know whether it would not be better to give the port of Edith Professional to X windows first priority. Second, the operating system scene on the Atari is a mess, which means that developing a good Web browser with a fool proof user interface that and installation program that work on any system is very hard (perhaps impossible) to achieve (even *if* we are certain that MiNT 1.11 will soon get a GNU public licence).

Chris is certainly working on the HTML parts, so a stand alone application will probably be available one day. But even for that, have patience! As to a networking version, our investigation of the average quality of SLIP connections on the Atari is not in a stage where we can say whether our goals are achievable. (I personally can't get a SLIP connection running at all yet as Kay's MiNTnet believes I am not the super user...)

For ZFC (read: myself), I am currently taking a few months of vacation (which means no programming, but of course still all the administrative and sales bits), so I can concentrate on my PhD work.

A definite decision will be made roundabout the 1st of January 1995. We will then post an announcement on the news that the project is definitely on (or not).

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

3067. Re: Developing Mosaic for the ST - addition

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 13:51:37 UTC
From: gluijten@dcakl.knoware.nl
Message-ID: <gluijten.19.0008DC7F@dcakl.knoware.nl>
Source record: 177048

In article <39squ0$2ul@matrix.fwi.uva.nl> mdekker@fwi.uva.nl (Martijn Dekker) writes:
>From: mdekker@fwi.uva.nl (Martijn Dekker)
>Subject: Re: Developing Mosaic for the ST - addition
>Date: 10 Nov 1994 10:59:28 +0100

>So, after all this discussion, are you (Annius and Chris) going to develop
>Mosaic voor the ST?

When would it be available ?

C.W. Lai
DCAKL/ITO/O&A, Den Haag

3068. RAM in the STE!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 13:54:29 UTC
From: mjc@psychology.dundee.ac.uk
Message-ID: <mjc.232.2ECA0F15@psychology.dundee.ac.uk>
Source record: 176978

Hi all,

Say I have 12 256k simms and I wanted to put 8 of them in my STE for a total of 2 megs, but I only have 4 simm sockets in my STE, how would I go about it?

Seriously guys!

Mark

PS: and don't say sell them and buy 4 1 meg simms instead....

3069. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 14:00:10 UTC
From: chainxor@kom.auc.dk
Message-ID: <3ad39a$stj@news.iesd.auc.dk>
Source record: 176979

In article 10u@ugle.unit.no, josk@Lise.Unit.NO (Jo Even Skarstein) writes:
> I don't understand why people are still arguing about this. There is *no*
> question that the average PC (DOS/Windows-computer.) have several advantages
> over a normal Falcon.
>
> 1) It's a lot faster.
> 2) It's got slightly better (But not very versatile) graphics cards.
> 3) Better sound (Most people have a SoundBlaster or a GUS.).
> 4) Better keyboard (Which is quite important.)
> 5) Cheaper hardware.
> 6) More software available.
>
> Anyone who hasn't understood this propably owns an Amiga...
>
> So what? I use a lot of different OS/computers, but I prefer my Falcon. OK,
> the PC's are faster, and the SGIs at school are "better" in every sense, but
> IMO they suck. I've got the programs I want (Hey, I've even paid for some
> of them!), the OS is so much faster and nicer, and I've got lots of friends
> with Ataris. So if anybody thinks that the ultimate thing is to own a PC because
> that's what everybody else owns, they have missed something. The lack of
> individuality makes these people pathetic...
>

I agree with you in all of the above, BUT one thing, you can`t be serious about the better sound. Can you ??
I mean the SoundBlaster and GUS .... aaahhh come on, none of them has prof. sound quality. Especially not the SoundBlaster. The Falcon has. And the DSP does a lot of heavy stuff, when it comes to sound processing or more generally Digital Signal Processing.

One of my friends has a GUS, and it sounds nice, but it doesn`t quite kick like MegaTracker on the Falcon to take an example.
And here in Denmark the GUS is VERY rare, my friend is propaply one of ten people who owns a GUS. And I have only seen a few demos that utilized the GUS card.

But anyway - good statement you made. :-)
You`re right - So what ?!

Keep Cool and Flying...

ChainXOR...

3070. How To Connect PC keyboard to Atari STFM ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 14:05:38 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ad3ji$2pp@nippur.irb.hr>
Source record: 176981

```
Hi !

Is it possible to connect an IBM PC keyboard to
the Atari 1040 STfm ?
I know that these keyboard have a different
interfaces, but ...
Any hints, tips and pointers will
be appriciated ,
Thanx
```

3071. How To Save System Time after turning OFF the Computer ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 14:06:47 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ad3ln$2pp@nippur.irb.hr>
Source record: 176980

Hi !

Does anyone knows how to save time after turning
computer off ?
I've haded instructions how to do this through
the ROM modul port (but the electronic
components - especially CMOS MSM5832 has not
been abled to me (MSM5832 is a clock chip)...
If someone wants , i may send him this instructions
in a file (actually in a picture file) ..
So what's bothering me ?
I know You all have TT's , Falcon's, Mega STE's ,
but i have only an old STfm (with only one MB - sigh)
with hard disc and modem ..
I'll be very grateful if someone could tell me or
explain me how could i do this 'time saving' ?
Or, at least, give me some hints about that ...

Gratefully,

Neven

3072. Re: X-Windows or X-Terminal for ST

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 14:08:50 UTC
From: gluijten@dcakl.knoware.nl
Message-ID: <gluijten.20.000925F5@dcakl.knoware.nl>
Source record: 177049

In article <39o16v$41i@vermeer.ecs.soton.ac.uk> ajr93@ecs.soton.ac.uk (Alistair J Riddoch) writes:
>From: ajr93@ecs.soton.ac.uk (Alistair J Riddoch)
>Subject: Re: X-Windows or X-Terminal for ST
>Date: 8 Nov 1994 14:15:59 -0000

>I have been in contact with Michael Gehret at X/software and they are no
>longer developing X/TOS as the market is not large enough. It appears
>that they may be willing to release the old X11R5 version at reduced cost or
>possibly shareware.

When will they do this ?

C.W. Lai
DCAKL/ITO/O&A, Den Haag

3073. Internet-tools available for ST ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 14:12:03 UTC
From: gluijten@dcakl.knoware.nl
Message-ID: <gluijten.21.000933AE@dcakl.knoware.nl>
Source record: 177050

Hi there,

What Internet-tools are available for the Atari ST at this moment ?
Are they using GEM or MiNTnet ?

C.W. Lai
DCAKL/ITO/O&A, Den Haag

3074. Re: Atari Corp. Info Need

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 14:16:32 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3ad480$3bu@bs33n.staffs.ac.uk>
Source record: 176982

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
: I don't suppose the paper is entitled 'Atari Corp. - Marketing Strategies,
: the lost years.' is it ? Or 'Atari - on the corporate greasy slope'
: or 'The Tramiel Bros., bigger than the Marios, but not as intelligent'.

: Other suitable titles anyone ? :-)

"From Pole Position to Club Drive, Atari's Final Lap?" :)
"Rise and Fall of the Atari Empire, which fall? next fall of course -
An insight to Ataris marketing strategy" ;)

Rich Davey
--
email here is hit and miss!
or: requiem@armory.com

3075. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 14:17:00 UTC
From: vctec@westminster.ac.uk
Message-ID: <CzD6CC.LB8@westminster.ac.uk>
Source record: 176984

jyoung57@delphi.com wrote:
: >In <RS+1zxf.jyoung57@delphi.com>, jyoung57@delphi.com writes:
: >>Speaking of upgrades, why is there no graphics board available for a
: >>stock ST. The addition of a board to allow 256 colors would be a
: >>tremendous breath of life to the ST line...
:
: I have checked a.a.u.e. and could not locate vofa??.lzh.
:

Maybe you should also try micros.hensa.ac.uk, in your searches. We have
this file. :-)

Path:

micros/atari/tos/p/p037/vofa_103.lzh

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3076. Re: UNIX-mindedness is not a good thing (was: Figlet)

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 14:19:38 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3ad4dq$3bu@bs33n.staffs.ac.uk>
Source record: 176983

Annius Groenink (avg@cwi.nl) wrote:
: Figlet is indeed totally UNIX-minded. You need a shell with
: output redirection to write its output to a file...

: Very un-Atari. But that's the way we're going with MiNT
: getting increasingly popular...

I have Figlet on my Falcon and it works without crashing but can someone
recommend a shell please because I simply cannot redirect the output :(
Which kind of defeats the whole idea a bit!

Richard Davey

3077. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 14:19:43 UTC
From: vctec@westminster.ac.uk
Message-ID: <CzD6Gv.LFq@westminster.ac.uk>
Source record: 176985

William Wong (wongck@lobby.ti.com) wrote:
: >src.doc.ic.ac.uk//packages/atari/uni-paderborn/tools/screen/vofa_103.lzh

: Is this stuff in German or English ?

In German....of course... :-)
Pity I don't know any German though. :-(

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3078. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 14:23:51 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3ad4ln$3bu@bs33n.staffs.ac.uk>
Source record: 176988

popemerlin@delphi.com wrote:
: Obsession is nothing like the Pd game Starball. Obsession has a lot more
: features including top quality stereo sound, graphics which are superior and
: also a ball which obeys the Newtonian Laws of Gravity, not Starball gravity.
:
: Please do not compare Starball to Obsession, it is a bit like comparing a Mini
: with a Merc.
:
: - Adios
:
: Phineas Pope

And you wouldn't be just a little bit biased at all... would you? ;-)
For what its worth Starball is a completely different game, just coz they
use flippers and balls doesn't mean they are similar. Starball is very
shoot em up in style, but it does have a lot of bonus screens and the
sound is certainly stereo on my machine and you can configure the modules
to whatever you want, a nice touch. For a fiver Starball is great. For
thirty quid Obsession will HAVE to be great. I've got the demo and its
nice enough but I keep getting the impression its trying so hard to be
like Pinball Dreams/Fantasies and never quite pulling it off... still
lets hope the full table set is good.

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

3079. Jekyll 1.36 and my modem ..

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 14:24:29 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ad4mt$2vf@nippur.irb.hr>
Source record: 176987

Does someone know how to get Jekyll to work ?
I have BEST2400L modem ..
(2400 bauds)
I type the following:

atz
atdt629711

Jekyll then writes 'Connecting ...'
then (after a short time) write
'CONNECT 2400' and after that
(Immidiately after that !)
link falls out ...

I have Jekyll 1.36, and I've tried setting
time register S7 (i think that's the one) to
a value 90 (with ats7=90) - but the some
problem happens again ..
Maybe someone could post me his Jekyll.cfg file
(config file), or try to tell me where
is the problem ?

Thanx

3080. Re: PONG 2000 Demo, What's your opinion

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 14:25:24 UTC
From: chainxor@kom.auc.dk
Message-ID: <3ad4ok$stj@news.iesd.auc.dk>
Source record: 176992

In article 1111941524400001@ana-dyn-25.mac.phil.ruu.nl, vdleij@phil.ruu.nl (Joost van der Leij) writes:
> Hi, as the PONG 2000 demo should be available through several archives now
> or else very soon, I would like to know what your opinion is about the
> game. It's Falcon030 only. Please reply through mail or here.
>
> Joost.
>
> --
> Joost van der Leij,
> Holland Game Design,
> 's Gravelandseweg 127,
> 1217 ER Hilversum,
> The Netherlands.
>
> e-mail: Joost.vanderleij@phil.ruu.nl

Hi there,

I think it`s a great idea. And name PONG2000, especially `2000` is surely inspired by the Jaguar game TEMPEST 2000 - Right ?

I have tried the demo and I think it needs a lot of polishing before you release it.
First of all, it`s a bit too fast. It very frustrating at first.
The beep part of the sound is too loud compared to the background music.
THe graphics are VERY nice indeed, beautiful TrueColor pictures.
Unfortuneatly there are sometimes some bugs in the graphics like the sprites disappear when they move the to lower end of the playing area. I`ve only tried it on VGA, so I can only speak for that.
Nice scroll!!

I hope my comments weren`t too destructive. :-)

Keep Cool and Flying...

ChainXOR...

3081. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 14:26:25 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3ad4qh$3bu@bs33n.staffs.ac.uk>
Source record: 176989

Glenda MOON (s9205525@otto) wrote:
: Yes, but anyone can see that the programming in obsession is on a
: higher level than starball. Mind you, there is nothing wrong with
: starball, but its not in the same league.

I disagree.. there is hell of a lot more going on in Starball at any one time than in Obsession. Look at all those aliens, the animation and they still use loadsa colours on screen. The graphics are wonderful too. It's not a case of being in the same league but more of being a different style game altogether.

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

3082. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 14:30:30 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3ad526$3bu@bs33n.staffs.ac.uk>
Source record: 176990

G.Vance (etlgyve@etlxd30.ericsson.se) wrote:
: 1 - Where can I get a reasonable text based adventure game...? The
: usual goblins, dragons, go north, go south type?

There are thousands! Goodmans have a huge range (or at least they DID
do), I'd recommend stuff like the Awe Chasm or those STAC adventures but
they arn't always text only.

: 2 - Where can I get a spectrum emulator, and is it any good?

Lots of good PD libraries stock it. We have the Falcon version and
plenty of games (they are called snapshot files) including Manic Miner,
Jetpac, Lords of Midnight and more. Just pick an address from the ST
Format PD directory and if they are any good they'll stock it.

: Replies via private email would be appreciated...

I would but with the system here who knows if it works!

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

3083. Rufus 1.41 & Hang Up

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 14:32:17 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ad55h$30f@nippur.irb.hr>
Source record: 176993

Hi !

Can somebody explain to me why Hang Up option
in Rufus 1.41 doesn't work ?
I have an 2400 bauds modem BEST2400L .
At my friends this hang up thing works !
(he own GVC modem 14400 bauds) ..
Is the problem in setting up the
modem registers , or is it in Rufus's
hang up ?

Thanx,
Neven

3084. Re: SpeedRes Card

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 14:35:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Nov16.143500.1490@cathy.ijs.si>
Source record: 176996

In article <CywC7H.55E@westminster.ac.uk>,
Philip Shore <avsec@westminster.ac.uk> wrote:
>In article <mnb20.52.000BBBB3@cam.ac.uk> mnb20@cam.ac.uk (Mark Baker) writes:
>>In article <4.529.335@euronetis.no> sten.lystad@euronetis.no (Sten Lystad) writes:
>>
>>>Has anyone any experience with the Speed-resolution card ?
>Can this be used in place of Screen Blaster or something like that ?
>Or can you use just the software versions of these ?
The card has it's own resolution enhancer software (not bad, but BlowUp's is
much better) and BlowUp ceases to work once the hardware is installed.

Note also that to use 640x480x65536 you HAVE to run at 20Mhz bus speed. It is
a question of buswidth, otherwise blowup could probably do it, too.
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

3085. Re: Mint, Minix? (why/what??)

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 14:39:16 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3ad5ik$r16@mercury.dur.ac.uk>
Source record: 176991

Kampen van F (fvkampen@cs.vu.nl) wrote:
: michrm@central.susx.ac.uk (Michael May) writes:

: >: Can someone please explain to me exactly what the use of Minix and
: >: Mint is. Why do people install it on their STs, does it make the
: >: machine "better" in some ways, can it do things GEM can't?
: >begin the obvios one for MiNT and MultiTOS. Minix is just a nicer file
: >system for the reasons already mentioned.

: Minix is a complete new operating system, more or less compatible with
: Unix 7. It supports multitasking, multiuser, all the things you would a

Well, yes, but when people mention MiNT and Minix in the same sentence
they are usually actually referring to MinixFS, which is indeed a loadable
filesystem for MiNT (and a very nice one, too).

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

3086. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 14:52:07 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3ad6an$r16@mercury.dur.ac.uk>
Source record: 176994

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
:] I thought that MiNT and MultiTOS had to run at the same time?
:] If it does offer any benefits how can it be done?
: MiNT is the multitasking piece of Multi-TOS (hence the slow speed),
: it is possible to run it in a single-tasking mode apparently, but if
: you're using TOS 2.xx or better, I can't imagine wanting to bother,
: as there's not a great deal of benefit.

Let's get this straight: there are two components of MultiTOS: MiNT (the multitasking kernel) and the multitasking AES.

In the release version of MultiTOS, the multitasking AES is the slow bit - MiNT is very good speedwise. It is possible to run MiNT with the normal ROM AES - this allows use to multitask TOS programs using Miniwin and access MiNT filesystems (e.g. MinixFS, RamFS, NFS/MiNTnet etc.).

Unfortunately, the one exception to this is that the MiNT released with MultiTOS CANNOT be run with the old ROM AES. However, MiNT v0.9x (for which binaries are available from most ftp sites) does work, as does any version released by the MiNTlist in source form (although only with memory protection switched off).

When MiNT 1.11 is released in binary form (very soon) it will work with the ROM AES, apparently even with memory protection switched on.

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

3087. Seeking....Lock...Destroy

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 15:03:33 UTC
From: relsner@k12.colostate.edu
Message-ID: <CzD8Hy.7qF@k12.colostate.edu>
Source record: 176995

Hi!!!!

I am pretty new to Atari. I do have an Atari ST though. I was wondering if anybody had or new(pun intended:-))of a used preferably new Jaguar. If so, e-mail me back with the info

Thanxs

--RE

--
Robert Elsner
relsner@k12.colostate.edu
Platte Canyon High School
Bailey, Colorado 80421

3088. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 15:20:52 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94320.102052STIRRE31@MAINE.MAINE.EDU>
Source record: 177000

I am not going to side with anyone on the debate as far as Mr. Townsend's work at Atari is concerned. I have no knowledge of what happened. However, I do have a few words for Roger.
I am sick and tired of you insulting everyone that has a differing opinion than yours, Roger. This group is to help other owners get the most out of their Ataris and to discuss Atari ST/TT/Falcon developments. I have seen you insult people because of their lack of knowledge on certain topics here. Well, Roger, in case you don't know this is the place for people to learn things about their Ataris. There is just no excuse for the way that you respond to some posts. I have seen you insult someone asking a question and then post a question of your own pleading for help. The reason that this is not in e-mail is that I want to make it clear that people should not be afraid to post here because of people like you who are quick to respond with snide remarks and insults. This forum is for everyone and everyone should be made to feel welcome. As they say, "If you have nothing nice to say...."
-scott tirrell

3089. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 15:27:57 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3ad8dt$odm@lyra.csx.cam.ac.uk>
Source record: 176997

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>G.Vance (etlgyve@etlxd30.ericsson.se) wrote:
>: 2 - Where can I get a spectrum emulator, and is it any good?

>Lots of good PD libraries stock it. We have the Falcon version and
>plenty of games (they are called snapshot files) including Manic Miner,
>Jetpac, Lords of Midnight and more. Just pick an address from the ST
^^^^^^^^^^^^^^^^^
Yes!!! I love this game! Any others?
(Maybe Rebelstar, my other huge favourite)

>Format PD directory and if they are any good they'll stock it.

Are they FTP'able?
(the Falcon version of the emulator + games)

Thanks,
You will have made my day if I can get to play Rebelstar again!!
Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a *big* one I thought I'd mention it twice".

3090. Re: How To Save System Time after turning OFF

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 15:41:24 UTC
From: graham@insignia.co.uk
Message-ID: <CzDA91.K2y@isltd.insignia.com>
Source record: 176901

Clock cartridge such as Forget Me Clock II.

3091. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 16:24:33 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3adbo1$8sf@whitbeck.ncl.ac.uk>
Source record: 176907

In article <3ad4ln$3bu@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>popemerlin@delphi.com wrote:
>: Obsession is nothing like the Pd game Starball. Obsession has a lot more
>: features including top quality stereo sound, graphics which are superior and
>: also a ball which obeys the Newtonian Laws of Gravity, not Starball gravity.
>:

I have to disagree here and say that I consider Starball to be technically
a better game than Obsession. I saw Starball first, and when I came to play
Obsession this is what I thought.

1) Major gripe - the ball seems to be just superimposed on the playfield, a
plain un-involved bitimage. The reason (IMHO) that Starball's ball seems
to fit better is that if you look, there are lines on which are animated
to give the illusion of a rolling ball.

2) Size. The playfield on starball is MUCH bigger, there simply isn't enough
of the table in Obsession.

3) Graphics quality - the main playfield in starball is much better drawn (ok,
some of the bonus screens are a bit cheesy - esp. Llamaball, but I think that
was the intention).

4) Scrolling is comparable on both, but Starball does have a lot more going on
besides a scrolling playfield (invaders, etc) which makes it technically
more impressive.

5) Obsession is closer to a Pinball table than Starball, simply because of
the above (4). But it doesn't have the depth of play, as the number of bonus'
available is very limited.

6) Attention to detail. In Starball, a lot of work has gone into the little
details like the bumpers at the bottom (they flash when hit, get gradually
more rugged, then explode). The little details like this are missing from
Obsession - if it is intended to be a top class pinball game, then small
things like ensuring that a rubber bumper will give a bit, then kick out
as a ball is pushed away would have improved what is currently a very static
feel.

Both are good games, but it is a shame, that Obsession didn't get that little
bit extra as the chance was there to make a damn fine pinball game.

>: Please do not compare Starball to Obsession, it is a bit like comparing a Mini
>: with a Merc.

Not really, as Starball has the trimmings, more a sort of Rover 620 with a base
model Ford. Both are sturdy built, and do the job - but the Rover has the extras

that make a real quality product. (Rover==Starball, Ford==Obsession).

>And you wouldn't be just a little bit biased at all... would you? ;-)
>For what its worth Starball is a completely different game, just coz they

Yeah - it's a shame, 'coz although Starball is great, it would have been nice to have a definitive 'pure' pinball game as well.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

3092. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 16:34:12 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <CzDCp0.88H@oucsace.cs.ohiou.edu>
Source record: 176757

On a related note, it's been discovered that ALL (100%, every single one, it's a design flaw) of the Pentium processors have serious bugs in the floating point division code.

I've verified this on my Pentium at work. For the latest details, go see comp.sys.intel. For a quick demo, try doing

```
x = 4195835
y = 3145727
z = x-(x/y)*y
```

on a Pentium and any other x86 chip. The Pentium gives an answer of z=256; the others give the correct answer of z=0.

If you were planning on getting a Pentium, better put it off until this gets resolved. Hopefully a software fix will be forthcoming; otherwise I've got a number crunching machine that can't do number crunching reliably.

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

3093. Neodesk Vs Ease

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 16:37:23 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3adcg3$dr0@dux.dundee.ac.uk>
Source record: 176912

I am considering investing some money ina new desktop for my system
(Falcon 030), I would appreciate any comments users have on the
above products, so that I can decide which one is best?

Rod

--
--
==
Roderick McCall, Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.
==

3094. Re: Dextrous Development - Assistance needed.

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 16:42:45 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3adcq5$dr0@dux.dundee.ac.uk>
Source record: 176913

Hendrik Mylius (Hendrik_Mylius@pb2.maus.de) wrote:
: On Saturday October 29th at about two O'Clock
: mnb20@cam.ac.uk (*Mark Baker*) happened to write:

: MB>They won't get Speedo, which bitstream are very protective of. TW3 only

: Why not? The Behne bros. got a license for their NVDI 3.0x. IMHO thats only
: a matter of money.

: /Hendr!K/

Does it look as if GNU stuff for the Falcon will run under Dextrous. The reason I ask this is because it requires TOS and MiNT.

Rod

--
==========
Roderick McCall, Dept Maths & Science Fiction, University of Dundee, Saturn President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate of mail system hacking.
==========

3095. Re: FALCON color palettes

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 16:56:01 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3addj1$b3h@vishnu.jussieu.fr>
Source record: 176914

Color registers for Falcon video modes are from $ffff9800 to the same plus
4*255, which should give $ffff9BFC. To set a color, write its RGB components like this :

```
Register address (e.g. $ffff9800, color 0)
|
v
RRRRRR00GGGGGG0000000000BBBBBB00
```

MB.

3096. Re: Obsessive pinballing!!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 17:00:56 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3adds8$b3h@vishnu.jussieu.fr>
Source record: 176903

I hope you'll be able to move the ball lateraly when you press space ! I also hope the little, rare, but extremly annoying bug of the ball passing through the flips !

MB.

3097. Re: Some news...

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 17:05:12 UTC
From: larserik@oslonett.no
Message-ID: <3ade48$ico@hasle.oslonett.no>
Source record: 176904

> What kind of taxes and fees?

They take extra payment for opening, handeling, postage and other stuff
The VAT and toll charges doesn't bother me, Its all the other stuff and
the fact that they charged VAT on the postage from Germany the makes me
angry :-) And Hard&Soft didn't subract the german VAT or similar either.

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

3098. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 17:33:04 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-1611940933040001@townblue.taligent.com>
Source record: 176905

In article <1994Nov15.082131.29476@ida.liu.se>, t94patsa@ida.liu.se
(Patrik Sanfridsson) wrote:

|So, yet again, we have people coming over here just to sneer at us and to tell
|us how stupid we are and how outdated our computers are and that we should
|"see the future" and go buy a pc/mac/whatever expensive pile of junk that will
|be outdated in a year anyway.
|
|What the fuck is wrong with these people? Do they feel threatened by our tiny
|little user base or what? Why not just accept that some of us like to use
|our computers and intend to do so for a long time still! I use a Sun SPARC
|station 10 at university, but I still find good use for my old Atari ST. And
|if I had the money, I'd be glad to buy a Medusa or Eagle or whatever comes
|along, to sit on my desk right beside the PC486 and Jaguar games machines.
|
|And btw, this Townsend guy really ended up looking like a complete idiot
|coming here to bash on his former employer. Can you sink any lower
|than that? What on earth did _he_ do that was so important at Atari? Judging
|by the poor results, not very much. If I'd been hiring this fellow he'd been
|looking for a new job, starting tomorrow!
|
|Oh, and Roger S, don't bother replying with your smart remarks to this cause
|you're already in my kill file.
|
|And be warned, next time I'll bring Jack and Sam (my killer pitbull terriers)
|along for a snack so start behaving yourself or watch out for big trouble! :-)
|
|--
| __ __
| /_/ /_ / Computer student at University of Linkoping (LiTH)
|/atrik __/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

I did NOT.. I repeat DID NOT bash my former employer. What I was trying to
do was convince someone who posted that there was going to be a PowerPC
based Falcon that it wasn't going to happen.

I was also trying to convince others that while the Atari ST is a great machine,
its dated. It doesn't compete with the rest of the computing world anymore.
However, that doesn't mean that it isn't a good machine. Its a great machine.
If you enjoy using them, then please.. continue using them. But, don't expect
Atari to put out anymore machines.

They have said publicly that they have taken write-downs on their PC side of
the business (that means the personal computer, not IBM PC business) and
they have discontinued it. That means that you probably will never see another

improved ST from Atari again. (That doesn't mean that someone else like the Magic folks or the various groups in Germany that are working on improvements won't continue.. In fact, I think there is a good market for them)

My point was simple: Atari is out of the computer business. Atari ST products are dated. If you enjoy using them, continue using them. Just don't expect Atari Corp. to provide you with that PowerPC Falcon you dreamed of. It isn't going to happen.

(The whole reason I posted in the first place is that I wanted to stop someone who was hoping for something that isn't going to happen. I hate to see people waiting for products which are never going to be developed. I would rather see that person take their money and buy a ST-clone from one of the German groups or a Mac or (shudder!) a PC. At least then they have something they can use and enjoy now. I hate to see people waste their time waiting for rumors that aren't true)

Anyway, I guess I am sorry I ever spoke up.

On a different note: While I didn't agree with everything that Atari Corp. did during my time there (in fact, I disagreed with lots of stuff and spoke my mind) I do appreicate all that they did for me and I think they have a hell of a product
in Jaguar. The games are starting to roll in now and they look hot. I saw AvsP ads on TV last night, everyone is talking about them. Not to even mention the amazing deal they pulled with Sega. I really feel pretty good about Atari as a company. They still have a long way to go, but I feel pretty confident that Sam will lead them to success in that tough market. So, please.. don't misinterpret my comments about the ST being outdated with comments about Atari. I
like Atari, I have friends there and I wish them all the success in the world.

--
-- John Townsend "I want something, I just don't
Taligent, Inc. know what it is!"

Disclaimer: I don't speak for Taligent, I speak for myself.

3099. Re: Rufus 1.41 & Hang Up

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 17:36:26 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3adfuq$8vh@mailer.fsu.edu>
Source record: 176908

Neven Petrlik (npetrlik@public.srce.hr) wrote:
> Can somebody explain to me why Hang Up option
> in Rufus 1.41 doesn't work ?
> I have an 2400 bauds modem BEST2400L .
> At my friends this hang up thing works !
> (he own GVC modem 14400 bauds) ..
> Is the problem in setting up the
> modem registers , or is it in Rufus's
> hang up ?

Take a look at the hangup string in both your friend's modem program and
in Rufus. It could also be a difference in internal modem register
setting (look for "drop DTR delay on carrier loss", and other similar
settings).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3100. Re: How To Connect PC keyboard to Atari STFM ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 17:38:17 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3adg29$8vh@mailer.fsu.edu>
Source record: 176909

Neven Petrlik (npetrlik@public.srce.hr) wrote:
> Is it possible to connect an IBM PC keyboard to
> the Atari 1040 STfm ?
> I know that these keyboard have a different
> interfaces, but ...
> Any hints, tips and pointers will
> be appriciated ,

Some hardware is required to do this. There are several such devices
available. You want to make sure you get one that uses only hardware (no
software driver required), so the PC keyboard works with all games and
such as well. The DEKA or DEKA II are example of such, and I think there
is a relatively new unit for sale in the UK.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3101. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 18:30:34 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3adj4a$ce3@ugle.unit.no>
Source record: 176910

Wells_s@ix.Wcc.Govt.Nz,
In a message on 14 November, wrote :

we>] I thought that MiNT and MultiTOS had to run at the same time?
we>]
we>]
we>] If it does offer any benefits how can it be done?
we>
we> MiNT is the multitasking piece of Multi-TOS (hence the slow speed),

UTTER BULLSH*T.

MiNT is *not* slow. It is the multitasking AES in gem.sys that slows
the machine down.

MultiTOS = MiNT + new aes (gem.sys).

You can run MiNT without gem.sys, and then you can see for yourself.
Just rename mint.prg to mintnp.prg in your auto-folder. Then edit
mint.cnf and comment out the line that says "GEM=c:\multitos\gem.sys"
by putting a "#" in front of it.

With the newer (possibly only beta) releases of multitos you can also
copy gem.sys to c:\auto\gem.prg to run it without mint (if you want
color icons and other nifty stuff). This will be quicker than the
mint+gem.sys combo because the AES won't busy-wait for new events all
the time. It is the combo GEM.SYS (with AES < 4.1) + MINT.PRG that is
slow.

Erling

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

3102. Search for color-icon-editor

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 19:39:08 UTC
From: Hannibal@hannibal.sh.sub.org
Message-ID: <EKQTCIUUUp@hannibal.sh.sub.org>
Source record: 176911

Help wanted!!!

I search a color-icon-editor to change desktopicons for
my Falcon030.
Who may help me?

Thanks,

Christoph
--
hannibal@hannibal.sh.sub.de

Christoph Hinsch - 040/ 2502284
----
und wen interessiert das? Hmmmm....

3103. [Q] ICFS-iconify...

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 19:49:22 UTC
From: hallvart@ifi.uio.no
Message-ID: <3adno2$49t@baugi.ifi.uio.no>
Source record: 176918

I know there's a program called "ICFS" that lets you iconify windows,
but what's the use as long as it only supports 5 or 6 programs?

Is there any other way to iconify windows, that works with everything?
Thanks.

Hallvard

3104. Re: Support FPU's

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 19:56:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199411162156.a35610@m4.maus.de>
Source record: 176705

>My Falcon calls for a PGA (Pin Grid Array) 68881/2 for the FPU.
>Don't know if all Falcons are the same or not.

WHAT????

I've seen every single release of the Falcon030 board, and they all have PLCC sockets for their 68882. Old rev. TTs have PGA 68882, while newer ones have them nailed to the floor ...erm... surface mounted.

3105. looking for Suprafax v32bis modem

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 20:11:44 UTC
From: hallvart@ifi.uio.no
Message-ID: <3adp20$50d@baugi.ifi.uio.no>
Source record: 176915

has anyone got a Suprafax v32bis faxmodem for sale?

Hallvard

3106. Re: Sim City cheat codes

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 20:17:34 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <CzDn1B.4sA@cix.compulink.co.uk>
Source record: 176927

In response to Ian_Taylor@a2w.maus.sub.org's message:

> I think Sim City is a great little game and so does my son who plays
> it whenever he can get me off the ST.
>
> He is desparate to know the cheat codes, especially for getting more
> money, can someone please let us know.

I've got a little utility for cheating at Sim City - don't know where it
came from. Here are the short docs...

```
============================================================================
Sim City Super Banker (c) P. Hargreaves 1990
--------------------
```

Addicted to Sim City? Is your city always suffering 'Brownouts'? Would you
really like to have that airport? Are your citizens demanding a stadium?
Would you really like to turn the whole landscape into a big park?

Well, what's stopping you from achieving all of this? It can't be because
you haven't got enough cash. It is?

Well, with the help of the Sim City Super Banker, you can put that right.

Load the Sim City Super Banker, select your Sim City save game file, tell
the program how much cash you want (the up arrow increases the cash by
10000, the down arrow decreases the cash by 1000, OK selects the amount
shown), and save the new file.

Now load Sim City, click on load city, select your new save game file, and
cash should be the least of your worries (for a while at any rate).

```
============================================================================
```

It comes to about 20k when UUEncoded. I could split it into two parts if
you want it (youhave a 16klimit on Maus don't you?)

```
*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*
# InterNet: sidcelery@cix.compulink.co.uk #
regards * *
*%*%*%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
*%*%*%*%*%*%* # 90:102/140.16@nest.ftn #
* 51:502/100.16@atarinet.ftn *
#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#
```

3107. Re: SpeedRes Card

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 21:38:55 UTC
From: ac382@freenet.carleton.ca
Message-ID: <CzDqsv.7uF@freenet.carleton.ca>
Source record: 176933

Does the Speed Resolution Card software let you have virtual resolutions
like Blowup? Do any of the PD VS programs work with it? If you switch the
CPU and BUS back to 16MHz can you run Blowup?
--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

3108. Re: What to look for in a

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 21:49:58 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11161994.214958@empyr.dircon.co.uk>
Source record: 176917

M@(> Hi,

M@(> I'm interested in purchasing a used 1040ST computer. I have several
M@(> leads and I'm wondering what things I should check for when examining
M@(> the models. Any tips or suggestions would be GREATLY appreciated.
M@(> Thanks,

Well, IMHO, I would suggest you make sure that it has a Double Sided Floppy Drive to begin with. Check this by clicking on the Drive A icon, (with a disk in !) then 'Show Info' in the drop down menu. If the figures show that the total disk space is three hundred and something kbytes, then forget it. A DS drive should show around 720k.

Next, check the TOS version (Operating System). Click on 'Desktop' and you should get the TOS details, I'm not sure of the exact dates of the different versions, but if it says anything older than 1983, you are in TOS 1.0 or 1.2 territory and it's best left alone, unless it's very cheap, in which case you can upgrade to a later version with the money you save. Don't quote me on the TOS date, I may be wrong, someone will undoubtedly correct me here ! Another way to check the TOS is the Atari /|\ logo cycles thru different colors in TOS 1.4 and not in the old versions (1.0 or 1.2). I doubt if the machines you're looking at will have TOS 2.06 on them, that is very new. (and if you're lucky enough that they *do*, it will have a date in the 90's for the TOS).

Check the Mouse and Joystick ports for wear & tear, they tend to be one of the first things to go. Apart from that, I can't think of anything specific. Oh, and make sure that it *is* a 1Mb machine ! I don't think anyone would go to the trouble of desoldering a RAM bank, but if you can get hold of a PD memory checker utility, then so much the better.

Hope this helps.

___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

3109. How much should I pay for a used SF314?

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 21:51:49 UTC
From: Slawo <slawo.wesolkowski@waterloo.ncr.com>
Message-ID: <CzDrED.699@attwat.Waterloo.NCR.COM>
Source record: 176836

```
How much in US$ or CAN$ should I pay for a used double sided drive;i.e. the
SF314?
Please post back or e-mail me. Thanks.

Slawo
```

3110. Internal Clock for an STe

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 21:53:58 UTC
From: group1@access3.digex.net
Message-ID: <3adv1m$8cc@access3.digex.net>
Source record: 176919

Does anyone know of a clock for the STe that is internal and not a cartridge? I have a sampling cartridge that I use and don't want to take out.

/----------------------\
| Brian Barton |
| group1@access.digex.net |
\----------------------/

3111. Atari Lynx 16-bit color portable for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 22:16:47 UTC
From: SA073@getty.onu.edu
Message-ID: <SA073.843.2ECA84CF@getty.onu.edu>
Source record: 176920

I have a complete system. It is an Atari Lynx, 16-bit portable gaming system. It has a color LCD screen, with an electroluminescent backlit screen, so you can play it in the dark, wherever you go. It works with 6 AA batteries, or you can run it off of a 9v ac adapter.
This system has stereo sound. It is also a 16-BIT system, not 8-bit like the Sega Game Gear. I guess you could say that it is like having a portable Genesis with a screen. There are over 70 games available for the Lynx, and more coming out. You will find favorites like Ms. Pac-Man, Joust, Quixx, Ninja Gaiden, Lemmings, and a lot of others I can't remember offhand. There are some new ones as well, like Desert Strike, from Electronic Arts. Most of these games are available for around $20 each, from Atari or other mail order places. I will give the related phone #'s to whoever buys the system. In case you are wondering why I am only selling one game with the system, it is because I now have two! (I will need the rest of the games for my Lynx II) Oh, I almost forgot - the Lynx is the only portable game system that is designed to work with either left or right handed individuals. It has a double set of controllers, and with a push of a button the screen flips upside down (or rightside up, depending on your point of view) and you can enjoy playing left handed with the 2nd set of buttons. This isn't all that important to those of use who are right-handed, but I just thought I'd let you know.

Keep in mind that a Sega Game Gear, which has a smaller screen, (and is only 8-bit) costs $89 without a game, and $119 with a game. I would like to sell this system for the highest bid I get in the next 10 days. If I get a really good bid within the next few days, I may simply end the sale right then & there, because I don't really like auctions much myself. I would also consider trading the system for about 4 OEM CD games, but you would probably have to be a dealer or at least have access to a good selection to be able to get the ones I want. If interested, e-mail me.

I am including:

The Atari Lynx 16-bit base unit
6 new alkaline batteries (batteries included, wow!)
ac wall adapter, to use when you are near a wall outlet
and a free game of your choice!
(pick one from the following list)

Gates of Zendocon (shooter) This game has over 50 different levels! You can get power ups, have side shooters, etc. My favorite is the flying eyeball that shoots fire!

Rampage (the classic "monsters smash up the city" game) This has the original 3 monsters, plus another mystery monster you can play!

Gauntlet III (explore the dungeons, get the keys, fight hordes of ghosts, giant scorpions, the undead, etc.) This one lets you be the wizard, warrior, valkyrie, punk rocker, nerd, cowboy, pirate, and several others. Each has different attributes.

3112. Atari Lynx 16-bit portable for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 22:22:15 UTC
From: SA073@getty.onu.edu
Message-ID: <SA073.845.2ECA8617@getty.onu.edu>
Source record: 176921

I have a complete system. It is an Atari Lynx, 16-bit portable gaming system. It has a color LCD screen, with an electroluminescent backlit screen, so you can play it in the dark, wherever you go. It works with 6 AA batteries, or you can run it off of a 9v ac adapter.
This system has stereo sound. It is also a 16-BIT system, not 8-bit like the Sega Game Gear. I guess you could say that it is like having a portable Genesis with a screen. There are over 70 games available for the Lynx, and more coming out. You will find favorites like Ms. Pac-Man, Joust, Quixx, Ninja Gaiden, Lemmings, and a lot of others I can't remember offhand. There are some new ones as well, like Desert Strike, from Electronic Arts. Most of these games are available for around $20 each, from Atari or other mail order places. I will give the related phone #'s to whoever buys the system. In case you are wondering why I am only selling one game with the system, it is because I now have two! (I will need the rest of the games for my Lynx II) Oh, I almost forgot - the Lynx is the only portable game system that is designed to work with either left or right handed individuals. It has a double set of controllers, and with a push of a button the screen flips upside down (or rightside up, depending on your point of view) and you can enjoy playing left handed with the 2nd set of buttons. This isn't all that important to those of use who are right-handed, but I just thought I'd let you know.

Keep in mind that a Sega Game Gear, which has a smaller screen, (and is only 8-bit) costs $89 without a game, and $119 with a game. I would like to sell this system for the highest bid I get in the next 10 days. If I get a really good bid within the next few days, I may simply end the sale right then & there, because I don't really like auctions much myself. I would also consider trading the system for about 4 OEM CD games, but you would probably have to be a dealer or at least have access to a good selection to be able to get the ones I want. If interested, e-mail me.

I am including:

The Atari Lynx 16-bit base unit
6 new alkaline batteries (batteries included, wow!)
ac wall adapter, to use when you are near a wall outlet
and a free game of your choice!
(pick one from the following list)

Gates of Zendocon (shooter) This game has over 50 different levels! You can get power ups, have side shooters, etc. My favorite is the flying eyeball that shoots fire!

Rampage (the classic "monsters smash up the city" game) This has the original 3 monsters, plus another mystery monster you can play!

Gauntlet III (explore the dungeons, get the keys, fight hordes of ghosts, giant scorpions, the undead, etc.) This one lets you be the wizard, warrior, valkyrie, punk rocker, nerd, cowboy, pirate, and several others. Each has different attributes.

3113. Re: Open letter to John Townsend

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 22:22:41 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CzDstu.JCE@cix.compulink.co.uk>
Source record: 176950

My newsserver never showed the original post by John Townsend.
Can someone repost it for me?

Iain

3114. Text analyzer

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 22:27:32 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3ae10k$gv8@terminator.rs.itd.umich.edu>
Source record: 176811

Sorry to anyone who downloaded my update to the Text analyzer
only to find out it was missing the .rsc file. Well I've now fixed the
archive so just grab it again and you'll be set.

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

3115. mint

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 22:52:10 UTC
From: 3ws5@qlink.queensu.ca
Message-ID: <3ae2eq$8cr@knot.queensu.ca>
Source record: 176922

what in the world is mint?

3116. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 23:19:07 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ae41b$epu@golem.wcc.govt.nz>
Source record: 176923

In article <3abs09$6lj@aristotle.algonet.se>, jonaeson@algonet.se (Tommy Jonaeson) writes:
>udem148@bay.cc.kcl.ac.uk wrote:
>: Rumour has it ATARI are going to start making ST's again; hopefully
>: this time with room to expand. Don't know when though!
>
>Makes sense, it is a good way to get into the new market in the east.
>Making a machine that is cheap, and has loads of nice software for it,
>if they grab a big chunk of the market it will most likely result in more
>software for the ST.
>
>Atari really has a golden opportunity, especially since Commodore is no
>more...

Sorry you have got it all wrong Commodore is still around, and Atari has
closed it computer division down..

So save up some money and go buy a PC clone, as I can't see people sopporting a
dying market....

>Regards, Tommy

So you can take off those rose coloured glasses....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3117. Re: Shareware or not Shareware

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 23:42:42 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EKQXDIUSUp@dksoft.ping.dk>
Source record: 176939

In <1994Nov15.201739.1@dct.ac.uk> Simon Wilkinson wrote :

>In article <3a8e7t$543@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>> So no charging $25 just to be able to save more than once, or to get
>> rid of a 30-day limit, or an annoying 10-second pause intro screen,
>> it's far too much!
>
>You are not paying $25 to remove the disabled features, you are paying for
>the whole package. The save once and paused intro screens are attempts to
>make people register.
>

And thats crippleware, and _not!_ shareware.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\--/-
\--/

3118. DBASE III files (.DBF)

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 23:56:03 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ae66j$6ri@nippur.irb.hr>
Source record: 176924

Hi !

I'm looking for a program which may convert
.DBF (dbase III) database file into
ascii delimited format.
I have troubles reading .DBF files
(and only program which may import
.DBF file is Superbase PRO, but he's
terribly slow ! - to import an 700K
long .DBF file it takes FIVE HOURS !).
Other program (which only read & view .DBF files)
is DBMAN , but he's only a viewer, not an
exporter or converter ..)

Please, Help !

Bye,
Neven

3119. Text Editor For Partial Loading

Newsgroup: comp.sys.atari.st
Date: 1994-11-16 23:57:30 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ae69a$6ri@nippur.irb.hr>
Source record: 176925

Hi !

Is there ANY available text editor which
prefers partial text loading ?
I mean, when the file size is bigger
than free memory.., text editor must load only
the block which fits into memory, and later
(if requested) jump to another part of file
and load him into the memory ..

Thanx for the answers,
Neven

3120. Minix - Demo Version

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 00:09:11 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ae6v7$6u9@nippur.irb.hr>
Source record: 176601

Hi !

How can i obtain a Demo version of Minix ?
I've heard that Minix Demo will be putted
on micros.hensa.ac.uk ..

Greetings,
Neven

3121. New PC software emulator ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 00:14:04 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ae78c$6u9@nippur.irb.hr>
Source record: 176926

Hi !

I've readed (in some ST magasine) that new PC software
emulator is released (as public domain).
Does someone knows something about it ?

Thanx

3122. Re: RAM in the STE!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 01:05:39 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3aea93$fid@golem.wcc.govt.nz>
Source record: 176928

] Say I have 12 256k simms and I wanted to put 8 of them in my STE for a tota
] of 2 megs, but I only have 4 simm sockets in my STE, how would I go about i
]
] Seriously guys!
]
] Mark
]
] PS: and don't say sell them and buy 4 1 meg simms instead....

Selling them & buying the 1meggers is about the only way to do it though,
the MMU would throw a fit if you tried hooking them all up together!

Thing is, you'd probably only get about half the price of 4 1meg simms
for all of the 12 256K simms, as they aren't much use to people these
days! (Unless there's still some people with .5meg STE's!? :)

If you managed to wire up 2 SIMMs to one socket, the MMU would try
to access both SIMMs at once, so if it didn't crash, you'd probably
just end up with 1meg.

I could be wrong of course, but I'd be surprised in this case if it
was so!

3123. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 01:12:28 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3aeals$fid@golem.wcc.govt.nz>
Source record: 176929

] From: chainxor@kom.auc.dk (Henrik Lunardi Weide)

First, that question gain - try to use 80-columns or less if you can,
these messages are quite tricky to read!

] I agree with you in all of the above, BUT one thing, you can`t be serious a
] the better sound. Can you ??
] I mean the SoundBlaster and GUS .... aaahhh come on, none of them has prof.
]
] d quality. Especially not the SoundBlaster. The Falcon has. And the DSP doe

Never heard of the GUS, but the more recent Sound-Blasters can record
& playback higher quality sound than the Falcon can, admittedly,
kitting up the machine with all this would not be cheap.

However, don't expect to do much with the sound other than record & play
it, as without a DSP, you'd be waiting for quite some time!

The high-end 16 bit soundblasters can do 4-channel 50Khz, 16-bit
sound, and the most recent one (Not sure if it's released yet), will
do roughly the same in 32-bit quality. (Overkill, who is likely
to notice!?)

I use usually 25Khz, 8-bit, Mono samples on my STE, mainly because it's
the only thing that the software & cartridge together can manage. But
it sounds great. Sampling it at 50Khz, 16-bit stereo, isn't really
worth the extra space it takes up, as the quality isn't four times
as good, which is roughly the size increase. Around 40Khz, 16-bit
is as good as you're likely to need. (Which is approximately CD
quality, give or take a bit, 41.7Khz, 16-bit Stereo from memory).

PC's have never been used for serious sound as such, it's been left
to the others. (Atari, Mac' etc.) But, throw enough money at them,
and it'll get there! :)

3124. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 01:15:07 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3aeaqr$fid@golem.wcc.govt.nz>
Source record: 176930

] : Rumour has it ATARI are going to start making ST's again; hopefully
] : this time with room to expand. Don't know when though!
]
] Makes sense, it is a good way to get into the new market in the east.
] Making a machine that is cheap, and has loads of nice software for it,
] if they grab a big chunk of the market it will most likely result in more
] software for the ST.

They may make some now & then for a bit more pocket money, but they
won't support them, and haven't done for some time!

] Atari really has a golden opportunity, especially since Commodore is no
] more...

Commodore will continue to plague us all for a good few years yet.

3125. Re: Elite help wanted

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 01:33:26 UTC
From: JeremyB@ORAC.pec.co.nz
Message-ID: <JEREMYB.94Nov17133326@ORAC.pec.co.nz>
Source record: 176814

In article <3acpe5$hpb@lyra.csx.cam.ac.uk> pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:

> My brother has been playing the first Elite for a long time now.
> Just recently, he has come across several missions he had to do. Such as
> the supernova, thargoid invasion etc.

Missions ? I played this game for ages a while back and never had to
go on any missions. I'm obviously missing something. It might be the
spark needed to get me to try the game again.

Pointers please .....
--
/--\
Jeremy Bowen	"On my planet there is a saying -- 'The man who
JeremyB@orac.pec.co.nz	trusts can never be betrayed, only mistaken'"
P.E.C.(New Zealand) Ltd	Cally
Marton N.Z.	"Life expectancy must be fairly short among your
Tel: + 64 6 327 8189	people." Avon
\--/

3126. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 01:34:14 UTC
From: Timothy Miller <millert@csee.usf.edu>
Message-ID: <Pine.SUN.3.91.941116153451.17566A-100000@grad>
Source record: 176801

On Wed, 16 Nov 1994, Clinton N. Keith wrote:

>
> >
> > On Tue, 15 Nov 1994, Clinton N. Keith wrote:
> >
> > > Over the last 12 months 1 gig drives have been halved in price and size.
> > > Same as the previous year.
> >
> > The point is that I shouldn't NEED such a large hard drive, especially
> > for just an OS. I read an article once in 1986 that said that an OS
> > should not use up excessive system resources.
>
> Define excessive. If I can store an OS using 1-2% of a $500 drive,
> would you call that excessive? If so, then my ST broke that law in
> '85. You cannot use fixed numbers for evaluate resources. If you
> did then computer progress would be diminishing since 1960.
>

Excessive: You could make a tightly coded Quicksort with a module for compare, and another for swap, but instead, you make a bubble sort that puts everything together, and has redundant code. Due to the modularity, the quick sort would be MUCH faster and turn out smaller. Instead, you didn't want to think, and threw together a bubble sort.

Excessive: You have to write blitting code. You could think about the problem and write a small, fast routine in assembly, but instead, you write it in Pascal and take the laziest approach. It ends up much bigger and MUCH slower.

Sure, writing an OS in C is fine. However, you need to actually think about what it is that you're doing, and develop your critical code in assembly (ultimately... prototypes done in BASIC would be fine and very helpful). Then you use those low-level modules to build more complex modules that you write in a higher level language and where the processing in C and the function-call time is not critical. If the problem is conceived correctly, the code will not turn out to be a huge, slow mess.

Of course, not everything has to be optimal. For example, in my AF, I have a routine which closes all windows. I COULD traverse my linked list and close them all in that routine. However, I have another routine which deletes a specific window and it's used more often. So, my close_all routine keeps calling my close_window routine, telling it to close the window which is the head of the list, until the head of the list is NULL. Either way, neither routine has to be particularly fast

because window manipulation of that sort isn't done very often, and the
OS calls themselves take far more processing time than any of my code.
So, I save space AND development time by (perhaps inefficiently) reusing
already existing routines.

In fact, things like this happen all throughout my AF. I considered all
the low level things first, and then then built on them. When I
discovered that there was something repeated, potentially useful for
other purposes, or something I'd forgotten, I ripped the code out,
generalized it, and made it into a seperate function.

>
> >
> > Windows, OS/2, System 7, UNIX and others suffer from these problems to
> > some extent or other. Windows is too big and very slow. OS/2 is too big
> > and a little slow. System 7 is too bog and EXTREMELY slow (40k of code
> > to perform a context switch? Come on!). UNIX is HUGE, but it's fast and
> > if you're running a very large network, it's not so bad.
> >
> When I went from my TT running GEM at 640x480 16 colors to Windows
> on a cheaper PC clone 486 DX250 at 800x600 256 colors with Norton desktop,
> the Norton desktop was *much* faster. I like both machines, Atari and PC.
> I think Windows with just the Program Manager _sucks_. Thats why I use
> Norton.

Depends on your view of 'fast'. A Mac Quadra can redraw the contents of
a window MUCH faster than a Falcon, for example, but there are delays in
the user interface (flashing of the menu selection, zoom effects for
opening/closing windows, timed software delays for UI effects, etc.) that
make some of the more important parts (like instant responce) unbearably
sluggish to work with. This is a psychological problem. When I make a
selection, I want the system to react instantly. When the system is
doing actual work, I'm distracted by watching the work being done. The
Mac may take less time overall, but the delays where the system does
nothing are quite obvious and irritating.

Now, Windows doesn't have many of these INTENTIONAL software delays... or
any at all that I can perceive. On a 66mhz 486, Windows 3.1 is actually
quite fast. Aside from the fact that I simply don't like the style of
the user interface, there are delays in windows that are due to a
combination of consistently poor video hardware and poor programming.
Now, considering some of the FAST stuff I've seen done with standard VGA,
I would have to say that much of the sluggishness if due to poor
programming.

Consider a typical session in Windows, using Word. I choose Word because
I like it, and because it's a good example of a nice Windows application.
I have to CLICK on a menu title, and then it takes a humanly observable
amount of time to first draw the frame for the window, and then fill it.
Then I click on a selection. The menu instantly disappears, but what's
behind it doesn't get instantly redrawn. Over another observable time
period, the portion obscured by the menu is slowly redrawn by the

application, first the toolbar, then the ruler, then slowly, the text in an already open window. Next, the file selector pops up (because I wanted to open a file), first the frame of the window, then the objects in the dialog appear one by one. The disk is accessed and after another of those observable units of time, the file names finally appear. Using the dialog (file selector) isn't that bad. When I click on a filename, it highlights with unnoticable speed. Of course, if I want to select a different wildcard, I have to click on the box and wait for the pop-up to appear, select it, wait for it to disappear, etc. When I click on the OK button on the dialog, parts of the window contents disappear, then the rest slowly are overwritten when the application slowly redraws its window contents. The new windows appears. The borders instantly show up, but Word has to take a moment to draw the contents. No big deal. As I edit my new document, it isn't that bad. It's not too jump, and I can get my work done.

Now, the above is a bit exaggerated for a 486, while it's very generous to a system like a 25mhz 386 with 4 megs of RAM. But considering that the 386, although horribly designed, it NOT a particularly slow processor. Your average DOS application, even using graphics, will fly on a 386.

Now consider a typical session with Atari Works' WP. I choose this because I hate it and it's an awful example of an Atari application. I move the mouse to the File menu and it instantly pops down. I select the option, and the menu instantly disappears with the stuff behind it being restored at the same time. The disk is accessed for a relatively short period of time (even for floppies), and the file selector appears on the screen. It's not instantaneous. You can tell that things are being drawn on it, rather than it magically appearing, but it's much faster than the Windows thing. I select the file and click OK. If it's UIS, what was behind the selector instantly reappears. Then the new Window opens, the borders appearing instantly. If I use the Atari file selector, it takes a moment while Atari Works SLOWLY dedraws the window contents, line by line, making awfully inefficient use of the capabilities of SpeedoGDOS. First the top window, and then when I don't care any more and I'm paying attention to other things, any unobscured portion of a background window is slowly redrawn, if necessary. Typing is awful. Things take forever to update, and Works has weird design flaws like Shift-Backspace deleting the whole line before the cursor... what if I'm typing in all caps and I hit BS? Boom! And then there's the Ctrl-A. Now, Ctrl-A for select-all on a PC makes perfect sense, but on an Atari it's lunacy. Ctrl and A are right next to each other and the Atari keyboards have too little inter-key spacing (the caps should taper up to a slightly smaller size). Too often for comfort, when trying to hit A or Control, my weak little finger will slip and hit both keys. Since I would naturally be in the process of typing something, I the next thing I will hit is another key, thereby wiping out my whole document and replacing it with whatever is left of the word I word I was typing, following the A.

What does this suggest? Looking only at the OS's part of each ordeal, Windows is taking a much less efficient approach to dealing with Windows, dialogs, and menus, albeit quite often more flexible. For a menu, the Atari's is an object tree that gets drawn. On Windows, it's actually a window that contains a dialog. On the Atari, what's behind the window is stored in a buffer. On Windows, what's behind the window is redrawn by the application in the same way information is redrawn after any window is closed. On the Atari, the file-selector is modal, while on Windows, it's not (which is good), but Windows' method for drawing and handling dialogs is awful and crawls compared to my own code for doing amodal dialogs. Secondly, an Atari can pull up a directory from a disk almost instantly from an HD, regardless of size, while, for some odd reason, Windows (and even DOS without Windows) takes an unusually long time. Lastly, Atari makes window redraw requests in order of top-down so that your top window has been restored and you think you can go about your work, even though the other windows still aren't drawn yet. Nevertheless, you're fooled into thinking that you can, for example, make another menu selection, and by the time you get the mouse pointer back up to the menu bar, the drawing is finished. Windows, on the other hand, seems to do it in some random or merely unoptimal order, as well as having slow facilities for doing the actual drawing.

Another reason for Windows' sluggishness is that VM is done very poorly and is a major bottleneck in the system. If things weren't so damn large, we wouldn't need all that memory (most of which is filled by Windows itself and NOT applications), and, in at least that area, Windows would be a lot faster.

>
> > >
> > > As for getting lazy and writing large inefficient code..., you are partly
> > > right. The executable size for programs has ballooned with advanced
> > > GUI's. However, having written GEM and Windows programs that do the same
> > > thing, I can truthfully say that I was *far* more productive when I was
> > > writing for Windows.
> >
> > Define 'more productive'. Do you get more work done faster? Is it
> > easier? I rather like programming my Atari, and after I developed myself
> > an application framework than handles windows and windowed dialogs and
> > other thing autmatically for me, I became yet even easier, and I can
> > throw together a simple GEM app in minutes because either the facilities
> > are in the OS or in my library.
> >
> YES! YES! You get to enjoy what you get used to. For every GEM
> application you develop, you have to include a portion of the
> non-recurring cost of developing your AF. You sound quite intellegent
> and capable, but I'm sure it no where near appraoches the capability
> of Borland 4.0 AF.

I'm QUITE certain that my AF is not nearly as advanced as some of the others for the Atari. It's something that I think is ellegantly designed, but applicable to only myself because it contains only what I

want in it. I don't have to make is mega-powerful and flexible because
I'm not worried about someone else wanting some other feature that I
don't have, and when I need a new feature, I have the source so I can just
add it.

>
>
> > People who I know who develop for both Atari and Windows have almost
> > consistently told me that programming an Atari is MUCH nicer and easier.
> > Well, I don't recall if they said anything about faster, but if something
> > like this is nicer and easier do, the development time is probably much
> > faster. Just ask Damien M. Jones (of dmj sofware). He programs all say
> > on PC's, and comes home to and programs his Atari to RELAX.
> >
> Well...I'm not one of them. I found GEM to be limiting, non-extensible
> in many ways and the environments within which to develop quite dated.
> It was quite a challenge to get used to a message based GUI like Windows
> and learn about DLL's. I enjoy OO-Motif programming FAR better on my
> SGI. PC/Macs/Ataris are mere shadows of that kind of environment IMO.
> I'm certainly not a PC enthusiast, but waited to switch over when the
> platform had passed the TOS/GEM platform which has been crawling slowly
> for 8+ years now. It was rather like being a Edsel mechanic. It may
> have been an advanced car, but hardly anyone bought it, and the lasting
> mechanics found themselves unemployed.

I do not argue that other systems are more flexible and more powerful. I
am pointing out the other drawbacks in the systems, why I don't like them,
and why my Atari does it better. But development and use are two
different things. You may be able to develop a Windows app in minutes,
while it may take me 1/2 hour to do the same thing. Without optimization,
I'm sure that mine would be more efficient. Not necessarily faster
(because of processor speed differences, but that may not be fair,
especially when the Atari would be faster than the PC if they were both
running at the same clock speed), and not necessarily easier to use (aside
from personal preferences about UI style), but more efficient in design.
Additionally, it runs under an OS that is efficiently designed and not a
bottleneck to the apps running under it.

>
> > > Much of this has to do with the tools which
> > > pack in alot of stuff which should be dynamically linked, but also with
> > > the idea that the most critical cost measurement of software is the
> > > programmer's time.
> >
> > Compare "hello world" programs:
> > 68000 ASM: 92 bytes
> > Watcom Fortran: about 300 bytes
> > Laser C: about 6k
> > Borland C: about 12k
> > DBase III: about 100k
> >

> > Doubtless, Microsoft visual C++ would produce something on the order of
> > 40 or 50k.
> >
> You are probably being conservative. I also recall similar horrors
> when going from the 800 to the 1040. Do you claim the 800 is a better
> machine/environment?

Well, the difference between 50 bytes and 100 bytes is not as profound as
the difference between 500k and 1 meg. Assuming that you could optimize
both to get to the smaller ones, optimizing the 100 bytes isn't as
important as shrinking the 1 meg, especially when the code COULD be
smaller. On the other hand, if that 1 meg is composed of many
optimizable 100 bytes units, then you should optimize them.

The difference between the 800 and 1040 is this: When you're DOING MORE,
it's ok to get bigger. When you're being a lazy dork, it's not. Of
course, cutting corners and making something a little inefficient isn't
always laziness, but we should not be excessive about it, and certainly
not when writing an OS.

>
>
> > > If I have the choice between 1/2 the time or 1/2 the
> > > size, I'll choose 1/2 the time. Lazy? No. I still put in 20 hour
> > > days as deadlines approach. My ultimate value (at least in terms of
> > > my job) is functionality produced over time. Besides, a 200K executable
> > > on a 1 meg Atari is worse than a "bloated" 1 meg exe on a 8 meg Windows
> > > machine. Memory is a relative resource.
> > >
> >
> >
> > On the other hand, when an OS is so large that your size sacrifice is on
> > the order of megabytes or tens of megabytes, then it IS laziness. There
> > is no other reason for the flagrant inefficiencies in Windows and System
> > 7 than simply extremely lazy developers. Maybe not the individual
> > programmers, but the company that pushes the programmers to develop
> > software that may come close to working, regardless of size or speed.
> >
> I can't understand why people think that this is the result of some
> MS/IBM/Apple conspiracy to make bloated OS's.

No, not a conspiracy. Well, yeah, there is to the extent that they don't
want to write good OS's, and as a result of THAT, they use the media to
get people to THINK that buying more and more and more and more hardware
is fine and necessary, when in fact, it should not be. The root
of the problem is that they just don't want to write good code.

> There is a reason
> for memory requirements to grow with capability.

Definately. If a program has more power and it's larger, fine. Program
size should grow because of increase in capability, NOT because

programmers figure they don't have to worry about size constaints and speed limitations.

With this new PPC and the falling prices of memory, developers are NOT going to spend their time writing good software to take advantage of the system. App and OS developers are going to believe that since the CPU is 10 times faster and the available memory is 10 times larger, that writing code that is 10 times bigger and 10 times slower is acceptable. The idea behind getting a faster CPU is so you can run all software at a faster speed, NOT so that you can run the new software as a normal speed.

The problem is that there is an undeniable trend toward ABUSING your system resources, rather than taking advantage of the extra resources for added power.

> There is a reason
> why the number of titles for each OS has grown wildly beyond that
> of the entire Atari base over it's entire lifetime.

Yeah... Atari management was clueless, didn't know how to market a good machine, and let it die. If Atari had had good management, they would have keep their machines beyond the capabilities of competitors (every time they came out with a machine, it was better than much else with a comparable price, unless it was late like the Falcon). By now, their OS would probably be no larger than a Meg, but it wouldn't matter because most of it would be in ROM, so it takes up no significant amount of disk space or RAM. Additionally, it (or it with various additions like NVDI) would be smaller and faster than competitor OS's.

> The 400/800
> machines made their owners concern themselves with 16-48K
> boundaries. ST 1Meg, PC 4-8 Meg....See a trend? Either the entire
> race of programmers is sliding into a comatose or the cost of
> productivity and advanced capability is resources.

The cost of advanced capability is resources. The cost of productivity is effort, something that people don't like to put forth. Not all programmers... just the ones from Microsoft, Apple, Borland, WordPerfect, and countless others that hold the Dollar as more important than ETHICS.

Microsoft's marketing is very unethical. They take stuff which they know to be flawed, slow, overly bloated, and poorly designed and promote it as some wonderful new thing, selling it to millions of stupid Americans who hardly know how to turn on a computer.

But unlike what you suggest, I do not concern myself with my boundary of 4 megs in my Falcon. It is the most advanced Atari computer with a number of multitasking OS's available for it (some better than others). I have never run out of memory. Yet, people with 8 megs in PC's and Macs often find themselves dealing with memory limitations.

> That's OK, as long as
> the resource costs keep up or outpace, which they have. IMO having a

> copy of Mosaic running under Winsock is worth 4 megs as opposed to
> having the TT that _can't_run_Mosaic_at_all_.

The declining costs of resources should be an advantage, not a
necessity. The laziness of Microsoft is FORCING us to buy more memory,
faster CPU's, and larger hard drives. I shouldn't NEED 8 megs of RAM
just to run a WP. I shouldn't need to keep buying resources merely to
keep pace. This is an OS we're talking about here. I should only want
more memory or speed if I'm running software that intrinsicly requires
that much, like ray-tracing or regression modeling of huge data sets.

>
> > UNIX is an exception because it's an OS written by hackers originally for
> > machines with 64k. The name UNIX is a play on the name Multix. At the
> > time, Multix had gotten so big that some people decided that they wanted
> > to do better. Multix was designed for large systems and many users, so
> > they designed Unix to be small and for single users on small systems.
> > This was back in about 1970. Over 24 years, Unix has grown
> > continuously. Independant contributors each developed utilities some of
> > which had overlapping capabilities. Additionally, the core of the OS has
> > been improved and adapted to countless different systems and
> > requirements. Memory protection, threading, and virtual memory were
> > certain not part of the original design of Unix. Considering the time
> > it's been around and the number of contributors, I'm surprised it's not
> > larger. The biggest reasons that Unix is so efficient is that is had to
> > start that way. Originally, you had to fit the OS into a small space,
> > and you had to make it very efficient, or it would be very slow. Unix
> > is also very capable for its relative efficiency since, to some extent,
> > programs that compile on one UNIX machine should be compilable on
> > another. This isn't always true, but it's due to slight differences in
> > different implementations of Unix which don't usually pose that much of a
> > problem.
> >
> I administer a Unix network. I agree with you. (BTW Windows is
> a GUI, compare it to Motif). In fact , on my PC I run Linux, probably one
> of the best implementations of Unix. And it was free.
> None of my Unix machines have less than 8 meg for good reason, and
> they all scream.

If only Linux for Atari didn't cause so many people so much difficulty
for people who try to use it... or so I get the impression of.

>
> > The large apps and OS's being produced by awful companies like Microsoft
> > are that large not simply due to an interest in reducing development
> > time. It's due to stupidity and the fact that they can fool most idiot
> > Americans into buying any crap they want to sell. It's like selling
> > refridgerators to Eskimos, except Eskimos probably have some intelligence.
> >
> c'mon! I _know_ I'm intelligent, and I would advise any friend to
> buy a PC over an Atari (got hassled after I talked a friend into an Atari

> 5 years ago). It's not wrong to fight for your Atari. I did. It's
> a great hobbiest machine! The community of people is great too!
> But it's a mistake to support it by trying to shoot down PC's.
> Subjective stereotyping is no way to reach the truth.
>

If someone wanted to do Music or DTP, I would still recommend an Atari, because there is nothing that beats the array of MIDI software for Atari, and there is nothing with can compare to Calamus SL... well, except Calamus NT, but to run that, you'd spend a fortune. Also, if someone wanted a nice development environment that didn't make them put up with all the crap that Windows, X Windows, System 7 and others give you, I'd recommend an Atari. Also, some of the graphics manipulation software is quite excellent.

Unfortunately, the best machine for WP and Spreadsheet and other kinds of mid-level production is the PC. Software for Atari that is worth considering is usually far too high-end for the average user. For example, many Atari users don't want to put the time into learning Calamus SL to see how powerful it really is. It takes effort (hmmm.. effort.. there's that word again).

Fun discussion about software engineering philosophy. Keep it coming. :)

3127. Re: CD ROM...

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 01:47:56 UTC
From: jonaeson@algonet.se
Message-ID: <3aecoc$htn@aristotle.algonet.se>
Source record: 176931

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: Tommy Jonaeson (jonaeson@algonet.se) wrote:
: > Is there anyone out there that could get me a copy of that CD-Rom?
: > Or could direct me someplace where I can pick it up?

: A followup post gives some specific info, but I just wanted to point out
: that the file 0cdrom_availability on atari.archive.umich.edu also contains
: this info. It is in the root directory, you can't miss it.

I know, I actually was able to connect to atari.archive.umich.edu the
other day.... :-)

Regards, Tommy

3128. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 02:03:30 UTC
From: jonaeson@algonet.se
Message-ID: <3aedli$i9v@aristotle.algonet.se>
Source record: 176932

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: In article <3ad4ln$3bu@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem)
writes:
: >popemerlin@delphi.com wrote:
: >: Obsession is nothing like the Pd game Starball. Obsession has a lot more
: >: features including top quality stereo sound, graphics which are superior and
: >: also a ball which obeys the Newtonian Laws of Gravity, not Starball gravity.
: >:

: I have to disagree here and say that I consider Starball to be technically
: a better game than Obsession. I saw Starball first, and when I came to play
: Obsession this is what I thought.

: 1) Major gripe - the ball seems to be just superimposed on the playfield, a
: plain un-involved bitimage. The reason (IMHO) that Starball's ball seems
: to fit better is that if you look, there are lines on which are animated
: to give the illusion of a rolling ball.

: 2) Size. The playfield on starball is MUCH bigger, there simply isn't enough
: of the table in Obsession.

: 3) Graphics quality - the main playfield in starball is much better drawn (ok,
: some of the bonus screens are a bit cheesy - esp. Llamaball, but I think that
: was the intention).

: 4) Scrolling is comparable on both, but Starball does have a lot more going on
: besides a scrolling playfield (invaders, etc) which makes it technically
: more impressive.

: 5) Obsession is closer to a Pinball table than Starball, simply because of
: the above (4). But it doesn't have the depth of play, as the number of bonus'
: available is very limited.

: 6) Attention to detail. In Starball, a lot of work has gone into the little
: details like the bumpers at the bottom (they flash when hit, get gradually
: more rugged, then explode). The little details like this are missing from
: Obsession - if it is intended to be a top class pinball game, then small
: things like ensuring that a rubber bumper will give a bit, then kick out
: as a ball is pushed away would have improved what is currently a very static
: feel.

: Both are good games, but it is a shame, that Obsession didn't get that little
: bit extra as the chance was there to make a damn fine pinball game.

: >: Please do not compare Starball to Obsession, it is a bit like comparing a Mini
: >: with a Merc.

: Not really, as Starball has the trimmings, more a sort of Rover 620 with a base
: model Ford. Both are sturdy built, and do the job - but the Rover has the extras
: that make a real quality product. (Rover==Starball, Ford==Obsession).

: >And you wouldn't be just a little bit biased at all... would you? ;-)
: >For what its worth Starball is a completely different game, just coz they

: Yeah - it's a shame, 'coz although Starball is great, it would have been nice to
: have a definitive 'pure' pinball game as well.

Sorry for quoting all this text, but I have to correct you on several
accounts here....

I'm a coder, and I know very well what is hard to do, and what is easy to
do, and there is _NO_ doubt whatsoever that OBSESSION is the better game.

1: the ball in Starball moves very unrealistic, compared to Obsession.
More math involved in obsession = Technically better.

2: Better graphics in obsession, (more cols), better than starball.
(Better graphics consumes more memory, thus smaller board)

3: Better drawn?!? Are you colourblind????

4: "more going on" are you on drugs? Compare the graphics quality!!!

5: You're correct, but do you want a shot-em'-up or a pinball game?

6: How do you rate games? You're like that lamer in a magazine I
recently read, who rated modems by the number of diods on the front!

Regards, Tommy

3129. Re: BBS Software: RATsoft

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 02:14:10 UTC
From: jonaeson@algonet.se
Message-ID: <3aee9i$ieq@aristotle.algonet.se>
Source record: 176848

process@cgsvax.claremont.edu wrote:
: In article <39s5tu$nhh@cxc1.cl.msu.edu>, molin@cxc1.cl.msu.edu (Michael Olin) writes:
: > I've been running a BBS in southeastern Michigan for over 8 years on an
: > XE-based system using the reverent AMIS software (extremely modified, of
: > course.) Now that I've moved up to a Falcon, I have a 2.5Meg 520STfm
: > w/ ICD Adspeed enhancement that I'd like to use as the BBS.
: >
: > I'd like to see a discussion of the various AVAILABLE shareware and commercial
: > BBS packages that will run on the above ST using a mono monitor and (of
: > course) a hard drive.
: >
: > Please indicate the following where possible:
: >
: > 1) program title
: > 2) author
: > 3) how to acquire (also, is there a demo available?)
: > 4) price
: > 5) hardware requirements & fastest baud rate supported
: > 6) comments
: >
: > Thanx!
: > --

: RATSOFT....RATSOFT....RATSOFT

: I would recommend Ratsoft. Call my board at 909-621-3737 and see Rip graphics
: on an Atari board! The authors BBS is 909-481-1927. The author is Steve
: Hughey. I bought the BBS package over a year ago and there have been at least
: 12-14 updates...one a month...not just bug squashing either...online spell
: checking, RIP graphics, Internal Fido Messages, Forem Dat files, Full Screen
: Editor Online, Auto file_id.diz extractor, a very nice BBS package. The best
: for the Atari. Runs on all Atari with 1 meg or more and cost a meager $90 or
: so. Supports all serial ports ever made for Atari....

: My second choice would be Transcendence, but it costs almost as much and has
: less available for it as fa as add ons go.

Speaking as a calling user to RatSoft boards, I must say that it is the
best I've ever seen.
I've been calling boards for over 7 years now, and I have never seen a
BBS-system that is as good as RatSoft.
(I'm calling and have called systems for Atari/Amiga/Mac and PC, and my
current setup is F030 14/330 FPU and 486DX2/66 16/1gig tapestreamer etc)

Regards, Tommy

3130. Re: Falcon Hardware

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 02:25:37 UTC
From: jonaeson@algonet.se
Message-ID: <3aeev1$ijq@aristotle.algonet.se>
Source record: 176854

Jo Even Skarstein (josk@Lise.Unit.NO) wrote:
: I want to connect a Mega STE/TT keyboard to my Falcon. I know you can
: connect these keyboards to an STE (I know how to do it.) but are STE and
: Falcon keyboards compatible? I could try, but after having waited several
: months for my Falcon to arriv, I don't want to destroy it... :-)

: I also want an accelerator (Preferably one with fastram ("TT-ram")), which
: one's the best? And most importantly, *where* can I get one? I'm not very
: interested in the Speed Resolution Board, as I've heard you have to modify
: the Falcon motherboard a bit. But if anybody have fitted this accelerator
: themselves I'm happy to hear from you.

: A last question: Is it possible to *remove* the RIAA-amplification on the
: microphone-input? I *don't* just want to reduce the gain, I also want to
: remove the bass boost and the phantom power.

Yes, yes, yes, to all your questions!

I have a Mega ST keyboard connected to my F030, is just as easy as
connecting it to a STE, the only thing to think of is to connect it
exactly the same way as the original F030-keyboard, since there is an
extra pin on the keyboard-outlet.

About accelerators, well, I'm personally not very fond of all those
"fake"-accelerators out there, all they do is to double the CPU-clock,
and who knows how long that will work?
Get an accelerator with a CPU on the expansion-board, Mighty Sonic for
example, it costs a little more, but it is worth it, you get a 32 MHz
68030 and the ability to have TT-ram, the only thing missing is a 32MHz
FPU socket.

Yes, it is possible to disconnect the bassbost and everything else on the
F030. It demands a little soldering, and unfortunately I don't know how
to do it, so wait for an extensive answer from someone else here.

3131. Re: RAM in the STE!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 02:27:50 UTC
From: jonaeson@algonet.se
Message-ID: <3aef36$il2@aristotle.algonet.se>
Source record: 176855

Mark Cargill - Tech/Programmer (mjc@psychology.dundee.ac.uk) wrote:
: Hi all,

: Say I have 12 256k simms and I wanted to put 8 of them in my STE for a total
: of 2 megs, but I only have 4 simm sockets in my STE, how would I go about it?

: Seriously guys!

: Mark

: PS: and don't say sell them and buy 4 1 meg simms instead....

Sell them and get 4 1meg simms instead... Seriously!

It will most likely be cheaper, and easier, than trying to build a board
that can accomodate them.

Regards, Tommy

3132. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 03:57:49 UTC
From: jyoung57@delphi.com
Message-ID: <Zg-Uc1d.jyoung57@delphi.com>
Source record: 176555

GEORGE GAGHON <gaghon@nevada.edu> writes:

>I just don't understand the need to be 'in the times'. To me it sounds like
>we are trying to say, 'but, everybody else uses one.' What determines a
>real machine or a new one is how many people use it? To me, that does not
>make a machine good! What if everyone wanted the same car? Would that
>mean that I am crazy for wanting a different one, even if it is slower than
>what everyone one else is driving?

A-Men! I know a good buddy who loves VW bugs. They're easy to work on and
they fit his style. Why shouldn't a computer have similar appeal to users?

I like my Atari and enjoy using it day after day. I do not feel I am
losing ground to anyone or anything. My Atari is like a pair of
comfortable slippers that I know I can depend on...

Take Care,
Jeff

3133. Re: Rufus 1.41 & Hang Up

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 04:37:03 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3aemlf$hp4@golem.wcc.govt.nz>
Source record: 176936

In article <3ad55h$30f@nippur.irb.hr>, npetrlik@public.srce.hr (Neven Petrlik) writes:>
> Can somebody explain to me why Hang Up option
> in Rufus 1.41 doesn't work ?
> I have an 2400 bauds modem BEST2400L .
> At my friends this hang up thing works !
> (he own GVC modem 14400 bauds) ..
> Is the problem in setting up the
> modem registers , or is it in Rufus's
> hang up ?
>
> Thanx,
> Neven

Some of the older modems have Dip switches or links so that you can force
DTR on all the time...

Most Comms programes use DTR to drop the line, (connection), so have a look
at your modem manual, there are software straps in later modems, have a look
at the AT&Dx/&Qx command in your manual....

```
*****************************************************************************
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
*****************************************************************************
```

3134. Re: Neodesk Vs Ease

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 04:38:36 UTC
From: jyoung57@delphi.com
Message-ID: <RkzX8dU.jyoung57@delphi.com>
Source record: 176935

Rod McCall <rmccall@mcs.dundee.ac.uk> writes:

>I am considering investing some money ina new desktop for my system
>(Falcon 030), I would appreciate any comments users have on the
>above products, so that I can decide which one is best?
>
>Rod

I am using NeoDesk 4 and am quite pleased with it. It seemed initially to be somewhat cumbersome after NeoDesk 3, but I have broken it in, so to speak, and it is as versatile and useful desktop. I run MagiC as OS with Overscan. I use Neodesk 4 in its own window with a colored tiled backdrop for a 'Windows' look with an Atari feel. There are other pluses such a 'Group' windows, color icons, background file operations, and more. I have yet to try Ease (There's a demo at micros.hensa.ac.uk) but I have heard that it (At least the demo, lacks a wealth of features.

Best wishes,

3135. Re: Neodesk Vs Ease

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 04:46:05 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3aen6d$hp4@golem.wcc.govt.nz>
Source record: 176937

In article <3adcg3$dr0@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>I am considering investing some money ina new desktop for my system
>(Falcon 030), I would appreciate any comments users have on the
>above products, so that I can decide which one is best?
>
>Rod
>==
>Roderick McCall, Dept Maths & Science Fiction, University of Dundee, Saturn
>President, Lip Theatre Co, Dundee University.

I asked this on the net some weeks back, what are the good points
of EASE, with reference to say TOS 2.6...

So far no one reponce here at all, but I have been told that EASE is in GERMAN,
not good for all those English people out there...

There is a Demo of EASE on Hensa and a Demo of Neodesk 4 on some sites
like A.A....

I could not see any good points from the Demo, but then I could have missed
some thing being its GERMAN....!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3136. Re: PC emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 05:58:50 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <ZI128Ha.johnhechtman@delphi.com>
Source record: 176938

<matej.kenda@uni-mb.si> writes:

>I need to do a few things on PCs from time to time (run some simple programs),
>but I don't want to buy one. I've heard something about software PC
>emulator for ST.
>
>Which is the latest version of PC-emulator-which-with-A-name and where
>can I get it?

The only _software_ emulator for Atari is/was PC-DITTO. It works reasonably well but is obscenely _slow_! A better bet would be the AT-Speed hardware emulator which I've seen advertised recently at greatly reduced prices. Try Toad Computers or look in the latest mags for the discounts. It should run about $150 for the AT-Speed. In an ST/STE you may have to go to an external keyboard setup to fit it in the case. It sits perfectly inside my Mega 4. ;) Oh, and the folks who did PC-DITTO are OOB, but you could pick a copy up used for a few dollars (Hell I'll sell you mine if you want).

3137. Re: HSMODA04 doesn't work with Stalker 3?

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 08:14:07 UTC
From: blade01@pplnet.com
Message-ID: <4303QJCAOPPKWQFGKV@pplnet.com>
Source record: 176941

IS>: IW>The HSMODA drivers *are* backwards compatible.

IS>: No, they most certainly are not. I have tested extensively, and most of
IS>: the software I use (BBS, door interface, Fido-style reader, ad nauseum)
IS>: will NOT use the handshaking HSMODA provides. It reports "port ready"
IS>: at all times under GEMDOS, even when the modem is actually waiting on a
IS>: CTS from the remote end.

IS>Not to return to the original subject for a moment or anything, but it turne
IS>out that Stalker choked on a 65535k buffer. I reset to 30k, and it is now
IS>fine.

I'm running 128-byte transmit and 32k receive buffers. Maybe I should
switch to the minimum size (16 bytes, I think) for both?

□
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3138. Chuck Grimsby

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 08:24:33 UTC
From: blade01@pplnet.com
Message-ID: <4929FAHFHEPUVMBIXU@pplnet.com>
Source record: 176942

IC>JH> I am writing in refernece to your TODAY program. I had it once,
IC>JH> lost it. I am interested in getting the new version.

IC>Rich Tietjens should have the new version tomorrow. Maybe he can pass it on
IC>to you.

Got it, passed it to Terry May for hatching in AtariNet. As soon as my
local IN server gets ftp capacity, I'll send it up to Hensa and Mickey
Boyd.

IC>Anyone who can tell me how to do File Transfers To/From a FidoNet point,
IC>please do so!

That's a toughie. You _can_ send uucoded mail - but if you route them,
you're going to have a lot of unhappy Fido sysops along the path. If
you have an Internet gateway system close by (local dial, that is), and
you apparently do, then you could uucode the files via IN email.

□
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3139. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 08:36:33 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941117003526.24051A-100000@CSOS.ORST.EDU>
Source record: 176947

On 16 Nov 1994, Roger Sheppard. wrote:

>
> Sorry you have got it all wrong Commodore is still around, and Atari has
> closed it computer division down..
>

Atari has closed it's computer division down, true. However,
I've seen Amiga-specific magazines commenting on Commodore going down the
tubes!

James Wood

3140. MAGIC and NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 08:38:27 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <3af4q3$2ub@olivea.ATC.Olivetti.Com>
Source record: 176946

I'm planning to upgrade my STFM (Tos 1.4 4Mb 400 Mb Hdu) with NVDI, but
I'm very intringued by Magic that seems to be a TOS replacement promising, other
than multitasking, more speed too.

My questions are: Do they work toghether ? Is there any benefit running both ?

I understood that NVDI is primarily a GRAPHIC accelerator, what Magic will speed up ?

Bye

Savino

/Savino Grillo - grillo@iconet.ico.olivetti.com - ITALY - /

3141. Re: HSMODA04 doesn't work with Stalker 3?

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 08:41:33 UTC
From: blade01@pplnet.com
Message-ID: <5949IIEPKTWYPOGUPQ@pplnet.com>
Source record: 176694

IS>No, not GFA-BASIC is crap in general, but it's possible to write crap
IS>with the help of _any_ language.

True, but it is especially easy with GFA because of the direct-to-OS
calls used in some of the routines that bypass the "official" vectors.

IS>> However... Using GEMDOS calls to cauxos under HSModem _always_ produces
IS>> a "port is ready to send" response; under TurboCTS, handshaking does
IS>> work. Now, if there were a complete English explanation of how to make
IS>> HSmodem handshake properly under GEMDOS, or if the default setting would
IS>> do that, there would be no problem.

IS>Sorry, but I think you didn't read the SERSOFST.TXT and the other texts
IS>carefully. Because "AUX" is crap (I believed that nobody used it in the
IS>past because it produced additional overhead over calling the BIOS Bco*
IS>directly) it isn't supported. Open a "U:\DEV\MODEM1" if you like to
IS>use MODEM1 and it will work. AUX is crap eg because the assigned BIOS-
IS>device could be changed via Bconmap.

Let's see, now, you're suggesting that I should run MiNT, as near as I
can see - add another layer of overhead? I will assume that because it
is 3:00 in the morning here, I am misunderstanding what you say. If you
would please clarify - you think I should essentially give up on all
software that uses the AUX: port? Or switch to MiNT if I want to keep
that software?

IS>Sorry too, but I'm even not payed for doing what I do. And I need the
IS>feedback.

This is true.

IS>> How about a backward-compatible mode or driver for people who don't
IS>> wantto replace ALL their software just to support the "new standard"
IS>> method? Since the old way worked - and the only reason I had to switch
IS>> to HSmodem was to support Semper - it would appear that the "standard"
IS>> is another non-standard change.

IS>Backward-compatible, what do you mean? All BIOS-calls are still supported
IS>(and became much faster) and they may be mixed with GEMDOS-calls without
IS>problems (but it's not recommended).

IS>Because the AUX was very bad, it wasn't supported (and if I should support
IS>it, you will have to do a Fopen to AUX, using only -2 Handle without
IS>Fopen would create to much trouble with other programs). If there are
IS>many american or english programs using this, how shall I know about it
IS>if nobody writes a mail.

There are buttloads of American programs doing exactly that.

IS>In Germany there are sold only very few non-german communication
IS>programs. (I don't want say something about the possible reason)

How about "they don't come in German versions" as a reason? It's
perfectly normal. Hmmmm...

After I complete translation of the BASIC language used, would you care
to translate the English to German for the next version of ST-Keep?

Which leaves me with my original problem - either I give up Semper
(which is paid for), or I give up most of my other software (also paid
for); unless you are willing to write an AUX: driver for HSmoda4 (and
obviously that's asking a lot - and frankly it's beyond my capability at
this time, or I would do it myself).

□
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3142. Re: HSMODA04 doesn't work with Stalker 3?

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 08:53:27 UTC
From: blade01@pplnet.com
Message-ID: <6663SWSDUIQVXSPVWI@pplnet.com>
Source record: 176949

IW>??? AFAIK RTS/CTS handshaking is between DTE (computer) and DCE
(modem),
IW>not between local and remote modem. Could you please elaborate?

I'm not sure of the correct terms, but obviously both the modems must
communicate the need to wait, the OK to send, or the request to resend.
When the modem is in fact waiting on the OK to send, and the port
driver software insists that it is OK to send, transmissions become
garbled.

IW>And what exactly do you mean by `the software ... will not use the
IW>handshaking HSMODA provides'? AFAIK HSMODA will use the handshaking
IW>that your software instructs it to use (i.e. the handshaking is
IW>implemented in the driver, not in the application).

Quite simply put, even when it is clear (from the idiot lights on the
modem, and the munged screen on the remote terminal) that the BBS modem
is not ready to send, HSModa4 says it _is_ ready (Function cauxos%
returns a -1, meaning Clear To Send).

I do not claim to know enough to write my own serial routines (if I did,
I'd go ahead and do it), but I do know that TurboCTS works with all my
"other" software, while Semper will NOT work with it. I'd call that a
problem.

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3143. Need address of Toad Computers

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 09:02:43 UTC
From: blade01@pplnet.com
Message-ID: <7219GDIPTLVMIOSHIE@pplnet.com>
Source record: 176825

IR>Can someone more knowledgeable tell me which address is the correct one?

IR>A) Toad Computers
IR> Park Plaza Shopping Center
IR> 570 Ritchie Highway
IR> Severna Park, MD 21146-2925

IR>B) Toad Computers
IR> 570F Govenor Ritchie Highway
IR> Severna Park, MD 21146

They are, for all intents and purposes, identical addresses. If you're
really worried about it, use the one with the full 9-digit ZIP code.

□
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3144. Re: WWW: Atari Pages

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 09:04:06 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Nov17.090406.14525@euclid.earth.ox.ac.uk>
Source record: 176944

In article <3a7q4s$ogl@whitbeck.ncl.ac.uk>,
J.D.Coleman <J.D.Coleman@ncl.ac.uk> wrote:
>MiNTOS Package (Multi-User environment for MiNT) [Oxford, England]
> http://earth.ox.ac.uk/~steve/mintos.html
^^^^^^^^^^^^^^
This should now be:-

http://www.earth.ox.ac.uk/~steve/mintos.html

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

3145. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 09:05:26 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941117010028.24051C-100000@CSOS.ORST.EDU>
Source record: 176945

> So if anybody thinks that the ultimate thing is to own a PC because
> that's what everybody else owns, they have missed something. The lack of
> individuality makes these people pathetic...
>

Heh. Walk into a COSTCO warehouse and see computer
software piled up to the ceiling - with SVGA graphics and SoundBlaster
sound....and new titles arriving daily...and none of it will run on your
computer. Call it lack of individuality.

Enjoy your individuality! I'll enjoy everything from Compton's Multimedia
Encyclopedia to LucasArts games on CD-ROM!

Cheers!

James Wood

3146. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 09:15:14 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941117010940.24051D-100000@CSOS.ORST.EDU>
Source record: 176857

On Tue, 15 Nov 1994, Timothy Miller wrote:

> The large apps and OS's being produced by awful companies like Microsoft
> are that large not simply due to an interest in reducing development
> time. It's due to stupidity and the fact that they can fool most idiot
> Americans into buying any crap they want to sell. It's like selling
> refridgerators to Eskimos, except Eskimos probably have some intelligence.

Microsoft's operating systems are not perfect, but they are far
from "awful." I find it difficult to believe that Microsoft's selling of
its operating systems being "due to stupidity" and "selling crap to idiot
americans." I rather find it more likely that you are out on a lunatic
fringe. I suppose you'd attempt to reason that Microsoft's stupidity has
made their name a household word and made the PC architecture by FAR the
world's most popular - and $9 billion for Gates. Yes, I'm sure you're
correct....Microsoft is a fledgling company based on stupidity....ha ha ha!

James Wood

3147. Re: Turbo C 2.0 Pro for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 09:21:30 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3af7aq$4cr@percy.cs.bham.ac.uk>
Source record: 176695
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mnb20@cam.ac.uk (Mark Baker) writes:
>In article <3a8180$fnu@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>>>I have a complete package of Turbo C 2.0 for sale, including all
>>>manuals (in German).
>
>>I thought Turbo C was the same as Pure C, and Pure C is only at v1.1
>>and not 2.0?
>
>I thought they started numbering at 1 again when they changed the name?

Ah.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3148. Re: Neodesk Vs Ease

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 09:57:11 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3af9dn$51k@percy.cs.bham.ac.uk>
Source record: 176802

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>I am considering investing some money ina new desktop for my system
>(Falcon 030), I would appreciate any comments users have on the
>above products, so that I can decide which one is best?

Neodesk4: doesn't understand long filenames, allegedly buggy, won't work under MagiC.

Ease: doesn't understand long filenames, very nippy, works fine under MagiC, slightly low on features.

And you missed:

Gemini 2: understands long filenames, works fine under Mint/MTOS, built-in shell, and FREE!

You can pick it up from hensa (Cue Danny!)

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3149. ApexStudio or ChromaStudio

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 10:18:00 UTC
From: Oliver_Michalak@bi.maus.de
Message-ID: <199411171218.a32496@bi.maus.de>
Source record: 176704

Hi,

could someone please tell the (email-)adress of the athor(s) of ApexStudio
(former ChromaStduio)? Any hints are important for me...

solong Oliver

3150. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 10:23:02 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3afau6$ki1@golem.wcc.govt.nz>
Source record: 176818

In article <94320.102052STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>I am not going to side with anyone on the debate as far as Mr. Townsend's
>work at Atari is concerned. I have no knowledge of what happened.
>However, I do have a few words for Roger.
>I am sick and tired of you insulting everyone that has a differing

Drivel removed..

>and insults. This forum is for everyone and everyone should be made
>to feel welcome. As they say, "If you have nothing nice to say...."
>-scott tirrell

My replies are to people that insult me, or insult other people,
I have had a number of good E-mails regarding the Insults to JOHN TOWNSEND,
including one from John himself...

If you don't like what I post then stop insulting John and other people here...

Its tuff if you can't live with the demise of Atari, but that is the way it
goes...

Fed up with Insulting posts myself....!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3151. MiNT 1.12 now available at...

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 10:30:53 UTC
From: vctec@westminster.ac.uk
Message-ID: <CzEqJI.CyA@westminster.ac.uk>
Source record: 176805

Hello everyone.

MiNT 1.12 has now moved out of incoming/atari-mint. This incoming
directory is for moderators only, and is not world readable. However,
MiNT 1.12 is now in the main file area. :-)

This has now been moved to micros/atari/mint/a/a050/

The files are:
mint112b.zoo -- binaries
mint112d.zoo -- documents
mint112s.zoo -- sources

You may access us via ftp, telnet, PAD, and gopher
WWW access is at http://micros.hensa.ac.uk/

The best way to access us is via gopher and WWW if you have access to
these
services.

Regards
Danny

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3152. Re: Internal Clock for an STe

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 10:37:28 UTC
From: vctec@westminster.ac.uk
Message-ID: <CzEquG.DCC@westminster.ac.uk>
Source record: 176812

Brian Barton (group1@access3.digex.net) wrote:
: Does anyone know of a clock for the STe that is internal and not a
: cartridge? I have a sampling cartridge that I use and don't want to take
: out.

System Solutions, I think sell one for the tower case....I don't know
how big it is, but you can email them on ssolutions@cix.compulink.co.uk

Or you can get the clock cartridge, take out the inards, and hard wire
it to the cartridge port from the inside.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3153. Re: Neodesk Vs Ease

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 10:41:40 UTC
From: vctec@westminster.ac.uk
Message-ID: <CzEr1G.DKt@westminster.ac.uk>
Source record: 176813

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: Gemini 2: understands long filenames, works fine under Mint/MTOS,
: built-in shell, and FREE!
: You can pick it up from hensa (Cue Danny!)

:-) Thanx Chris.

Gemini you may get from micros.hensa.ac.uk, in the path
micros/atari/tos/o/o018/

There are four files in this directory....and a .MSG file describing
what is in the directory.

English version out soon, for which you will have to register (not
much).

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3154. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 10:44:58 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3afc7a$ki1@golem.wcc.govt.nz>
Source record: 176819

In article <94320.102052STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>I am not going to side with anyone on the debate as far as Mr. Townsend's
>work at Atari is concerned. I have no knowledge of what happened.
>However, I do have a few words for Roger.

Well reply No. 2...

I am a blunt person, this is my nature and I am to old in the tooth
to change..

I also don't pull any puches, but I do tell the truth, if you can't stand
the truth you should not realy be in this group...

Its about time Atari users take those blinkers of, and find out there is no
more Atari computers, Atari droped out way back in 1993, it was even
posted here from a Article in a USA news paper...

>-scott tirrell

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3155. Re: MAGIC and NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 10:45:26 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <3afc87$i9n@rs18.hrz.th-darmstadt.de>
Source record: 176835

Hi!

In article <3af4q3$2ub@olivea.ATC.Olivetti.Com>, grillo@olivea.ATC.Olivetti.Com (Savino Grillo AB) writes:
>
> I'm planning to upgrade my STFM (Tos 1.4 4Mb 400 Mb Hdu) with NVDI, but
> I'm very intringued by Magic that seems to be a TOS replacement promising, other
> than multitasking, more speed too.
>
> My questions are: Do they work toghether ? Is there any benefit running both ?
>
> I understood that NVDI is primarily a GRAPHIC accelerator, what Magic will speed up ?
Sure they work together (since NVDI and parts of MagiC are written by the
same authors). MagiC already has quite fast screen-routines, but NVDI isn't
just a simple screen-accelarator, it also includes a complete GDOS (and,
with NVDI 3.0x, supports Speedo- and TrueType-fonts). So just get both, you
won't regret it...

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Source unknown
\--/

3156. ATW800 transputer workstation info wanted

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 10:50:05 UTC
From: molen002@telecom.ptt.nl
Message-ID: <molen002.8.000AD608@telecom.ptt.nl>
Source record: 176803

Hello,

Has anybody got information about a Atari ATW800 transputer workstation ?
Is it worth while to buy one ? I mean, any positive experience? Where can I
get the Helios operating system (close to the Netherlands of course)?

Thanks in advance,
Ids

Please reply with E-mail:
molen002@telecom.ptt.nl

#include <stddisclaimer.h>

3157. Calligrapher III major slow down.

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 11:02:06 UTC
From: mcsse2sw@dct.ac.uk
Message-ID: <1994Nov17.110206.1@dct.ac.uk>
Source record: 176822

Has anyone encountered a major 'slow down' bug in Calligrapher Gold III?
Occasionally, happened about four times, Calligrapher suddenly takes a
nose dive and takes about six seconds to display each character typed in.
Saving then takes about two minutes and Quiting takes about a minute. :-(
The only way to fix this is to re-boot the system and begin again. Does any
one know why this happens, and possibly how to avoid it?

Thanks.

--
Simon Wilkinson
Abertay University (Dundee), UK

3158. Handling VA_messages in GFA

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 11:06:30 UTC
From: ceebsm@cscd4c12.caledonia.hw.ac.uk
Message-ID: <CzEs6w.9Kt@cee.hw.ac.uk>
Source record: 176815

Hopefully one of you GFA experts out there can help me with this on
this question:

If I have a program running under MagiC (v 2.10) and I drop a file
onto that program's icon on MagXDesk how would my program be able to
find the name of the file being passed to it?

I have an EVNT_MULTI() loop running which receives the VA_START as a
message but where do I find the file's name from?

Any help would be gladly received, but don't point me to ST-Guide's
VA_ pages or Gemini as they don't seem to help me!

Cheers,

Barry
--
+++ Barry S. Munro ++++++++++++++++++++++++++++++++++
++
+++ InterNet: ceebsm@clust.hw.ac.uk +++
+++ ceebsm@cee.hw.ac.uk +++
+++ URL: http://www.cee.hw.ac.uk/~ceebsm/ +++
++
+++ 11 Station Court, Leven, Fife KY8 4RR, Scotland +++

3159. Compiling MiNT with Lattice C 5.52

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 11:11:03 UTC
From: ceebsm@cscd4c12.caledonia.hw.ac.uk
Message-ID: <CzEsEH.9o4@cee.hw.ac.uk>
Source record: 176816

Please help me!!!! I am trying, like a fair number of people I would
imagine, trying to compile MINT 1.10. I am using Lattice C 5.52 and
have installed the MintLib 4.4 files for Lattice and also header
files.

When ever I try to compile the Lattice PRJ file I get lots of
these errors:

```
typedef struct kbdvbase {
^
mint.h 200 Error 63: duplicate declaration of item "kbdvbase"
long midivec;
^
```

[I have not included them all as this would take up too much bandwidth!]

I have pre-compiled the MINT.H file to create MINT.SYM but where do I
go from there????

Any help, ie. step-by-step instructions would be helpful!

Cheers

Barry

Ps. I am compiling on a 2Meg STE if this makes any difference.

--
+++ Barry S. Munro ++++++++++++++++++++++++++++++++++
++
+++ InterNet: ceebsm@clust.hw.ac.uk +++
+++ ceebsm@cee.hw.ac.uk +++
+++ URL: http://www.cee.hw.ac.uk/~ceebsm/ +++
++
+++ 11 Station Court, Leven, Fife KY8 4RR, Scotland +++

3160. Poll: Are you going to the Birmingham/London Shows?

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 11:13:10 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <3afds6$71e@percy.cs.bham.ac.uk>
Source record: 176717

```
Hello UK!

As you will have probably read, there are two Atari ST Review
shows on the 10th (Birmingham) and 11th (London) of December.

We're wondering whether to turn up in person to promote our
music editor StormTracker and could do with knowing the number
of people going to the shows?

Just a quick question or two then,

Are you going to either show, which one, and why?

Replys preferably by mail to dxo@cs.bham.ac.uk

Thanksalot,

David
--
/\ -----------+--------------+-------------------+
/\ \ ASTRAsoft \ David Oakley \ dxo@cs.bham.ac.uk \
/--\ \ -----------+--------------+-------------------+
```

3161. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 11:23:33 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3afefl$rt1@turing.fwi.uva.nl>
Source record: 176804

sheppard_r@ix.wcc.govt.nz wrote:

:Its about time Atari users take those blinkers of, and find out there is no
:more Atari computers, Atari droped out way back in 1993, it was even
:posted here from a Article in a USA news paper...

Agree 100%! That's why I recently bought a 486DX2/66. But I will never sell
my atari ST! I know this machine inside out, and still enjoy very much
writing GEM applications. But there comes a time you want a faster, newer
machine. And it never entered my mind to upgrade by buying a new atari:
too little support and way too expensive. I think I will be quite satisfied
with X running on my 486. no atari can compete with that. :-(

--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| Mail for info about Ishido
Math department |
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

3162. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 11:37:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411171337.a11538@pb2.maus.de>
Source record: 176775

On Monday November 14th at about twenty-five past eight
wells_s@ix.wcc.govt.nz (*Steve Wells*) happened to write:

SW>MiNT is the multitasking piece of Multi-TOS (hence the slow speed),

What?

The GEM.SYS ans its AES is the multitasking user-interface and the slow part.
You can run MiNT under a normal single TOS and you'll hardly notice any
difference. Except the memory it occupies.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de No mail > 16kb!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

3163. Re: FRONTIER for JAGUAR ??

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 11:42:58 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Nov17.114258.5142@bay.cc.kcl.ac.uk>
Source record: 176820

In article <Cz9MJ5.LDp@crash.cts.com>, pblagay@crash.cts.com (Paul Blagay) writes:
> \"David McNicol\ (cabp09@ccsun.strath.ac.uk) wrote:
> : Does anyone know if Frontier (Elite II) is going to be issued for
> : the Jaguar?
>
> : David.
>
> I heard that is was being developed for the Jag....
>

Do whaaa? Errm, may seem like a stupid question but playing
Frontier using practically icons would be a tad annoying. I use
a mixture of icons and keys on the ST versh. In any case what about
engine off thrust controls without which combat would be tedious.
I suppose one would have to use the other joystick/padstick or
whatever which could get awkward, or are there more than one joystick
button for seperate operations?
Admittedly I don't know too much about the JAG except the
64 bit whizz machine beats the crap out of any other rom slot games
machine, for speed, graphics 'n sound.

It's about time that someonet kicked Master Brahbam's butt in to
improving the game by adding more atmosphere, like more interaction with
other spaceships over the radio lines, or combat missions where mass battles
take place. Actual implementation of Alien contact, Thargoids for eg. You
know, something of an adventure element, with many intelligent ships roaming
around. Joining pirate groups.Suns going supernova with rescue ops like
in the 1st Elite. Discovery of super weapons like the original
cloaking device or Ecm jammers.
Blackholes. Liven it up a bit. The Code can be no more than
600K unless its packed in some way. One can cram at least another
300K more into the machine.
So the thing comes on two disks. So what? Price of a disk
these days is minimal.

Does Mr B. have an E-mail add.?

-Al, udem148@bay.cc.kcl.ac.uk-

3164. Re: FRONTIER for JAGUAR ??

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 11:48:05 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Nov17.114805.5143@bay.cc.kcl.ac.uk>
Source record: 176821

In article <Cz9MJ5.LDp@crash.cts.com>, pblagay@crash.cts.com (Paul Blagay) writes:
> \"David McNicol\ (cabp09@ccsun.strath.ac.uk) wrote:
> : Does anyone know if Frontier (Elite II) is going to be issued for
> : the Jaguar?
>
> : David.
>
> I heard that is was being developed for the Jag....
>

PS. Errm, a Frontier Fan. You would never have guessed by the
enthusiasm of the previous post would you! Like being a kid again...sigh*!..

-Al, udem148@bay.cc.kcl.ac.uk-

3165. TT and blitter

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 11:52:31 UTC
From: bi931936@xdm006.ccc.cranfield.ac.uk
Message-ID: <3afg5v$l3@xdm084.ccc.cranfield.ac.uk>
Source record: 176824

I've recently bought myself a second hand TT, and was mildly surprised to discover that they don't have a blitter. My question is, can one be fitted, and is it possible for a non-techie like myself to do it (i.e. no soldering)? If I do fit one, will it then be possible to play the generation of games such as obsession and Zero-5?

Can anybody help?

Thanks, Tom.

3166. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 11:58:45 UTC
From: graham@insignia.co.uk
Message-ID: <CzEuLy.GBA@isltd.insignia.com>
Source record: 176823

In article epu@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Rogered Sheep.) writes:
>
>So save up some money and go buy a PC clone, as I can't see people sopporting a
>dying market....
>
Then take off your blindfold. People are supporting the Atari Market because it isn't dying here
in Europe. Atari provided us with the hardware and its up to the user base to ensure its survival.
To those that choose to jump ship through disenchantment 'good riddance'.

The (x86) PC clowns position is entirely due to corporate purchasing based on the IBM connection
and the old adage that 'no one got fired for buying IBM'. The PC clown market is now a running
under a momentum of it own and doesn't need my help.

Many people refuse to buy x86PCs for personal use as a point of principal. Those of us who attend
this forum have obviously decided that the Atari family is to our liking. If the Atari is not to your liking
go and join a forum that is.

>
>So you can take off those rose coloured glasses....
>
Shan't!

Followups redirected to advocacy.

3167. Help on MEGA 2 !!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 12:01:24 UTC
From: jcrios@reuna.cl
Message-ID: <CzEuqC.8Mx@reuna.cl>
Source record: 176826

Movig to another place I loosed the cable that connects the keyboard with the main unit. Any idea where I can find it, or please give the wiring to build one for my self. I know it's a 6 pins telephone connector at both ends, but I dunno if the wiring is pin 1 to another end pin 1 etc.etc..

Thanks

Juan Carlos

3168. looking for cubase

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 12:27:45 UTC
From: Bas.Hekking@phil.ruu.nl
Message-ID: <Bas.Hekking-17119413274500001@ana-dyn-32.mac.phil.ruu.nl>
Source record: 176841

I've been working with an older version of cubase, which hasn't got enough funktions for panning, so I'm looking for a newer version.I'm currently working on an atari st and a pc. So if someone knows where to get the latest version please write

Bas.

3169. Re: Sim City cheat codes

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 12:30:24 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <3afid0$pb8@rs18.hrz.th-darmstadt.de>
Source record: 176842

I could send you two utilities for SimCity, one will enable
you to give yourself as much money as you want - there
seem to be a lot of programms doing this - and the other
is a nice and small editor for Sim City landscapes.
You want forest everywere or more water ? No problem.
Had a meltdown on one of your nicest cities ? Who cares !
Just start SIMEDIT.

(I guess I should upload it on a ftp server...)

Alexander Graham Informatik TH-Darmstadt

Falcon 030/14/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/

3170. Re: FALCON DEMO Problems

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 12:31:12 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3afieg$78c@bs33n.staffs.ac.uk>
Source record: 176831

Al Huyghe (ahuyghe@madwand.bison.mb.ca) wrote:
: I have a question concerning some Demos i've been trying to run
: unsuccessfully as of late. They are the Humans Demo, Plastik, Knockout
: and the latest is the obsession pinball demo. My problem is the same
: for all.
: When i load the demo, the screen display is all garbled. Now i realize
: that some of these demos may be RGB and will not display on my system.
: Most of : these do not have any file stating the video attributes. But
: i became suspect : today when i loaded the obsession demo and witnessed
: the same problem. Only : this time the read.me file states it will work
: on either RGB or VGA. So now i'm : stumped. Is it the Demos or The system.
: My system consists of a Falcon 030, 4 meg ram, 270 mb HD and a SVGA
: monitor.

First things first.
Plastikk vibrations (or indeed Plastic Dreams) are both RGB only. They
will not work on VGA or SVGA displays. The Mugwumps superb Cycedelic
Knockout demo will work fine on SVGA and RGB but your SVGA will have to
be able to sync up to a pretty decent speed, not sure what though. To
run Knockout you must have NO acc's in memory or CPX's or Auto programs.
Best thing to do is hold down CONTROL as you boot to clear memory and
avoid the Auto folder. Then switch into a 80 column resolution, now run
the knockout demo and all should work fine. When you switch into 80
columns remember to hold down the CONTROL key to avoid loading any ACC's
you may have in your system directory.

The Humans demo is I am sure is RGB only, I will check my PD library
tonight for you. You really are not missing that much though :-)

Obsession is most certainly RGB only, it fails quite miserably on my VGA
but it may work fine on the more advanced SVGA monitors. Also never run
NVDI or Warp before running demos, they will often not accomodate this.

Hope this helps, if you want any more falcon demo info let me know. I
stock to lot :-)

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

3171. Re: Poll: Are you going to the Birmingham/London Shows?

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 12:34:19 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3afikb$78c@bs33n.staffs.ac.uk>
Source record: 176725

David Oakley (D.Oakley-SE1@cs.bham.ac.uk) wrote:

: As you will have probably read, there are two Atari ST Review
: shows on the 10th (Birmingham) and 11th (London) of December.

There are 4 shows actually... but the other two are a bit too far away
for me to get to :)

: We're wondering whether to turn up in person to promote our
: music editor StormTracker and could do with knowing the number
: of people going to the shows?

Why not? I remember Mike Goodman doing a nice job of promoting it at the
Bristol and London shows in the summer. I'd like to met you for one, I
think you have some serious competition with StormTracker though - esp.
from the new version of Digital Tracker for the Falcon. Are you open for
comments/feedback about it?

: Are you going to either show, which one, and why?

London, got lots of friends to meet there. And Birmingham for pretty
much the same reason.

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

3172. Re: Wanted: GEM Enhancements

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 12:36:28 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <3afioc$pb8@rs18.hrz.th-darmstadt.de>
Source record: 176843

> > The best one I've found so far is "stretcher" which is an STE version
> > of big-screen. I found it on atari.archive.umich.edu in
> > atari/Graphics/stretcher.lzh (lzh or zip, I forget which...)

> Just a point: The STE is much more suited for virtual screens than the ST
> since it can do smoother hardware scrolling. (Don't know about TT/Falcon.)

Same scrolling technologie in the Falcon as in the STE, if
you got a Falcon you should buy Screenblaster or BlowUp for
Screenenhancement. They have both virtuell screen included.
(I had 3200 x 1600 x 32k running on my Falcon...)

Alex

Alexander Graham Informatik TH-Darmstadt

Falcon 030/14/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/

3173. looking for a roland jv30/80 editor

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 12:37:18 UTC
From: Bas.Hekking@phil.ruu.nl
Message-ID: <Bas.Hekking-1711941337180001@ana-dyn-32.mac.phil.ruu.nl>
Source record: 176847

I've got a roland jv-30 and I want to create new sounds. Somebody told me that with an editor I could create all the sounds I want.I haven't got the faintest idea where to get one, so if you know, please write. I am currently working on an atari and a pc whith midi-interface.

thanx
Bas.

3174. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 12:37:42 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3afiqm$78c@bs33n.staffs.ac.uk>
Source record: 176832

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
: >G.Vance (etlgyve@etlxd30.ericsson.se) wrote:
: >: 2 - Where can I get a spectrum emulator, and is it any good?

: >Lots of good PD libraries stock it. We have the Falcon version and
: >plenty of games (they are called snapshot files) including Manic Miner,
: >Jetpac, Lords of Midnight and more. Just pick an address from the ST
: ^^^^^^^^^^^^^^^^^
: Yes!!! I love this game! Any others?
: (Maybe Rebelstar, my other huge favourite)

Yes I have Rebel Star Raiders too.

: Are they FTP'able?
: (the Falcon version of the emulator + games)

They were. The emulator certainly is. But the games WERE on an FTP
site, there were about 2000 of them, but I think they have been closed
down now (copyright problems).

: Thanks,
: You will have made my day if I can get to play Rebelstar again!!

Consider this your lucky day then Phil!

: Phil

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

3175. Re: Text Editor For Partial Loading

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 13:13:45 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.785078025@theale>
Source record: 176850

npetrlik@public.srce.hr (Neven Petrlik) writes:

> Hi !

> Is there ANY available text editor which
> prefers partial text loading ?
> I mean, when the file size is bigger
> than free memory.., text editor must load only
> the block which fits into memory, and later
> (if requested) jump to another part of file
> and load him into the memory ..

> Thanx for the answers,
> Neven

Protext works like this. I've version 4.3 which was on a coverdisk. Latest
version is 6.5 .

--

```
-------------------------------------------------------
|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
-------------------------------------------------------
```

3176. Obsession on VGA (Re: FALCON DEMO Problems)

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 13:24:36 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CzEyL0.52K@exeter.ac.uk>
Source record: 176846

In article <3afieg$78c@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

> Obsession is most certainly RGB only, it fails quite miserably on my VGA
> but it may work fine on the more advanced SVGA monitors. Also never run
> NVDI or Warp before running demos, they will often not accomodate this.

The Obsession demo does run on my cheapo Ultra VGA monitor, but I have to
twiddle the controls to get get it to sync correctly...
--

+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

3177. Re: FALCON DEMO Problems

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 13:27:51 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3aflon$odb@lyra.csx.cam.ac.uk>
Source record: 176849

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>The Humans demo is I am sure is RGB only, I will check my PD library
>tonight for you. You really are not missing that much though :-)

I wouldn't say that....
The humans demo may not have the best graphics or sound technically, but
most important is that it is *funny*, not just a bunch of polygons
spinning around.
You can have a technically brilliant demo (or game for that matter) that
is really boring to watch/play.

Having said that, Humans is not the *best* demo in existance.
(That probably goes to Spacejunk)

BTW I thought Spacejunk was going to be released as a game? What happened
to it?

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a *big* one I thought I'd mention it twice".

3178. Re: Shareware or not Shareware

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 13:38:59 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <CzEz90.7xv@news.gu.se>
Source record: 176853

Kim Andersen (Kim@dksoft.ping.dk) wrote:

> And thats crippleware, and _not!_ shareware.

Freeware, Shareware, Crippleware, Dongleware, Greenpeaceware, a s o ...

Is there any list of all the XXXXX-Ware's and what it actually means??

Stefan

3179. Virtual Ram on a Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 13:40:26 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CzEzBE.5Ft@exeter.ac.uk>
Source record: 176851

I am getting increasingly frustrated with running out of memory on my
4Mb Falcon 030. Is there anyone out there using a virtual ram driver
on the Falcon? If so, can you answer some questions...

1) Which driver?
2) Commercial, shareware, freeware?
3) Demo available?
4) *IS IT STABLE*???

I have tried the demo version of outside and find it to be unstable
in the extreme, and has a major paging fault...
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

3180. Re: TT and blitter

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 13:47:21 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Nov17144721@issan.informatik.uni-dortmund.de>
Source record: 176852

In article <3afg5v$l3@xdm084.ccc.cranfield.ac.uk>, bi931936@xdm006.ccc.cranfield.ac.uk (T.J.REES) writes:

|> I've recently bought myself a second hand TT, and was mildly surprised to discover that they don't have a blitter. My question is, can one be fitted, and is it possible for a non-techie like myself to do it (i.e. no soldering)? If I do fit one, will it then be possible to play the generation of games such as obsession and Zero-5?
|> Can anybody help?

The TT does not need a blitter, the CPU is fast enough, at least
faster than the blitter that was used in the MEGA ST's.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

3181. Final PONG 2000 DEMO

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 13:53:23 UTC
From: vdleij@phil.ruu.nl
Message-ID: <vdleij-1711941453230001@ana-dyn-9.mac.phil.ruu.nl>
Source record: 176860

With the release of PONG2K_3 version we have gotten rid of the irritant bug that version one (PONG2000) had with VGA monitors. We have tested it on a TTC1434 Atari monitor that runs at 71 Hrz Freq, and all sprites are correct now. I will upload the new version to all archives I am able to. Please spread the news about this new version.

Joost.

P.S. PONG2K_2 is already fixed for VGA at 60Hrz freq.

--
Joost van der Leij,
Holland Game Design,
's Gravelandseweg 127,
1217 ER Hilversum,
The Netherlands.

e-mail: Joost.vanderleij@phil.ruu.nl

3182. Atari ST arcade software wanted

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 13:55:15 UTC
From: Jim Roth <jroth@ctc.ctc.edu>
Message-ID: <Pine.HPP.3.91.941117055328.3900A-100000@ctc.ctc.edu>
Source record: 176856

If you have any ST arcade games for sale, please leave an email message for me. I'm looking for Wintergames, Summergames, and any other games that would entertain sixth grade students.

jroth@ctc.ctc.edu

3183. Hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 13:57:30 UTC
From: avp@cs.mun.ca
Message-ID: <1994Nov17.135730.13045@cs.mun.ca>
Source record: 176893

I have the following Atari stuff for sale. All prices
are in Cdn$ and include shipping. The exchange is about 75% to
US$ (approx) (i.e. 100$Cdn = 75$US)

SLM804 $325
Mega 4STe $300
Mega 4ST
(with Overscan Mod) $250
ICD HD Box
w/ 85 & 50 Meg HDs $300
SM124 Mono Monitor $100
SC1224 Col Monitor $150

Some of this can be mixed and matched, espaecially the HDs. The
50 Meg originally came in the STe, and could go back there.

Feel free to make offers.

Anthony V. Paul
avp@garfield.cs.mun.ca

St. John's, NF
Canada

--
Anthony V. Paul:137 Rennies Mill Rd.:St. John's, NF:Canada:A1B 2P2
avp@garfield.UUCP || It wasn't me. || Electrical '9|| '90
avp@garfield.cs.mun.ca || Boston Celtics in 93-94 || Engineering 4|| GTI
|| The best defense is a good offense. --- How do you Drive? ||

3184. Re: Neodesk Vs Ease

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 14:11:49 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-1711940911490001@flash.comm.mtholyoke.edu>
Source record: 176858

In article <3af9dn$51k@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk
(Chris Ridd) wrote:

> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> >I am considering investing some money ina new desktop for my system
> >(Falcon 030), I would appreciate any comments users have on the
> >above products, so that I can decide which one is best?
>
> Neodesk4: doesn't understand long filenames, allegedly buggy, won't
> work under MagiC.

Not true. It works under MagiC just fine (it recognizes that MagiC is
loaded and understands how to execute multitasking programs under it).

--
Rick Flashman Tel 413.247.5620
Gribnif Software Fax 413.247.5622
P.O. Box 779, Northampton, MA 01061-0779 rflashma@mhc.mtholyoke.edu

For information or technical support, contact "gribnif@genie.geis.com"

3185. Re: Shareware or not Shareware

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 14:14:46 UTC
From: renfro@bnr.ca
Message-ID: <3afogm$fap@crchh610.bnr.ca>
Source record: 176859

In article <mnb20.82.000B9438@cam.ac.uk>, Mark Baker <mnb20@cam.ac.uk> wrote:
>In article <3a7i9t$t8@calvin.st-and.ac.uk> bd@st-andrews.ac.uk (Brian Duff) writes:
>
>>I've been writing programs for the ST for quite a while now, and I'm
>>interested to see what Atari users think of the shareware concept now.
>>What kind of quality and/or support do you expect from a shareware author?
>
>Obviously it has to be better than the freeware competition. I would expect
>the author to fix bugs as soon as possible and to develop new versions for as
>long as he can think of worthwhile additions.
>
>>What kind of programs make good shareware titles?
>
>More or less anything; utilities which are used every day in particular are
>good. Games are not so good, I normally get a game, like it enough to register
>but by the time I get round to doing so I've stopped playing the game so don't
>bother.
>

Gee, I wish this worked at the grocery store. I'll just take this food
home and try it out, but by the time I've finished eating it I don't
really feel like paying for it so too bad. :) :) :)

Never mind the time you did get out of it or the time and effort that
went into creating it...

RandyH

3186. Pure C

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 14:43:24 UTC
From: x151448@rubc.rz.ruhr-uni-bochum.de
Message-ID: <3afq6c$70l@rubb.rz.ruhr-uni-bochum.de>
Source record: 176870

I sell
Pure C development environment (complete/unregistered)
with Laser C and C-programming book for

150,- DM (or 100$)

It's the current version, and with Laser C you get a printed
reference manual for all tos/gem-functions.

Magnus(.Schwarz@rubc.rz.ruhr-uni-bochum.de)

3187. shareware Pascal compiler available for ST?

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 14:57:32 UTC
From: shunt@phoenix.cs.uga.edu
Message-ID: <3afr0s$8oi@hobbes.cc.uga.edu>
Source record: 176737

Well, is there? I've seen p2c.lzh on the umich archive, but that just converts pascal code to c.

--
shunt@phoenix.cs.uga.edu
myelin@music.cc.uga.edu

3188. Atari computer parts for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 15:06:52 UTC
From: lho@galaxy.ee.rochester.edu
Message-ID: <3afric$dln@galaxy.ee.rochester.edu>
Source record: 176861

Some parts for sale:

Atari SC1435 14" color monitor - $110 + shipping

Thomson 12" color monitor (including cable for
the ST, no internal spaker)
- $60 + shipping

Atari 520ST with 1 meg of RAM and external floppy disk drive
(no screw for the case)
- $75 + shipping

DEC 100 meg internal SCSI hard disk + Seagate 45 Meg internal SCSI
hard disk (both 3 1/2" half height) - $100

Atari MegaSTE 1 meg RAM, no hard disk (but scsi adapter included inside)
not working (a lot of bombs upon bootup)
and I think it's just the TOS ROM that need to be replaced.
I have no time to get the new set of ROM and try so no guarantee
that's the problem.
$250 + shipping

Thanks
...
ling

3189. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 15:21:39 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3afse3$rb3@lyra.csx.cam.ac.uk>
Source record: 176862

James Wood <jamesw@CSOS.ORST.EDU> writes:
>On Tue, 15 Nov 1994, Timothy Miller wrote:
>> The large apps and OS's being produced by awful companies like Microsoft
>> are that large not simply due to an interest in reducing development
>> time. It's due to stupidity and the fact that they can fool most idiot
>> Americans into buying any crap they want to sell. It's like selling
>> refridgerators to Eskimos, except Eskimos probably have some intelligence.

> Microsoft's operating systems are not perfect, but they are far
>from "awful."
>I suppose you'd attempt to reason that Microsoft's stupidity has
>made their name a household word and made the PC architecture by FAR the
>world's most popular - and $9 billion for Gates. Yes, I'm sure you're
>correct....Microsoft is a fledgling company based on stupidity....ha ha ha!

Based on the stupidity (gullability?) of it's *customers* not microsoft
themselves.

Take for example Microsoft Word for windows. A word processor.
It just happens to take up over 25mb of HD space here at work.
If that's not ridiculous nothing is.

PC developers must be in close contact with Intel, because they always
seem to write programs which need the latest most expensive processor to
do anything useful. Take games for instance. They started off saying 286
recommended, then 386 and now it's need at least a 486 or Pentium! The
games aren't even *that* much better either!

I agree with Timothy, developers use the speed of the processor rather
than speed of their code. PC customers are easy to persuade they need
huge amounts of memory/diskspace/processor speed.

The only reason why things are any different on Atari's is that most
Atari owners have little money to spend on their machines, and so
developers have to make the best use of the limited resources available.
This makes much better programs. When you can add the processor speed you
really see the difference. (ie Calamus on a Medusa!).

I feel much better now! :)

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a *big* one I thought I'd mention it twice".

3190. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 15:24:51 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3afsk3$rgd@lyra.csx.cam.ac.uk>
Source record: 176863

James Wood <jamesw@CSOS.ORST.EDU> writes:
>Enjoy your individuality! I'll enjoy everything from Compton's Multimedia
>Encyclopedia to LucasArts games on CD-ROM!

OK maybe I'm missing something *really* obvious here but:
What *USE* is a multimedia encyclopedia????
How many people actually use book encyclopedias?

To me it's just something to say "Oh look! Pretty pictures!" and then
dump it somewhere never to be used again.

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a *big* one I thought I'd mention it twice".

3191. PONG 2000 Update uploaded to:

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 15:25:48 UTC
From: vdleij@phil.ruu.nl
Message-ID: <vdleij-1711941625480001@ana-dyn-9.mac.phil.ruu.nl>
Source record: 176874

I have Uploaded the demo (PONG2K_3.LZH) to:

atari.archive.umich.edu
ftp.uni-kl.de
vax.ph-cip.uni-koeln.de
ftp.germany.eu.net
ftp.funet.fi

P.s. it's falcon only

--
Joost van der Leij,
Holland Game Design,
's Gravelandseweg 127,
1217 ER Hilversum,
The Netherlands.

e-mail: Joost.vanderleij@phil.ruu.nl

3192. Re: Spectrum Emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 15:37:35 UTC
From: incp@helios.rz.tu-clausthal.de
Message-ID: <3aftbv$dqd@ikarus.rz.tu-clausthal.de>
Source record: 176864

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Is their a spectrum emulator which runs in a window for the F030?

: Rod
Yes. There is one on our ftp server:
ftp.tu-clausthal.de:/pub/atari/emulators/specci2.lzh
(not sure about the file name)
I'm running it on my four meg F030 with TOS 4.01 -- no problem.

bye,
Chris
--
+----------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Schulstr. 13 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +----------------------Mike-Oldfield----+
| Germany | ComputerGuitarKitesBicyclesBeerPizza |
+----------------------------------+--------------------------------------+

3193. Atari STFM 4 sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 15:59:07 UTC
From: firefox@byron.apana.org.au
Message-ID: <3afuku$q4h@hack.byron.apana.org.au>
Source record: 176655

[No readable article body recovered]

3194. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 16:06:38 UTC
From: graham@insignia.co.uk
Message-ID: <CzF633.K3s@isltd.insignia.com>
Source record: 176873

In article 100000@CSOS.ORST.EDU, James Wood <jamesw@CSOS.ORST.EDU> () writes:
> ...
>fringe. I suppose you'd attempt to reason that Microsoft's stupidity has
>made their name a household word and made the PC architecture by FAR the
>world's most popular - and $9 billion for Gates. Yes, I'm sure you're
>correct....Microsoft is a fledgling company based on stupidity....ha ha ha!
>
>James Wood
>
They happened to be in the right place at the right time. The PC is not the most 'popular' in the sense that people buy it because they like it. but the biggest seller because of market
domination due to corporate sales originally based on the reputation of IBM and bought by managers who didn't know what they were buying.

3195. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 16:15:28 UTC
From: graham@insignia.co.uk
Message-ID: <CzF6Hs.KA8@isltd.insignia.com>
Source record: 176876

In article @semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>In <39tros$ql9@infa.central.susx.ac.uk>, Michael May writes:
>
>You _need_ a Pentium if you want to get reasonable floating-point
>performance. Not that it matters, since you're screwed if you run
>DOS/Windows anyway...
>
while,

gbernath@oucsace.cs.ohiou.edu (Gregory Bernath) wrote
>Subject: Re: Rumor - Falcon w/PowerPC
>Date: Wed, 16 Nov 1994 16:34:12 GMT
>
>On a related note, it's been discovered that ALL (100%, every single
>one, it's a design flaw) of the Pentium processors have serious
>bugs in the floating point division code.
>
>I've verified this on my Pentium at work. For the latest details,
>go see comp.sys.intel. For a quick demo, try doing
>
>x = 4195835
>y = 3145727
>z = x-(x/y)*y
>
>on a Pentium and any other x86 chip. The Pentium gives an
>answer of z=256; the others give the correct answer of z=0.
>
>If you were planning on getting a Pentium, better put it off
>until this gets resolved. Hopefully a software fix will be
>forthcoming; otherwise I've got a number crunching machine
>that can't do number crunching reliably.

DO THE MATH just make sure it's not on a Pentium
--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

3196. MiNT 1.12 available in binary form!

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 16:15:54 UTC
From: avg@cwi.nl
Message-ID: <avg.785088954@news.cwi.nl>
Source record: 176869

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>Hello everyone.

>The files are:
>mint112b.zoo -- binaries

So it's finally out in binary form? Is the public licence out,
or is Danny the first brave person to simply have the guts
to release it anyway?

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

3197. Re: MAGIC and NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 16:17:59 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3afvnn$hds@percy.cs.bham.ac.uk>
Source record: 176884

grillo@olivea.ATC.Olivetti.Com (Savino Grillo AB) writes:
>
>I'm planning to upgrade my STFM (Tos 1.4 4Mb 400 Mb Hdu) with NVDI,
>but I'm very intringued by Magic that seems to be a TOS replacement
>promising, other than multitasking, more speed too.
>
>My questions are: Do they work toghether ? Is there any benefit
>running both ?
>
>I understood that NVDI is primarily a GRAPHIC accelerator, what Magic
>will speed up ?

Yes, MagiC is a TOS and AES replacement, and it will work with NVDI
(they both come from the same company).

MagiC will speed up disk operations, and window and dialog operations
(essentially!) NVDI will 'just' speed up the graphics side.

There is a Macintosh version of MagiC being written, which will mean
that your Atari programs will run (unaltered) on a Mac.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3198. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 16:19:43 UTC
From: graham@insignia.co.uk
Message-ID: <CzF6ow.KE1@isltd.insignia.com>
Source record: 176890

```
In article KA8@isltd.insignia.com, graham@insignia.co.uk (Graham Beint, 321) writes:
>>that can't do number crunching reliably.
>
>DO THE MATH just make sure it's not on a Pentium
>--
>Greg Bernath gbernath@oucsace.cs.ohiou.edu
>
Sorry forgot to delete your sig
```

3199. Re: Calligrapher III major slow down.

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 16:22:03 UTC
From: graham@insignia.co.uk
Message-ID: <CzF6sr.KH7@isltd.insignia.com>
Source record: 176891

In article 1@dct.ac.uk, mcsse2sw@dct.ac.uk (Simon Wilkinson) writes:
>Has anyone encountered a major 'slow down' bug in Calligrapher Gold III?
>Occasionally, happened about four times, Calligrapher suddenly takes a
>nose dive and takes about six seconds to display each character typed in.
>Saving then takes about two minutes and Quiting takes about a minute. :-(
>The only way to fix this is to re-boot the system and begin again. Does any
>one know why this happens, and possibly how to avoid it?
Hmm! Sounds like memory fragmentation. How much do you have?

3200. Anyone tried the GEMulator?

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 16:45:09 UTC
From: coonj@osuunx.ucc.okstate.edu
Message-ID: <CzF7v9.4Dt@osuunx.ucc.okstate.edu>
Source record: 176883

I am thinking of selling my original Atari 1040 ST, but would like to keep some of the software for possible use on the GEMulator if it's good enough.

So, if someone has used it, please give me a non-atari biased opinion of the GEMulator and tell me what it's like.

Jeff
coonj@osuunx.ucc.okstate.edu
"The best way to accelerate a Macintosh is at -9.8m/s/s"

3201. FTP - FidoNet Point

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 17:23:58 UTC
From: Chuck.Grimsby@mypoint.flight.org
Message-ID: <73f_9411180536@flight.org>
Source record: 176696

In a message of 17 Nov 94 03:24:33, Blade01@pplnet.Com wrote:

B> IC>Rich Tietjens should have the new version tomorrow. Maybe he can pass
B> it on to you.

B> Got it, passed it to Terry May for hatching in AtariNet. As soon as my
B> local IN server gets ftp capacity, I'll send it up to Hensa and Mickey
B> Boyd.

Thanks! I was about to write some netmail to make sure you did get it! Thanks
for getting it out to AtariNet too.

B> Anyone who can tell me how to do File Transfers To/From a FidoNet
B> point, please do so!

B> That's a toughie. You _can_ send uucoded mail - but if you route them,
B> you're going to have a lot of unhappy Fido sysops along the path. If
B> you have an Internet gateway system close by (local dial, that is), and
B> you apparently do, then you could uucode the files via IN email.

Found my UUencoder, BTW. Well, actually recovered it from my backups, but it
seems to still work.

My FidoNet BOSS is a InterNet gateway, so that's not a problem, but I'm still
not sure how to go about sending/requesting files. I do it in "E-Mail"?
--
| Internet: Chuck.Grimsby@mypoint.flight.org
| FlightLine Public Access Mail Gateway [MSP]

3202. Re: Poll: Are you going to the Birmingham/London Shows?

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 17:41:11 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.785094071@shiplake>
Source record: 176877

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>: Are you going to either show, which one, and why?

Yes, I think I might trundle down to the London one. But the last one
I went to at the Novotel was an absolute disaster - hardly anyone
there...

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

3203. Re: Mint for 68020

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 17:44:25 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <3ag4pp$4rn@ra.ibr.cs.tu-bs.de>
Source record: 176800

William Wong (wongck@lobby.ti.com) wrote:
: In article <3aacgl$f45@ccpnws.in2p3.fr> acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:
: >From: acounis@lpnhp3.in2p3.fr (Stephane Acounis)
: >Subject: Mint for 68020
: >Date: 15 Nov 1994 13:19:17 GMT

: >I have a 68020 (and 68881) in my MegaST4. Can someone give me a good MiNT

: Can a 68020 be installed in an Mega ST 4 ?? How ??

With an adaptor-board called PAK/3
(The latest version alows you to use an 68030 with up to 40 Mhz,
32bit ROM on board, 16 K of Cache)

68881/2 are supported

A 32bit Fastram-board will be available soon! (I've been told)

The PAK (Prozessor Austausch Karte) is a project of the german
c't computer magazine that alows you to replace a 68000 in any
computer (Amiga, Mac, Atari) with a 68030.

Linux 68K will run on the PAK soon (no joke)

MiNT will only work without memory-protection (mintnp.prg)

: +===+
: William Wong --- ST user in Singapore | Want a GUI that | ||| 520ST 4Meg
: Internet Email: wongck@lobby.ti.com | works ?.... | ||| Tos 2.06
: MCI Email: 4673356@mcimail.com | Get an Atari !! |/ | \ 44M Syquest
: +========================== Disclaimer: What I say here is my own view ==+

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

3204. Re: FALCON DEMO Problems

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 17:45:10 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <785094310snz@chowgar.demon.co.uk>
Source record: 176762

In article <3aflon$odb@lyra.csx.cam.ac.uk>
pd@mole.bio.cam.ac.uk "Phillip Davey (Path" writes:

> Having said that, Humans is not the *best* demo in existance.
> (That probably goes to Spacejunk)
>
> BTW I thought Spacejunk was going to be released as a game? What happened
> to it?
>
> Phil
> [E-mail pd@mole.bio.cam.ac.uk]
> --

Is Spacejunk worth the massive download time (I have to pay my own phonebill)

--
Simon Moore
smoore@chowgar.demon.co.uk

3205. 320*320 on Epson LQ-100 ???

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 18:07:01 UTC
From: diwil@rphd.stu.spb.su
Message-ID: <AA9Rvok8a4@rphd.stu.spb.su>
Source record: 176878

Hi, All!

There is a trouble with SIGNUM-2 print program:
When I try to print on Epson LQ-100 (24pin) with 320*320, program
say me that this mode is available only for NEC-p6/p7.
This program print on Epson in this mode, but each line printed two times.
After printing hex dump I understood that control code for NEc ic 1C
(like IBM printer), but for Epson this code is 1B (ESC).
I think that with disk doctor (or another program) I could
change 1C to 1B but where???

If you know something about it, please send me
your suggestions on diwil@rphd.stu.spb.su
or FIDO: Dima Wild 2:5030/153

Thank you in advance, Dima.

3206. Games

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 18:34:20 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <785097260snz@chowgar.demon.co.uk>
Source record: 176767

Hello there,

there are a few games I'm after and was wondering if anybody could help me out.
They are : Alternate Reality (very old RPG game)
Panza Kick Boxing
Oids
Iron Lord

Thanks.

--
Simon Moore
smoore@chowgar.demon.co.uk

3207. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 18:39:12 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-1711941039120001@townblue.taligent.com>
Source record: 176881

In article <Pine.SUN.3.91.941116153451.17566A-100000@grad>, Timothy Miller
<millert@csee.usf.edu> wrote:

|Sure, writing an OS in C is fine. However, you need to actually think
|about what it is that you're doing, and develop your critical code in
|assembly (ultimately... prototypes done in BASIC would be fine and very
|helpful). Then you use those low-level modules to build more complex
|modules that you write in a higher level language and where the
|processing in C and the function-call time is not critical. If the
|problem is conceived correctly, the code will not turn out to be a huge,
|slow mess.

This is my personal opinion.. I should have said that throughout this
post, but I didn't.. so I say it now. This is how I feel about these issues...
You may not agree, or you may agree. Let's have a friendly discussion.
This could be fun!

The most important thing in operating systems development is that the
OS be designed properly and implemented correctly. Second consideration
is maintainability. Its very important that the operating system be able to
be updated and modified without a tremendous learning curve.

One reason that C is popular for OS development is because it is fairly
easy to understand (redirect C code flames to /dev/null please) and it
compiles to pretty tight code. If you have a decent C compiler (like
Lattice C v5 or Pure C), it will be hard to beat its optimized code with
hand-written assembler. And even if you did, you would spend 3-4
times more work/time developing the same functionality.

I do agree with you that certain parts of the operating system have to
be in assembly language. In my mind critical code is code like BLiT
operations, time critical operations like MIDI timing, the code that
reads a sector off of a disk. Critical code is not the the code that draws
dialog boxes on the screen. You should be able to speed this code up
by looking at the design and performance analysis of the system to
increase the performance of the system.

But.. again, when you are working on a team of engineers that can (and
will) change over time.. the most important thing is that the code be
maintainable. There is nothing worse than a section of code that no
one is willing to touch because they can't figure out how it works. That
code might as well be dead. Usually what will happen is that someone
will come in a completely re-write the code based on its behavior and
then modify that. That's a significant time and cost right there.

|
|Of course, not everything has to be optimal. For example, in my AF, I
|have a routine which closes all windows. I COULD traverse my linked list
|and close them all in that routine. However, I have another routine
|which deletes a specific window and it's used more often. So, my
|close_all routine keeps calling my close_window routine, telling it to
|close the window which is the head of the list, until the head of the
|list is NULL. Either way, neither routine has to be particularly fast
|because window manipulation of that sort isn't done very often, and the
|OS calls themselves take far more processing time than any of my code.
|So, I save space AND development time by (perhaps inefficiently) reusing
|already existing routines.

Cool! The best code to write is the code you don't have to write. Every
minute you are saved from writing something that isn't needed is a minute
you can spend adding more features to your application (or spending more
time ensuring that you deliver a high quality product!).

|
|In fact, things like this happen all throughout my AF. I considered all
|the low level things first, and then then built on them. When I
|discovered that there was something repeated, potentially useful for
|other purposes, or something I'd forgotten, I ripped the code out,
|generalized it, and made it into a seperate function.
|
|>
|> >
|> > Windows, OS/2, System 7, UNIX and others suffer from these problems to
|> > some extent or other. Windows is too big and very slow. OS/2 is too big
|> > and a little slow. System 7 is too bog and EXTREMELY slow (40k of code
|> > to perform a context switch? Come on!). UNIX is HUGE, but it's fast and
|> > if you're running a very large network, it's not so bad.
|> >
|> When I went from my TT running GEM at 640x480 16 colors to Windows
|> on a cheaper PC clone 486 DX250 at 800x600 256 colors with Norton desktop,
|> the Norton desktop was *much* faster. I like both machines, Atari and PC.
|> I think Windows with just the Program Manager _sucks_. Thats why I use
|> Norton.
|
|Depends on your view of 'fast'. A Mac Quadra can redraw the contents of
|a window MUCH faster than a Falcon, for example, but there are delays in
|the user interface (flashing of the menu selection, zoom effects for
|opening/closing windows, timed software delays for UI effects, etc.) that
|make some of the more important parts (like instant responce) unbearably
|sluggish to work with. This is a psychological problem. When I make a
|selection, I want the system to react instantly. When the system is
|doing actual work, I'm distracted by watching the work being done. The
|Mac may take less time overall, but the delays where the system does
|nothing are quite obvious and irritating.
|

I have to be honest. I have been using a Quadra 800 for almost 2 years now. Sure, there are times that I really hate the Mac OS and I hate some of the delays
that I see. But, overall.. the experience has been fairly positive. I guess each person
has his/her own idea of what is acceptable. I find the Quadra 800 to be acceptable.
However, I know that I couldn't live with some of the smaller machines. No way.

One thing to think about.. there is alot more things the Mac has to worry about than the Atari. For example, the Mac can have multiple monitors on the same machine with different video cards that are displaying at different pixel depths.
The possible cases here alone can be a cause for some of the extra processing time needed for things. This is just one case, there are lots of others.

|Another reason for Windows' sluggishness is that VM is done very poorly
|and is a major bottleneck in the system. If things weren't so damn
|large, we wouldn't need all that memory (most of which is filled by
|Windows itself and NOT applications), and, in at least that area, Windows
|would be a lot faster.

Yes, but the windows system has VM available. The Atari doesn't (on Atari base models, yes I know there are third parties that do it) and some people might consider that important. On the Mac, you can turn off the VM, can you do this on Windows? I honestly don't know, I am not a big Windows user.

|
|I'm QUITE certain that my AF is not nearly as advanced as some of the
|others for the Atari. It's something that I think is ellegantly
|designed, but applicable to only myself because it contains only what I
|want in it. I don't have to make is mega-powerful and flexible because
|I'm not worried about someone else wanting some other feature that I
|don't have, and when I need a new feature, I have the source so I can just
|add it.

My experience is that the most important part of development is design. If you think you got the design right, awesome! You are 90% there. The other 10% is just code ;-)

Hey, as long as it suits your needs it doesn't really matter does it?

|Fun discussion about software engineering philosophy. Keep it coming. :)

I agree. Let's continue. Its been fairly interesting..

--
-- John Townsend "I want something, I just don't
Taligent, Inc. know what it is!"

Disclaimer: I don't speak for Taligent, I speak for myself.

3208. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 18:39:50 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3ag81m$p34@golem.wcc.govt.nz>
Source record: 176894

] In the release version of MultiTOS, the multitasking AES is the slow bit -
] MiNT is very good speedwise. It is possible to run MiNT with the normal
] ROM AES - this allows use to multitask TOS programs using Miniwin and
] access MiNT filesystems (e.g. MinixFS, RamFS, NFS/MiNTnet etc.).

The AES doesn't multitask. MiNT does, and simply running MiNT on the
system results in a very noticable speed loss, even if all you've done
is stuck MINT.PRG in the AUTO folder, and that's it. It there was
some decent assembler code thrown in, rather than good old slow C,
it might work better.

] Unfortunately, the one exception to this is that the MiNT released with
] MultiTOS CANNOT be run with the old ROM AES. However, MiNT v0.9x
] (for which binaries are available from most ftp sites) does work, as does
] any version released by the MiNTlist in source form (although only with
] memory protection switched off).

So this is why it (v1.08) works on my STE? (I took the PRG from a
copy of Multi-TOS a friend had, as my system only has 2meg, I didn't
have much hope of compiling it. Not that I'd want to use it, Geneva
produces no slow-down I can notice...

] When MiNT 1.11 is released in binary form (very soon) it will work with
] the ROM AES, apparently even with memory protection switched on.

You mean there's been a check routine put in for a 030? This is a
big thing!?

I'm surprised Atari is touting Multi-TOS as it's great Multi-tasking
system, the Kernal they use is too slow to me of much good. Sure,
on a Falcon or TT it doesn't matter too much, but comparing Geneva
or Magic to it on any machine, and it certainly shows how much better
they could have made it!

3209. Re: HELP! I need MiNT UUCP!

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 18:42:50 UTC
From: knarf@nasim.cube.net
Message-ID: <3ag87a$6or@nasim.cube.net>
Source record: 176708

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:

> I carry maybe 25-30 newsgroups, and I still got >3500 control messages
> one day.

<grin> I assume you poll at a full feed and you are subscribed to
`control'. Just unsubscribe `control' at your feed and be happy with
the control-messages for the groups you really are subscribed to. ;)
I don't hope you are subscribed to `junk', too?! ;)

Bye,
Knarf
--
Frank Bartels | UUCP/ZModem: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

3210. Re: Neodesk Vs Ease

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 18:47:31 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3ag8g3$p34@golem.wcc.govt.nz>
Source record: 176896

] I am considering investing some money ina new desktop for my system
] (Falcon 030), I would appreciate any comments users have on the
] above products, so that I can decide which one is best?

AFAIK, there isn't an English version of Ease, so that may be a problem.

After looking at the demo of Ease, from what I can make out of it,
it looks extremely cluttered with the menus full of options that in many
cases could be represented equally far better. It looked very bland
IMHO. Neodesk 4 takes a bit of getting used to, but if you can put up
with the ridiculous amount of time it takes to load & initialise, I
think it'd be a better program. (I've got to justify it as well, after
buying it. :)

Both have reasonably similar features, but the interface of Neodesk 4
looked to me, a lot nicer. The main features were a lot more obvious
as well. (Yes, I can read enough German to get by, so I understood
most of Ease).

Another advantage of Neodesk 4, is the online help, which would probably
be a pirates dream, as pretty much the entire manual has been included
in a hyper-text type file that can be accessed by hitting the HELP
key in whatever dialog/window you want help with. This does come
in handy if you can't be bothered looking through the manual (which is
very good as far as software manuals go!)

3211. Re: FALCON DEMO Problems

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 18:50:13 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3ag8l5$p34@golem.wcc.govt.nz>
Source record: 176897

] i usually run warp 9 v3.81.

Disable that for a start, most Falcon programs will be using quite
intensive routines to do things, and this does mess up system speed
& has been known to prevent some programs running.

] the read.me file states it will work on either RGB or VGA. So now i'm

If you haven't already, try executing everything from ST-Low or the
minimum RGB res' (320*240*16 I think is one of them).

3212. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 18:52:47 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3ag8pv$p34@golem.wcc.govt.nz>
Source record: 176898

] we> MiNT is the multitasking piece of Multi-TOS (hence the slow speed),
]
] UTTER BULLSH*T.

Okay then, run GEM-Bench. Then run MiNT, and then run GEM-Bench again.

Notice a large speed loss?!

I'm talking about JUST Mint, the executable and nothing else!

3213. Re: Internal Clock for an STe

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 18:56:39 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3ag917$p34@golem.wcc.govt.nz>
Source record: 176899

] Does anyone know of a clock for the STe that is internal and not a
] cartridge? I have a sampling cartridge that I use and don't want to take
] out.

Many cartridge clocks have a pass-through, so you can have the clock,
and the sampler plugged in at once. (The "Forget me Clock II" is one
of these). No doubt Toad would stock these, or something similar.

3214. Re: Minix - Demo Version

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 19:01:17 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3ag99t$p34@golem.wcc.govt.nz>
Source record: 176759

] How can i obtain a Demo version of Minix ?
] I've heard that Minix Demo will be putted
] on micros.hensa.ac.uk ..

A demo-disk has been available for a fair while now, and while it doesn't have some of the more major options, it is relatively complete, and gives a good example of how it all works. I'll say one thing for it, it's fast! I expected it to be standard CLI speed... Text crawling down the screen, but this displays it at a pretty good rate!

I can't find it in my index's, but they're pretty old. I would have gotten it from, atari.archive.umich.edu (./atari/), ftp.cs-tu.berlin.de (./pub/atari/) or ftp.uni-kl.de (./pub/atari/).

Have a look at the index files there. It's could well be on micros.hensa.ac.uk.

3215. Re: MAGIC and NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 19:08:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3ag9mg$p34@golem.wcc.govt.nz>
Source record: 176760

] I understood that NVDI is primarily a GRAPHIC accelerator, what Magic will
] up ?

Magic speeds up TOS functions basically, by replacing most of them,
it gives better/faster disk accessing and various other features.

(Has anyone got a list of what Magic does!? I would like to know
everything that goes on, as I know it has more than just an improved
filesystem).

NVDI accelerates graphics, correct. It also implements a good form
of GDOS (version 3 will apparently be able to work with the Speed-GDOS
fonts). You would not believe the difference in speed. Well over
twice the speed of standard GEM screen-redraws, windows, Line-A
functions etc. It also has a relatively good mouse-accelerator.

If you haven't got it already, get NVDI, you'll wonder how you managed
to put up with things without it! :) (Shows what a few pieces of
assembler code can do to a program, which is more or less what NVDI
does, patch certain TOS/GEM routines (which are in C), with far faster
assembler routines. A 68030 optimised version of NVDI on a falcon
or TT would be very impressive!

3216. Re: TT and blitter

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 19:10:38 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3ag9re$pmp@mailer.fsu.edu>
Source record: 176900

T.J.REES (bi931936@xdm006.ccc.cranfield.ac.uk) wrote:
> I've recently bought myself a second hand TT, and was mildly surprised to discover that they don't have a blitter. My question is, can one be fitted, and is it possible for a non-techie like myself to do it (i.e. no soldering)? If I do fit one, will it then be possible to play the generation of games such as obsession and Zero-5?

> Can anybody help?

I believe it is the case than nothing really needs the blitter, and it is
not worth spending any money to have one installed (if it is even possible).
Buying NVDI would be a much better choice.

The blitter is not really part of the set of hardware enhancements that
the STE/Falcon enjoy. In other words, I don't think it will increase
compatability with anything.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3217. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 19:14:30 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-171194140524@150.102.161.162>
Source record: 176683

In article <3a9fb6$2lg@aristotle.algonet.se>, jonaeson@algonet.se (Tommy Jonaeson) wrote:

>
> People don't choose a computer from the spec's, the choose a computer for
> the software, why do you think I told my father to get a PC for his
> accounting?
>
Wow, somebody finally understands what HW and OSes are there for: to run SW. You find the best SW to solve your problem, then you buy the HW and OS which runs the SW best...simple. Sometimes the answer is a PC, sometimes a Mac, sometimes (strange as it may seem) an Atari, heard a rumor that someone once even found justification for an Amiga...

Remember the old "power without the price" campaign? Saw a special at one of the local computer superstores last night: a cheapo performa (16mhz 030, 4mb, 160 HD) with color monitor, keyboard, mouse, Clarisworks, and an HP color inkjet for $999. Old technology, but a cute little basic system, at a decent price. Why couldn't Atari have done things like that?

RevDrFreak
'foot soldier

3218. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 19:15:23 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <3aga4b$brr@charm.magnus.acs.ohio-state.edu>
Source record: 176882

> Microsoft's operating systems are not perfect, but they are far
>from "awful." I find it difficult to believe that Microsoft's selling of
>its operating systems being "due to stupidity" and "selling crap to idiot
>americans." I rather find it more likely that you are out on a lunatic
>fringe. I suppose you'd attempt to reason that Microsoft's stupidity has
>made their name a household word and made the PC architecture by FAR the
>world's most popular - and $9 billion for Gates. Yes, I'm sure you're
>correct....Microsoft is a fledgling company based on stupidity....ha ha ha!

Well... I think there is something a little bit stupid about buying without investigating all the possible choices. For example, shortly after Windows came out there was another product that was hailed as "Everything Windows Should Have Been" by Byte (I think). I can't remember the product name though. Anyway, it was far smaller, far faster, far nicer to use, and, had all of the same features plus some. Problem was, the company had no money for advertising (sound familiar?) and thus the product did not sell well. If the 'system' for shopping was a bit different; if more people checked out all options instead of just shelling out $$$ for whatever has the most name recoginition, then maybe a lot better products would be the 'standards' today.

Maybe it is a bit like the
American car thing. I was one of the people who refused to believe that American cards had become crap, and that the Japaneese had far superior quality. Of course, as it turns out, around 1972 American cars did begin a fast downward spiral that they are (I hope) just now pulling out of. Despite all information to the contrary, most americans still persisted in believing that American cars were 'best', and it took many years to turn that around. When the mass populace began to turn to Japanese cars more and more, it finally forced the Big 3 to begin making *better cars again*! That same principle would work for software and hardware if consumers were (collectively) sharp enough.

Of course, now everyone has realized that, in fact, the best cars are old VW Bugs, circa 1968 for example ;-)))))

Anyway, if people started buying smaller faster operating systems, and smaller faster applications, even if the product did not have big name recognition, then pretty soon Microsoft and Apple and such would have to make their products smaller and faster to compete. The power of the (collective) informed consumer is something the Big 3 learned the hard way! I doubt Microsoft or Apple would be as stupid.

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

3219. Re: Neodesk Vs Ease

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 19:16:25 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3aga69$p34@golem.wcc.govt.nz>
Source record: 176761

] Neodesk4: doesn't understand long filenames, allegedly buggy, won't
] work under MagiC.

Working under Magic was one of the reasons it was delayed. It does
work.

v4.00 was horribly buggy. v4.01 is quite stable and usable.

] Ease: doesn't understand long filenames, very nippy, works fine under
] MagiC, slightly low on features.

True. It's quick.

] Gemini 2: understands long filenames, works fine under Mint/MTOS,
] built-in shell, and FREE!

you mean v1.999? :)

When is an English version due to be released? (I don't mean a translated
RSC, I mean an English PRG & RSC).

I thought it was Shareware, not Freeware/Public-Doman?!

3220. Re: MiNT 1.12 now available at...

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 19:24:48 UTC
From: bug@eskimo.com
Message-ID: <CzFF9K.KJL@eskimo.com>
Source record: 176895
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[note cross-post & Followups-to changed]

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>MiNT 1.12 has now moved out of incoming/atari-mint. This incoming
>directory is for moderators only, and is not world readable. However,
>MiNT 1.12 is now in the main file area. :-)

>This has now been moved to micros/atari/mint/a/a050/
>WWW access is at http://micros.hensa.ac.uk/

Great news! One thing concerns me though. The readme.src file states
that "gcc 2.5.x causes problems..."

Now I'm aware of problems with 68000 code generation up to 2.5.7, but
2.5.8 is _supposed_ to be ok in this respect. Indeed, I compiled
MiNT1.11h2 (no MultiTOS) using 2.5.8 and have found it to be very
stable. So what's the deal?

Cheers,
Steve "wishing he'd subscribed to the MiNT-list sooner" Woodford
--
Home-page under construction:
http://www.eskimo.com/~bug/

3221. Re: PC -> Atari laser printer???

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 19:50:09 UTC
From: renfro@bnr.ca
Message-ID: <3agc5h$hnj@crchh610.bnr.ca>
Source record: 176766

In article <3acou2$fcp@aristotle.algonet.se>,
Tommy Jonaeson <jonaeson@algonet.se> wrote:
>Jody Golick (73217.3246@CompuServe.COM) wrote:
>: I've tried this question in other locales now I'll try it here:
>: As an Atari enthusiast who by dint of market forces and modern ways was
>: forced to join the PC world (kicking and screaming all the way), I want to
>: know if it is possible to use my lovely old 4 meg STE and Atari laser printer
>: as a printer for a PC. That is use the STE/laser printer combo to emulate a
>: PC-compatible printer. Has anyone ever (reliably) achieved this result?
>
Didn't see the original so I am following up to the follow up...

It is possible to have your STE *AND* SLM act as a printer for the PC,
but there are some difficulties with it.

Using the Diablo emulator that came with the SLM804 you can tell it to
redirect the serial port input of the STE to the emulator and then
connect that serial port to the PC with a null modem cable. On the PC
you can configure the print output to go to the serial port and select
the Diablo 630 printer driver. But wait, there is no Diablo 630 driver
for the PC so there's the first difficulty.

But there are Epson drivers and there is the LaserBrain emulator, but
there is no option to route the serial port to the emulator.

What I did is write a little program that would read the bytes off the
serial port and print them out and then install LaserBrain before
running the program. On the PC I installed the appropriate Epson
driver and sent the output to the serial port. So when I printed
something on the PC it came out the SLM804.

Only problem here is that it looked like a 9-pin epson printout.

So it is possible, but at this point not too practical (unless it is
the only printer you have).

Now for a question of my own... Is it possible to drive LaserBrain
at a higher resolution and match that up with a higher resolution
driver on the PC? If not, how hard would it be to write an emulator
on the ST that would emulate a higher rez printer that has a driver
on the PC? Any industrious programmers think they can do it? I plan
on taking a closer look at it when I have the time, but it will
be all new territory for me (programming printer drivers that is).

If anyone is interested in doing this or could provide me some pointers
or references on how to do it, please let me know.

e-mail to r.hoekstra1@genie.geis.com

RandyH

3222. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 20:05:08 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941117120127.4368B-100000@CSOS.ORST.EDU>
Source record: 176763

On 17 Nov 1994, Steve Wells wrote:

> The high-end 16 bit soundblasters can do 4-channel 50Khz, 16-bit
> sound, and the most recent one (Not sure if it's released yet), will
> do roughly the same in 32-bit quality. (Overkill, who is likely
> to notice!?)
>
> I use usually 25Khz, 8-bit, Mono samples on my STE, mainly because it's
> the only thing that the software & cartridge together can manage. But
> it sounds great. Sampling it at 50Khz, 16-bit stereo, isn't really
> worth the extra space it takes up, as the quality isn't four times
> as good, which is roughly the size increase. Around 40Khz, 16-bit
> is as good as you're likely to need. (Which is approximately CD
> quality, give or take a bit, 41.7Khz, 16-bit Stereo from memory).

I use 8-bit mono sound on an 8-bit Sound Blaster, and I am
completely satisfied. I don't know what kind of hearing these editors of
PC Magazine have, but it must be bionic. Anything less than TRUE STEREO
sampled at 44.1Khz and 16-bits.....they say sounds like a BUZZ-SAW.
Personally, I have better things to occupy valuabe hard disk space than a
bunch of huge sound files. Anyway, most people route their PC sound
through a pair of $20 speakers that couldn't sound any better no matter
how clear the source!

James Wood

3223. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 20:09:58 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941117120648.4368C-100000@CSOS.ORST.EDU>
Source record: 176764

On Tue, 15 Nov 1994, Chris Herborth wrote:

> You _need_ a Pentium if you want to get reasonable floating-point
> performance. Not that it matters, since you're screwed if you run
> DOS/Windows anyway...

Define reasonable. If (as you state) you _need_ a Pentium to get reasonable floating point performance, then you believe that anything LESS than a Pentium does not produce reasonable floating point performance. Since Pentiums run DOS/Windows and are screwed, then I wonder what you run. You must take it upon yourself, then, to believe YOU run a system that gets reasonable floating point performance (Pentium-class performance) that does NOT run DOS/Windows. I'd like to know what you are running, then? Won't you share that with us??

James Wood

3224. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 20:19:57 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941117121225.4368F-100000@CSOS.ORST.EDU>
Source record: 176765

On Tue, 15 Nov 1994, Chris Herborth wrote:

> In <39tvq0$qbg@turing.fwi.uva.nl>, Martijn Dekker writes:
> >This I don't understand. there is nothing wrong with the hardware of a
> >486DX or Pentium. Maybe you mean you don't like DOS or Windoze (this I
> >would understand) ? There are other operating systems for PC's you know !
> >(notably Linux and Warp)
>
> Well, there's nothing wrong with those chips (unless you count the '486s
> pathetic floating-point speed), though the rest of the hardware is
> totally crippled for DOS compatibility. PCI-based hardware is a bit
> better, but it's still suffering from motherboard problems and very few
> drivers for anything other than DOS/Windoze.

Gee, man! You sure are insistant that the 486 produces "pathetic
floating-point speed." Then you state that "the rst of the hardware is
totally crippled for DOS compatibility. What are you talking about?
What hardware is crippled? A Pentium or 486 "totally crippled" for DOS?
You been smokin' something you want to share?

What floating-point intensive applications do you run? What
floating-point intensive applications have you observed to be "pathetic"
on a 486? How many users methodically run floating-point applications,
anyway? You must be witness to it - so tell us WHICH ONES? As far as
DOS machines go....It seems (in my humble experience) that much of the
software does NOT access the math co-processor capabilities anyway. With
all the DOS machines I've had prior to the 486 (which has math
co-processor internal, of course) I NEVER had a math co-proc and never
missed it.

I take it you propose a Motorola 6888x solution? No, I'll bet
you've looked at PowerPC benchmarks in some magazine and were dazzled by
sparkling floating point results. The PowerPC does offer floating-point
muscle, but really..... Must you condemn the rest of the industry on
that basis alone?

James Wood

3225. A Kick in the pants

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 20:30:58 UTC
From: blade01@pplnet.com
Message-ID: <017022JBKFRQKAUBTOIK@pplnet.com>
Source record: 176670

IE>I'd like to give my system a kick-in-the-pants.

<SNIP!>

IE>Oh, and if anyone has a used TT030 they would like to sell a couple months
IE>down the road, drop me an e-mail about how much you would want for it,
IE>and complete details on the system.

IE>Thanks,
IE>Evan Langlois

What happened, Evan, did you win the Lottery? <G>

□
Rich Tietjens aka Captain Blade * from The Captain's Lounge
Home of GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld
1-713-682-7474 * 24 hours/7 days * 14.4k bps * v.32bis/v.42bis
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn
□

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Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

3226. DBASE III files (.DBF)

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 20:45:42 UTC
From: larserik@oslonett.no
Message-ID: <3agfdm$f7h@hasle.oslonett.no>
Source record: 176777

In message #2, npetrlik@public.srce.hr writes:

> I'm looking for a program which may convert
> .DBF (dbase III) database file into
> ascii delimited format.

I have such a program for dBase II and III on the PC
(source code too, in Pascal, since I have made it :-)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

3227. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 20:49:48 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941117122109.4368G-100000@CSOS.ORST.EDU>
Source record: 176776

On Tue, 15 Nov 1994, Chris Herborth wrote:

>
> Now try adding a video card that does better than VGA. Oh, it comes
> with drivers? Now try doing it for OS/2, or WindozeNT or Linux and pray
> you can find drivers for it. What, your DOS programs don't support
> anything better than 80x25 on that card? And all your games still run
> at 320x200x256 despite the card being able to pull off 1024x768x16-bit?

Every VGA card I've bought came with loads of drivers for those
operating systems you've mentioned. The manufacturer of said card has
always had a BBS that I could call to obtain the latest drivers. On the
contrary, I can display 80 x 50 on most dos programs, even 132 x 50 on
some. Why bother? Who cares?

It's my PLEASURE to choose amongst those operating systems,
anyway. Just because whatever platform YOU run doesn't allow you the
luxury of such choice, don't condemn such luxuries on other platforms by
attempting to raise confusion by introducing hypothetical problem
situations. Those operating systems DO exist, and they ARE being run in
many configurations across a myriad of VGA card configurations. So
sometimes I must locate a driver. It allows me the choice of running the
VGA card of my own picking. That, my friend, is another LUXURY that you
likely do not have.

As for games running 320x200x256 - I find this sufficient. What
resolution do video games such as the Jaguar or SNES or Genesis display
on a television set? Apparently it's sufficient for most
gamers...including this one. Question: What resolution/palette do YOUR
games run on?

>
>
> The mere fact that you have to know anything about "conventional"
> memory, or "expanded" memory, or "extended" memory is a serious flaw.
> Memory is memory, on any system that isn't running DOS.

The confusion surrounding conventional/high/extended/expanded
memory **IS** a bummer on the PC. However, anyone who is keen on
understanding computer architecture and upward/backward compatibility
should have no trouble comprhending such memory, and the HOWS and WHYS of
how it came to be this way. Obviously, you don't appear to be such a
person, so forget it.

You must be an ST user, since you stated you have an 8Mhz 68000.
I suppose the Atari TT with its "ST RAM" and "TT RAM" flies in your face

after you state that "Memory is memory on any system that isn't running
DOS." Gee - does the TT run DOS?????

>
> It's a pity DOS is so minimalist; all DOS applications basically
> re-write DOS and use the BIOS directly for speed.
>

You've gone off in a highly philosophical direction
here....minimalist! Would you care to elaborate on that? How about some
hardcore examples, please!!!!!

>
> What if your computer didn't come with documentation for the motherboard
> or the cards that were already in it? *ALL* of the PCs I've seen sold
> around here are like that, or you get a photocopy of some Chinese
> documentation.
>
What if your new automobile or digital alarm clock didn't include
instructions? What if your underwater basket-weaving kit didn't include
instructions? What if your Chia pet didn't include instructions? What
is your point? If I don't get instructions for ANYTHING I don't buy it.
Does this problem have some specific relevance to computers, or DOS?

> Plug a video card into your VME port. Hey, no IRQs or anything as
> stupid as that! Plug a scanner, or a SCSI Ethernet, or a hard drive, or
> a tape drive, or... into your SCSI port (ok, so you'll need an adapter
> for the silly ACSI port to convert it to SCSI, no problem).

HAH!!! VME port indeed. How about a list of video cards and
manufacturers who peddle VME cards. I'd like to supply you with a list
of PC video cards and manufacturers, but I haven't the time and the net
hasn't the bandwidth. An easier solution would be to look in the Product
Index of ANY issue of Computer Shopper and sit down with a six-pack.
IRQs take some getting used to, but anyone who can't figure them out and
resorts to calling them "stupid" must be a vacuous imbecile himself. I'd
have much less difficulty setting an IRQ and installing a SCSI ISA card
than obtaining an Atari DMA-->SCSI host adapter.

>
> PCs are crippled by the stupid, ancient architecture. PCI fixes this,
> but there are too many PCI cards coming out with 8088 BIOSs on them
> instead of supporting OpenBoot.

PCs have evolved from an old architecture - who doesn't know
that? The inherent drawbacks and limitations of modern PCs are simply
the price that has been paid for 15 years of upward compatibility. This
"price" has, however, been more than compensated by the world's largest
software arena. Anyone who cannot comprehend that fact and resorts to
words such as "stupid" to describe the PC has no business evaluating PC
architecture.

> PCs weren't even state-of-the-art when they came out. There were
> UNIX workstations back then, you know.

I'm sure most reasonable people will concede that PCs had their
own merits at the time of introduction, which is why they commanded such
a high price back then. I'm sure a "dumb" terminal would have been a
more cost-effective solution if the objective was merely to connect to a
Unix system.

>
> Cancer can spread rapidly, too. Then the host dies.

Is there supposed to be some profound analogy here?

James Wood

3228. Re: Compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 21:03:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.GKbz1ujSSaE@semprini.waterloo-rdp.on.ca>
Source record: 176783

In <1994Nov15.162208.22917@jet.uk>, David Stevenson writes:

[Rod McCall's little article, big .signature...]

>Your .sig is way too long. Think of the people that pay for newsfeeds.
>
>
>
>
>
>
>
>
>
>
>--
>David Stevenson, JET Joint Undertaking +44 1235 465028
>Email: djs@jet.uk or hoagy@cix.compulink.co.uk
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

And then there's this huge pile of white-space that cost me hundreds if
not thousands of dollars! Just think of what it cost the 'net!

I think we've stumbled on a new axiom to go with the "Spelling flames
will always contain at least one spelling error themselves." axiom.
--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

3229. Re: Ghostscipt 2.61

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 21:06:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.l2NzD_BKQiU@semprini.waterloo-rdp.on.ca>
Source record: 176784

In <CzA8L1.8s1@cix.compulink.co.uk>, "John Watkins" writes:
>>I'm told that Ghostscript will let me view Postscript documents, and
>>the current version is 2.61.
>>
>>Does anybody know if Ghostscript will run on a 1MB ST?
>
>Unlikely since the executable is nearly .5Mb
>
>John.
>
>(Who finds GS no problem in 4Mb)

It might be usable, but only on very small and simple PostScript files;
you should (for example) be able to print or display a page full of
lines or something, but once you get into fonts and bezi\'er curves
you're into serious memory requirements...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

3230. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 21:07:26 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941117125639.4368H-100000@CSOS.ORST.EDU>
Source record: 176781

On 17 Nov 1994, Phillip Davey wrote:

> Take for example Microsoft Word for windows. A word processor.
> It just happens to take up over 25mb of HD space here at work.
> If that's not ridiculous nothing is.

25Mb is a lot for a word processor - and I am unable to verify
that because I don't have Word. However, what little I've used Word was
importing pictures, faxes, and many fonts onto the same document - all in
color, and in the space of a few seconds and mouse clicks. Is there some
mighty and powerful Atari program which does the same?

>
> PC developers must be in close contact with Intel, because they always
> seem to write programs which need the latest most expensive processor to
> do anything useful. Take games for instance. They started off saying 286
> recommended, then 386 and now it's need at least a 486 or Pentium! The
> games aren't even *that* much better either!

Intel has lots of competitors now. Games are becoming
increasingly complex. DOOM is the first game that I find is less than
acceptable on a PC less than a 486DX2/66. I suppose the fact that a
64-bit Jaguar is the necessary TV video game that is DOOM-capable speaks
for the fact that the new games *ARE* processor-intensive by nature,
rather than a secret Intel alliance. DOOM, I would say, is *THAT* much
better than other games.

> I agree with Timothy, developers use the speed of the processor rather
> than speed of their code. PC customers are easy to persuade they need
> huge amounts of memory/diskspace/processor speed.
>
> The only reason why things are any different on Atari's is that most
> Atari owners have little money to spend on their machines, and so
> developers have to make the best use of the limited resources available.
> This makes much better programs. When you can add the processor speed you
> really see the difference. (ie Calamus on a Medusa!).

I suppose lazy programming might be to blame for some of the HUGE
hard disk requirements, but with wholesale quantities of processor power
AND harddrive space for little money, its not so crippling on the PC.
Since most of the Falcons I see being mentioned on some people's
signature files (here on the net) boast of 4MB RAM and 65MB hard drives,
such occurances in the Atari world would indeed be ridiuculous. My
latest 486DX2/66 cost only $1200 and included 8MB RAM and 420MB drive -
so I'm fairly positioned to contend with large programs for little
money. I'm surprised at some of the system requirements, but I'm happy

that the vast array of software is available, and content that my $1200 system will run it to my satisfaction.

James Wood

3231. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 21:11:45 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941117130802.4368I-100000@CSOS.ORST.EDU>
Source record: 176645

On 17 Nov 1994, Phillip Davey wrote:

> James Wood <jamesw@CSOS.ORST.EDU> writes:
> >Enjoy your individuality! I'll enjoy everything from Compton's Multimedia
> >Encyclopedia to LucasArts games on CD-ROM!
>
> OK maybe I'm missing something *really* obvious here but:
> What *USE* is a multimedia encyclopedia????
> How many people actually use book encyclopedias?
>
> To me it's just something to say "Oh look! Pretty pictures!" and then
> dump it somewhere never to be used again.
>
> Phil

I'm sure illiterate people have no use for the encyclopedias.
Doing an 8-page paper from the comfort of your bedroom and enlist the aid
of 3-4 sources without going to the library sounds appealing to me.
However, my point was not to debate the merits of Multimedia
encyclopedias, but to illustrate the vast array of PC software. Excuse
me while I interrupt this session to blast some bastards in a game of
PC DOOM. Have fun with whatever you can play that comes closest.

James Wood

3232. Re: Open letter to John Townsend

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 21:13:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.rb4Kkjx8lyE@semprini.waterloo-rdp.on.ca>
Source record: 176785

In <3a8pqa$jci@osiris.wu-wien.ac.at>, Alfred Radauer writes:

[long tirade deleted]

>Till then,
>
>Alfred

Alfred, a little white-space goes a long, long way towards improving
readability, and it only costs about 2 bytes-worth of storage!
--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

3233. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 21:15:26 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <3agh5e$9h@acmey.gatech.edu>
Source record: 176780

<much previous talk flaming huge OSs and programs on other platforms
not included to preserve sanity :-) >

Some argue that inefficient OSs are marketed because of the
availability if faster hardware. I argue that human nature desires
the faster hardware and with it they demand more sophisticated OSs and
programs. Thus development views optimization as low priority and
adding features is high. Debugging hooks are added which makes the
code bigger and often slower. Downward compatibility is also a big
issue.

It took Atari 4 years (from 1985 to 1989) to release TOS 1.4, which
was basically a bug fix of TOS 1.0 (1.2) that would fit in 192k ROMs.
And despite this length of time, there were still bugs (although not
as severe) and a smal but significant number of programs were
incompatible. Although there are many other reasons for why it took
so long, one might have been the 192k restriction. Optimization is
also much more important on a platform like the Atari since the TT
(Atari's only machine that offers a significant amount of raw compute
power over the original ST) is a tiny share of the Atari market.

IBM has persisted in optimizing OS/2. It's current version requires
less resources than the previous 32 bit versions. To have
Presentation manager, DOS, and Windows support still requires large
resources. But as I pointed out to someone who complained about the
lack of a 32 bit DOS, OS/2 in it's minimal configuration requires
about 2 megs of hard disk space and offers a pre-emptive multitasking
command line environment.

--
David Forrai
Internet: gt1448b@prism.gatech.edu

3234. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 21:22:11 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941117132045.4368J-100000@CSOS.ORST.EDU>
Source record: 176552

On Tue, 15 Nov 1994, Chris Herborth wrote:

>
> Now try adding a video card that does better than VGA. Oh, it comes
> with drivers? Now try doing it for OS/2, or WindozeNT or Linux and pray
> you can find drivers for it. What, your DOS programs don't support
> anything better than 80x25 on that card? And all your games still run
> at 320x200x256 despite the card being able to pull off 1024x768x16-bit?

I forgot to mention in my reply to this message of yours.....
Does not this MEDUSA computer (or whatever) include a PC video card slot
for these "terrible" video cards that you speak of??? I suppose it won't
be a problem for a machine with the Fuji symbol on it, then?

James Wood

3235. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 21:26:20 UTC
From: ersmith@netcom.com
Message-ID: <ersmithCzFKvx.L1I@netcom.com>
Source record: 176649

In article <3ag81m$p34@golem.wcc.govt.nz>,
Steve Wells <wells_s@kosmos.wcc.govt.nz> wrote:
>The AES doesn't multitask. MiNT does, and simply running MiNT on the
>system results in a very noticable speed loss, even if all you've done
>is stuck MINT.PRG in the AUTO folder, and that's it.

This simply isn't true. Here are some benchmark results (all tests run
on my TT with a hi-res monitor and TOS 3.06):

NESS BENCHMARKS (NBM12.PRG)

plain TOS MiNT 1.12 (MINTNP.PRG)
Math 511% 503%
Memory 465% 459%
Dialog 396% 393%
Graphics 64% 67%

Quick Index (QINDEX22.PRG)

CPU memory 115% 113%
CPU registers 100% 98%
CPU divides 100% 99%
CPU shifts 100% 100%
GEM dialog 99% 98%
TOS text 105% 77% (*)
TOS string 99% 173% (**)

The only "noticeable" difference (normal humans generally can't notice
a 1 or 2% difference in performance) are the TOS text and string output
functions. MiNT is much slower than plain TOS when performing output
one character at a time, and much faster when outputting longer strings.

> It there was
>some decent assembler code thrown in, rather than good old slow C,
>it might work better.

There's some very decent assembler code thrown in; it was generated by
a compiler rather than a human, but decent modern compilers (like GNU C)
are getting very good at what they do. You might want to try one someday.
You might also want to consider the fact that algorithm and data structure
design ultimately have much more impact on performance than the language
of implementation.

>So this is why it (v1.08) works on my STE? (I took the PRG from a
>copy of Multi-TOS a friend had, as my system only has 2meg, I didn't
>have much hope of compiling it.

Somehow I'm not surprised that your pirated software doesn't work well;
the MiNT that came with MultiTOS was designed to be used with MultiTOS,
not on its own.
--
Eric R. Smith ersmith@netcom.com

3236. MiNT 1.12 sources and binaries now available

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 21:40:43 UTC
From: ersmith@netcom.com
Message-ID: <ersmithCzFLJv.M4v@netcom.com>
Source record: 176554
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Version 1.12 of the MiNT multitasking program is now available in both source and binary forms. This release is primarily intended for programmers who are already familiar with MiNT, or for MultiTOS users who wish to upgrade their existing MultiTOS installation. The license under which MiNT 1.12 is being distributed encourages redistribution, and I hope that some more "user-friendly" packages (such as the MiNTos Unix work-alike) will soon be available. MiNT 1.12 may also be distributed with commercial products, provided that the licensing terms in the "copying" file accompanying MiNT are adhered to.

The files (available from atari.archive.umich.edu, micros.hensa.ac.uk, ftp.uni-muenster.de, and other Atari archive sites) are:

mint112b.zoo MiNT binaries
mint112s.zoo MiNT source code
mint112d.zoo MiNT programmer's documentation

--
Eric R. Smith ersmith@netcom.com

3237. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 21:41:13 UTC
From: renfro@bnr.ca
Message-ID: <3agilp$jm6@crchh610.bnr.ca>
Source record: 176553

In article <94320.102052STIRRE31@maine.maine.edu>,
<STIRRE31@MAINE.MAINE.EDU> wrote:
>I am not going to side with anyone on the debate as far as Mr. Townsend's
>work at Atari is concerned. I have no knowledge of what happened.
>However, I do have a few words for Roger.
>I am sick and tired of you insulting everyone that has a differing
>opinion than yours, Roger. This group is to help other owners get the
>most out of their Ataris and to discuss Atari ST/TT/Falcon developments.
>I have seen you insult people because of their lack of knowledge on
>certain topics here. Well, Roger, in case you don't know this is the
>place for people to learn things about their Ataris. There is just no
>excuse for the way that you respond to some posts. I have seen you
>insult someone asking a question and then post a question of your
>own pleading for help. The reason that this is not in e-mail is that
>I want to make it clear that people should not be afraid to post here
>because of people like you who are quick to respond with snide remarks
>and insults. This forum is for everyone and everyone should be made
>to feel welcome. As they say, "If you have nothing nice to say...."
>-scott tirrell

I'll second that... couldn't agree with you more, scott.

RandyH

3238. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 21:41:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.oqhXlgF5iB2@semprini.waterloo-rdp.on.ca>
Source record: 176786

In <3a8dji$543@golem.wcc.govt.nz>, Steve Wells writes:
>] I thought that MiNT and MultiTOS had to run at the same time?
>]
>]
>] If it does offer any benefits how can it be done?
>
>MiNT is the multitasking piece of Multi-TOS (hence the slow speed),
>it is possible to run it in a single-tasking mode apparently, but if
>you're using TOS 2.xx or better, I can't imagine wanting to bother,
>as there's not a great deal of benefit.

You're close. MiNT is a multitasking kernel, and it is not slow (in fact, it's faster than plain old singletasking TOS for most things). MultiTOS itself is a replacement AES that MiNT loads. The released MultiTOS AES is really, really slow, and keeps MiNT from running fast by polling (ie, running in a small loop, checking for input every now and then, instead of sleeping, and waking up when there's input waiting).

You can AFAIK run the MultiTOS AES without MiNT, which gives you some new features (well, the released version isn't really much different from 2.06), but that sotra defeats the purpose of buying it, right?

There's at least one new, unreleased MultiTOS AES that provides a lot of new features (like SpeedoGDOS fonts in dialog boxes and a few other cool things), and a big speedup, but it'll never see the light of day (legally).

MiNT's also overgone a lot of changes in the past year or so that make it a lot faster (I think it's stil lacking an internal file-cookie cache, though).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

3239. Re: UNIX-mindedness is not a good thing (was: Figlet)

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 21:44:04 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.tpLA0iFDSck@semprini.waterloo-rdp.on.ca>
Source record: 176787

In <avg.784910547@news.cwi.nl>, Annius Groenink writes:
>julian@loose.apana.org.au (Julian Gifford) writes:
>
>>I am using Figlet on my 1040 STE but I can't figure out how to save
>>pictures to a file. The manual is of no hope at all and seems to be UNIX based.
>>I am now quite expert at crashing my STE. :-)
>
>
>Figlet is indeed totally UNIX-minded. You need a shell with
>output redirection to write its output to a file...

It's sorta silly to lack a -o option to send the output to a file.
Gemini's shell, Mupfel, should work fine.

>Very un-Atari. But that's the way we're going with MiNT
>getting increasingly popular...

Oh. My. GOD! Progress away from the DOS-mindedness of TOS! What
will we do?!??!

Oh, sorry, even DOS supports output redirection. You've just found a
limitation in the (rather feature-free) Atari Desktop.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

3240. Wanted: Major Motion (game, c.1986)

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 21:44:24 UTC
From: mms5312@aplcenmp.apl.jhu.edu
Message-ID: <CzFLq0.Ao@aplcenmp.apl.jhu.edu>
Source record: 176799

Hi all! Quickie: I'm looking for the game "Major Motion" (is that even the name?) which was originally released for the ST way back when I had to load TOS from disk. I remember it being a really good version of Spy Hunter.

Is this game still available? I've been a little out of touch with the Atari world for a while, but I've dusted off the ol' ST and I can't find that game. Luckly, my SunDog is working...:^)

If anyone has Major Motion and is willing to sell it, please contact me. I'm sure we can work something out.

Thanks!

Marty

3241. Re: Wanted: GEM Enhancements

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 21:47:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.2LmMZIYCheM@semprini.waterloo-rdp.on.ca>
Source record: 176788

In <3a9s8h$29qf@sat.ipp-garching.mpg.de>, Cornelius Krasel writes:
>Just a point: The STE is much more suited for virtual screens than the ST
>since it can do smoother hardware scrolling. (Don't know about TT/Falcon.)

True, virutal desktops are pretty painful on a plain ST. It's nice to
have a whole page on-screen with PageStream, though (and it's a lot
faster than PageStream's pathetic scrolling and screen re-draws).

I think Monster knocks about 10% of your CPU-speed off, according to
GEM-bench, though the screen paints seem a lot slower.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

3242. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 21:48:43 UTC
From: renfro@bnr.ca
Message-ID: <3agj3r$nsi@crchh610.bnr.ca>
Source record: 176713

In article <3afc7a$ki1@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>In article <94320.102052STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
>>I am not going to side with anyone on the debate as far as Mr. Townsend's
>>work at Atari is concerned. I have no knowledge of what happened.
>>However, I do have a few words for Roger.
>
[stuff deleted]
>
>
>Its about time Atari users take those blinkers of, and find out there is no
^^^^^^^^^^^
>more Atari computers, Atari droped out way back in 1993, it was even
^^^^^^^^^^^^^^^^^^^^
>posted here from a Article in a USA news paper...
>
>

That's funny, there are still two of them sitting in my home office working quite nicely, thank you. Sure there is little hope of any new machines coming out of Atari, but that doesn't keep me from getting very good use out of the machines I have now. Sure there isn't nearly as much software available as for my 486 sitting next to my Falcon, but there is more than enough for the things that I like doing with my Falcon. Point is, many of us prefer using our Atari machines and don't really have a *need* to use anything else, so why can't you just let us be happy with what we have instead of always rubbing our noses in the situation???

Sorry, Roger, but I have absolutely no respect for you or your opinions after seeing the way you post on this group.

RandyH

3243. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 21:54:56 UTC
From: renfro@bnr.ca
Message-ID: <3agjfg$r6m@crchh610.bnr.ca>
Source record: 176714

In article <3afefl$rt1@turing.fwi.uva.nl>,
Martijn Dekker <mdekker@fwi.uva.nl> wrote:
>sheppard_r@ix.wcc.govt.nz wrote:
>
>:Its about time Atari users take those blinkers of, and find out there is no
>:more Atari computers, Atari droped out way back in 1993, it was even
>:posted here from a Article in a USA news paper...
>
>Agree 100%! That's why I recently bought a 486DX2/66. But I will never sell
>my atari ST! I know this machine inside out, and still enjoy very much
>writing GEM applications. But there comes a time you want a faster, newer
>machine. And it never entered my mind to upgrade by buying a new atari:
>too little support and way too expensive. I think I will be quite satisfied
>with X running on my 486. no atari can compete with that. :-(
>

I can understand the upgrade from an ST to a 486DX2/66, but I have a Falcon
and such a 486 at home and for most of the things I do with the two of
them I don't really see the 486 being that much faster than the Falcon.
Of course, the 486 mostly gets used for games and kids programs, but with
Windows the 486 just doesn't impress me much compared to my Falcon.

RandyH

3244. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 22:47:04 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3agmh8$16kk@sat.ipp-garching.mpg.de>
Source record: 176885

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
> James Wood <jamesw@CSOS.ORST.EDU> writes:
> >Enjoy your individuality! I'll enjoy everything from Compton's Multimedia
> >Encyclopedia to LucasArts games on CD-ROM!

> OK maybe I'm missing something *really* obvious here but:
> What *USE* is a multimedia encyclopedia????

Um, I don't want to discuss the use (and sense) of encyclopedias, but it
is a matter of fact that you can e.g. use (!) CD-ROMs with sequence data
(human genome project and the like) on a PC while you can't on an Atari
a) because it is too slow, and
b) because the software won't run on Ataris at all.

That's one of the reasons why I bought a PC (running Linux). Of course
your mileage may vary.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

3245. Re: Neodesk Vs Ease

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 22:59:41 UTC
From: jonal@hiof.no
Message-ID: <jonal.2906.2ECBE05D@hiof.no>
Source record: 176753

In article <3af9dn$51k@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>And you missed:

>Gemini 2: understands long filenames, works fine under Mint/MTOS,
>built-in shell, and FREE!

Well, isn't it really shareware? What keeps me off using this is the lack of support for iconify under MTOS. That's what's keeping me tied to Atari's NewDesk...

Jon

Snail : Hjortsbergvn. 7, N-1784 Halden. Norway Voice: +47-69-175939
Finger me at gyda.hiof.no for more info...
tlhIngan Hol Dajantlh'a'
Life is a lemon and I want my money back! (Jim Steiman)

3246. Re: Atari Corp. Info Need

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 23:11:35 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3agnv7$koo@dux.dundee.ac.uk>
Source record: 176886

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
: : I don't suppose the paper is entitled 'Atari Corp. - Marketing Strategies,
: : the lost years.' is it ? Or 'Atari - on the corporate greasy slope'
: : or 'The Tramiel Bros., bigger than the Marios, but not as intelligent'.

: : Other suitable titles anyone ? :-)

: "From Pole Position to Club Drive, Atari's Final Lap?" :)
: "Rise and Fall of the Atari Empire, which fall? next fall of course -
: An insight to Ataris marketing strategy" ;)

Perhaps even "Marketing The Easy Way...
Alias do none"

"101 Ways to make and lose millions over night"

"Well, thats quite possibly the worst idea we've ever had,
well take it"

--
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.
==========

3247. Rumor: FastPOV - Atari Optimized POV ???

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 23:16:22 UTC
From: peseb@freeport.uwasa.fi
Message-ID: <3ago86$qpk@zippo.uwasa.fi>
Source record: 176709

Hi all,
I heard a rumor some time ago about a version of POV
coming out by some private code wiz that was to be
optimized for the Atari Range..
Here's a few questions:
1) Is it out?
2) Is it even coming? :)
3) Will it also be Falcon optimized, ie. use DSP?
4) Release date?

-Peter.

Ps. The DSP *can* help *alot* in calculations like Raytraycing...
The trick is just how to get it and the CPU to work
simultaneusly...(I guess the CPU would have to do the
float-to-int conversions?)....
--
Here's the Known and Unknown and inbetween are the
Doors....Open the Doors! -Jim Morrison.
##

3248. Re: Virtual Ram on a Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 23:27:13 UTC
From: Lexicor@world.std.com
Message-ID: <CzFqHD.5zp@world.std.com>
Source record: 176887

In article <CzEzBE.5Ft@exeter.ac.uk>,
D.L.Hastings <cs93dlh@dcs.exeter.ac.uk> wrote:
>
>I am getting increasingly frustrated with running out of memory on my
>4Mb Falcon 030. Is there anyone out there using a virtual ram driver
>on the Falcon? If so, can you answer some questions...
>
>1) Which driver?

OUTSIDE I find is very stable, and so do our customers...

>2) Commercial, shareware, freeware?

Commercial...

>3) Demo available?

Demo, however it could be an older version (as demo's tend to be)

>4) *IS IT STABLE*???
>

I think it is very stable, your UK dealer of OUTSIDE (16/32 Systems)
(634) 710 788 and maybe ask him. (Nick Harlow)

Cheers

Yat

>I have tried the demo version of outside and find it to be unstable
>in the extreme, and has a major paging fault...
>--
>+-------------+---+
>| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
>+-------------+---+
>| Looking for a Falcon sample editor? Get SuperSam v1.08! |
>+---+

3249. Re: HSMODA04 doesn't work with Stalker 3?

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 23:27:50 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <b4avix31ghs@moacs11>
Source record: 176789

In <5949IIEPKTWYPOGUPQ@pplnet.com>, blade01@pplnet.com wrote:

> IS>Sorry, but I think you didn't read the SERSOFST.TXT and the other texts
> IS>carefully. Because "AUX" is crap (I believed that nobody used it in the
> IS>past because it produced additional overhead over calling the BIOS Bco*
> IS>directly) it isn't supported. Open a "U:\DEV\MODEM1" if you like to
> IS>use MODEM1 and it will work. AUX is crap eg because the assigned BIOS-
> IS>device could be changed via Bconmap.
>
> Let's see, now, you're suggesting that I should run MiNT, as near as I
> can see - add another layer of overhead?

You don't need MiNT to Fopen() the U:\DEV\MODEM1 (or MODEM2, SERIAL1,
SERIAL2) device, it is provided by HSMODA. After opening you can use
Fcntl() to set the linespeed, flow control etc. if necessary. Then you
simply use Fread()/Fwrite() to transfer data. You really should read
the HSMODA documentation.

Waldi

3250. Re: MiNT 1.12 now available at...

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 23:29:36 UTC
From: Lexicor@world.std.com
Message-ID: <CzFqLC.74q@world.std.com>
Source record: 176888
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This message was posted on comp.sys.atari.announce by Eric Smith

Cheers

Yat

----schnippeldidapdischnupp---------

Version 1.12 of the MiNT multitasking program is now available in both
source and binary forms. This release is primarily intended for
programmers who are already familiar with MiNT, or for MultiTOS users
who wish to upgrade their existing MultiTOS installation. The license
under which MiNT 1.12 is being distributed encourages redistribution,
and I hope that some more "user-friendly" packages (such as the
MiNTos Unix work-alike) will soon be available. MiNT 1.12 may also
be distributed with commercial products, provided that the licensing
terms in the "copying" file accompanying MiNT are adhered to.

The files (available from atari.archive.umich.edu, micros.hensa.ac.uk,
ftp.uni-muenster.de, and other Atari archive sites) are:

mint112b.zoo MiNT binaries
mint112s.zoo MiNT source code
mint112d.zoo MiNT documentation

--
Eric R. Smith ersmith@netcom.com

3251. MacMagiC?

Newsgroup: comp.sys.atari.st
Date: 1994-11-17 23:43:38 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <3agpra$di4@charm.magnus.acs.ohio-state.edu>
Source record: 176889

I've heard rumor of a product called MacMagic that will supposedly run Atari software on a PowerMac? If anyone has the scoop on this could they fill the rest of us in on it?

Thanks!

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"You know very well that it is thanks to (war) that you are here enjoying your wonderful daily life so full of pleasure, reward, love, joy, and excitement. Actually, I'll wager that it's rather more full of anxiety, problems, economic difficulties, quarrels and disappointments, but you're so attached to them I shan't be able to shake you loose. Love and joy are incredibly habit-forming; often a single exposure is enough to cause permanent addiction. But I have no doubt you steer clear as much as you can of anything so masterful."
- 'You're an Ignorant Idiot', by Chad C. Mulligan

3252. HELP!!! Problem with Autocopy

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 00:24:17 UTC
From: raver909@telerama.lm.com
Message-ID: <3ags7h$p93@asia.lm.com>
Source record: 176658
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am using a 4 meg 1040 STE.
Here is my situation. I use Ansiterm 1.9 and Edisk (ramdisk). I needed a program to copy XYZ.TTP to the ramdisk at boot so I put Autocopy in my auto folder and changed the AUTOCOPY.INF file to
A:\XYZ.TTP G:\XYZ.TTP

when I boot it it says file not found.
What am I doing wrong? Is there a better program to do what I ask?

If you have answers email me at raver909@telerama.lm.com (I don't get to check in here often).
Joe

--

3253. Re: HSMODA04 doesn't work with Stalker 3?

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 00:27:00 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <jb_oy45hwxc@moacs11>
Source record: 176790

In <6663SWSDUIQVXSPVWI@pplnet.com>, blade01@pplnet.com wrote:

> I'm not sure of the correct terms, but obviously both the modems must
> communicate the need to wait, the OK to send, or the request to resend.

Yep, that's part of the error correction protocol between modems, e.g. V.42 or V.41. But even without the use of such protocol, there shouldn't be any loss of data, a computer can usually take data from the local modem much faster than the remote modem can supply them.

> When the modem is in fact waiting on the OK to send, and the port
> driver software insists that it is OK to send, transmissions become
> garbled.

It is unlikely that the local modem has to wait for the remote modem, but off course the computer will deliver data to the local modem much faster than the local modem can send them to the remote modem. That's what CTS flow-control between computer and modem is supposed to handle.

> Quite simply put, even when it is clear (from the idiot lights on the
> modem, and the munged screen on the remote terminal) that the BBS modem
> is not ready to send, HSModa4 says it _is_ ready (Function cauxos%
> returns a -1, meaning Clear To Send).

It's not a bug, it's a feature of HSMODA. :-) Since Atari documented that you should use the BIOS functions instead of Cauxos(), Cauxis(), Cauxout() and Cauxin(), HSMODA assumes that absolutely nobody will use those Gemdos functions. You seem to to be that `absolutely nobody' :-))

But seriously, I think you're right. HSMODA should at least block the Cauxout() following the Cauxos() untill the character has been delivered safely.

> I do not claim to know enough to write my own serial routines (if I did,
> I'd go ahead and do it), but I do know that TurboCTS works with all my
> "other" software, while Semper will NOT work with it. I'd call that a
> problem.

Hmm, IMO the major problem would be that Semper uses the slow Gemdos functions to access the serial ports. In the long turn you might be better of rewriting it to use Fread()/Fwrite() & co.

Regards,
Waldi

3254. Re: MAGIC and NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 00:35:16 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <t3sa_0obbec@moacs11>
Source record: 176791

In <3ag9mg$p34@golem.wcc.govt.nz>, Steve Wells wrote:

> Magic speeds up TOS functions basically, by replacing most of them,

More than that, MagiC replaces _all_ of TOS (bios, xbios, gemdos, vdi,
aes) and off course it ofers pre-emptive or co-operative multi-tasking.

Waldi

3255. Re: Neodesk Vs Ease

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 00:46:54 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <4hdwc3fv6lo@moacs11>
Source record: 176792

In <3af9dn$51k@percy.cs.bham.ac.uk>, Chris Ridd wrote:

> Gemini 2: understands long filenames, works fine under Mint/MTOS,

and also under MagiC

> built-in shell, and FREE!

To avoid confusion: Gemini is still shareware, allthough currently
the fee is DM 0,00. IMO it's worth much more than that. ;-)

Waldi

3256. Atari SC1224 for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 00:51:33 UTC
From: valega@qns1.qns.com
Message-ID: <3agtql$4m0@qns1.qns.com>
Source record: 176754

For Sale: 1 refurbished Atari SC1224 Color Monitor $100 + shipping.

This is the Samsung chassis, has trapezoid shaped power switch on

front panel, with controls on front. No screen burn, excellent

picture, has Hitachi tube.

Internet: valega@qns.com

Fidonet: Dan Valega 1:147/49

Phone 405-942-5766 (in Oklahoma) daytime 10 to 5:30

With 6 month warranty, all parts & labor except flyback & CRT.

--

I've never met a computer monitor, that I didn't want to repair :-)
For the best monitor service, call MultiMedia Service 1-405-942-5766

3257. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 00:56:32 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <nko0pyu071q@moacs11>
Source record: 176793

In <3ag8pv$p34@golem.wcc.govt.nz>, Steve Wells wrote:

> Okay then, run GEM-Bench. Then run MiNT, and then run GEM-Bench again.
>
> Notice a large speed loss?!
>
> I'm talking about JUST Mint, the executable and nothing else!

No, you're not! It wouldn't be possible to run GEM-Bench if you hadn't started some sort of AES on top of MiNT. Obviously you're talking about MiNT+AES.

Waldi

3258. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 01:14:52 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941117170817.325A-100000@CSOS.ORST.EDU>
Source record: 176794

On Thu, 17 Nov 1994 graham@insignia.co.uk wrote:

> >
> They happened to be in the right place at the right time. The PC is not the most
'popular'
> in the sense that people buy it because they like it. but the biggest seller because of
market
> domination due to corporate sales originally based on the reputation of IBM and bought by
> managers who didn't know what they were buying.

It's one thing to discuss how the Intel/Microsoft/ISA
architecture was formulated eons ago. It's quite another thing to
discuss which system gives you the most BANG for the BUCK in this day and
age. Today, $1200 buys you a COMPLETE PC system with 486DX2/66Mhz
processor, 8MB RAM, 256K cache, 420MB hard drive, 15" non-interlaced
1024x768 monitor with 32-bit local bus card to drive it, high-density
floppy drive, mouse, keyboard, operating system, and all necessary
accoutrements. That's $1200...today! (perhaps even less in the near future)

Along with that, the WORLD'S largest software base, bar none!

A powerful computer (by today's standards) with all the software
available that one could dream of. The best BANG FOR THE BUCK one could
ask for. Is that not what personal computing is about? Who cares WHY
the PC architecture got where it is. The definition of "popular" can be
twisted to mean anything....but it won't dispute the fact that the PC
IS the most popular microcomputer architecture. Have any questions
about that? Walk into a COSTCO warehouse and look at the software table.

James Wood

3259. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 01:17:57 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941117171548.325B-100000@CSOS.ORST.EDU>
Source record: 176795

On Thu, 17 Nov 1994 graham@insignia.co.uk wrote:

> DO THE MATH just make sure it's not on a Pentium
> --
> Greg Bernath gbernath@oucsace.cs.ohiou.edu
>

Don't worry.... I'm doing the math on a 486DX2/66 system now because motherboards are selling for $268 in Computer Shopper.

I'll upgrade to Pentiums when THOSE motherboards are in the sub-$300 range - and I'm quite sure the problem will be corrected by then...although the way PC prices have been falling, it shouldn't be too long now!!!

James Wood

3260. Re: Neodesk Vs Ease

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 03:01:59 UTC
From: jyoung57@delphi.com
Message-ID: <50xU8JX.jyoung57@delphi.com>
Source record: 176796

Chris Ridd <C.J.Ridd@cs.bham.ac.uk> writes:

>Neodesk4: doesn't understand long filenames, allegedly buggy, won't
>work under MagiC.

I am using NeoDesk 4 while typing this and running under MagiC....

It works fine as far as I can tell....

Take Care,

Jeff

3261. Help on MEGA 2 !!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 04:11:06 UTC
From: bseburn@vaxxine.com
Message-ID: <CzG3MI.MI1@vaxxine.com>
Source record: 176706

j > my self. I know it's a 6 pins telephone connector at both ends,
j > the wiring is pin 1 to another end pin 1 etc.etc..
j >

I just looked at mine, the pins are the same on each end. Holding
the plug "up" so the "tab" is facing you, and the wire is exiting
towards the floor, the colors are as follows (from left to right):

shield white green purple red black

Both plugs when held this way are the same. Hope this helps.

Brian...

___ Mountain Reader II - #Demo 001

3262. Re: Internal Clock for an STe

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 04:31:59 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <3ahanv$1uk@infa.central.susx.ac.uk>
Source record: 176701

Brian Barton (group1@access3.digex.net) wrote:
: Does anyone know of a clock for the STe that is internal and not a
: cartridge? I have a sampling cartridge that I use and don't want to take
: out.

: /----------------------\
: | Brian Barton |
: | group1@access.digex.net |
: \----------------------/

I recently about one for abut 15 pounds, when the Atari show was last in
London. I bought it from the American company, Best Electronics. It fits in
one of the rom sockets with the chip on top of it. It just fits under the
drive!!! (at least, thats where I think it is... 8-P)
They might be at the next Atari shows in England, so have a look at the
companies going.
--
Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk
---
I _DO_ have reason why I do what I do - I just can't remember them
---

3263. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 06:29:34 UTC
From: Lexicor@world.std.com
Message-ID: <CzGA1A.5tt@world.std.com>
Source record: 176711

In article <3acu96$10u@ugle.unit.no>,
Jo Even Skarstein <josk@Lise.Unit.NO> wrote:

[interesting stuff shortcutted]

>
>So what? I use a lot of different OS/computers, but I prefer my Falcon. OK,
>the PC's are faster, and the SGIs at school are "better" in every sense, but
>IMO they suck. I've got the programs I want (Hey, I've even paid for some
>of them!), the OS is so much faster and nicer, and I've got lots of friends
>with Ataris. So if anybody thinks that the ultimate thing is to own a PC because
>that's what everybody else owns, they have missed something. The lack of
>individuality makes these people pathetic...
>

Jo,

I pretty much agree with you :), just..just....SGI doesn't suck!! I love
them machines *grin*

Cheers

Yat

3264. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 06:35:23 UTC
From: Lexicor@world.std.com
Message-ID: <CzGAB0.6wG@world.std.com>
Source record: 176712

>Current (ie recent lines) are the Jaguar Console :- a 64 bit
>games machine.
>
>And the Falcon F030 personal computer.
>
>However you can also buy (very rarely) TT's - 32MHZ 68030 + TOS 3.

Rod,

dunno whatever made you get the impression that TT's are rare, they seem
to be readily available in the US, UK and Germany. Just call Toad, Computer
Studio, Midcities or whatever and they'll be able to deliver you one..for
a price that's not quite right IMHO but .. ah well :)

Cheers

Yat

>
>Rod
>
>
>--
>===
>Roderick McCall K.P.
>President, Lip Theatre Company, University of Dundee
>(None of this Abertay non-sense matey)
>
>Mathematics & Computer Science Dept.
>Dundee University
>(Turn left at the junction, go past the gents and up two flights
>of stairs, its the small broom cupboard on the right.)
>Scotland.
>
>emai: rmccall@mcs.dundee.ac.uk
>
>===
>
>
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>
>

>
>

3265. ST-Review...!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 07:14:15 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3ahk87$24v@golem.wcc.govt.nz>
Source record: 176719

Well any one from ST-Review reading this, well the price has just jumped up over here and for what is in this mag I will be droping it at the end of this year, as its far to dear here for what it contains, may be its ok if your are into Midi or Grpahics/DTP, but very few Falcons and TT have been sold here, their is far to much emphasis on Graphics in this mag..

My current opinion of the magazine its more for Falcon/TT users and with this massive price hike its no longer in my lead...

What we need in a good mag is along the lines of ST-World, that was a mag...

The placing of 2 disks on the cover is a great wast of money, I just end up using most as a blank disk, but that makes blank disks very dear....

Can some one explain the Overseas price quoted on the cover of 4.5UKP, as its being sold hear at $19.75, far over the exchange rate of 2.5 times the UK pound....

So ST Review, drop the price, remove those stupid cover disks, (ST-World never had them) and have reviews articles for the average Atari user...

My Subs (local) stop in December....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3266. Help me diagnose this problem.

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 07:58:28 UTC
From: Gary Vance <etlgyve@etldxmx.ericsson.se>
Message-ID: <3ahmr4$nmm@erinews.ericsson.se>
Source record: 176718

Hi,

I have an ATARI 520ST, 1meg, double sided (internal)drive, and a
standard ATARI monochrome monitor, it was bought new around the middle
of 1989 (that's all I can remember right now).

Yesterday, I was busy splitting archived files when I was called away
from the machine... approximately fifteen minutes later I returned -
the power lights for the monitor and the computer were on, but the
monitor screen was blank (black), as if it was turned off. Switching
the ST off and on made no difference to the screen - also, when the ST
is turned on it won't check the internal drive for a disk - all I get
is the little green power light!

Thanks,

Gary

```
+-------------------------------------------------------------------+
|=-- The above views are not necessarily shared by my employer --=|
+-------------------------------------------------------------------+
| Gary Vance -==- etlgyve.etlxdmx.ericsson.se -==- +44 444 234071 |
+-------------------------------------------------------------------+
\ Despite the Swedish address, I'm based in England /
+-----------------------------------------------------------+
```

3267. Re: ST-Review...!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 08:30:24 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <EKSICHUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 176710

In <3ahk87$24v@golem.wcc.govt.nz> Roger Sheppard. wrote :

>Well any one from ST-Review reading this, well the price has just jumped
>up over here and for what is in this mag I will be droping it at the end
>of this year, as its far to dear here for what it contains, may be its
>ok if your are into Midi or Grpahics/DTP, but very few Falcons and TT have
>been sold here, their is far to much emphasis on Graphics in this mag..
>
>
>My current opinion of the magazine its more for Falcon/TT users and with this
>massive price hike its no longer in my lead...
>
>
>What we need in a good mag is along the lines of ST-World, that was a mag...
>
>
>The placing of 2 disks on the cover is a great wast of money, I just end up
>using most as a blank disk, but that makes blank disks very dear....
>
>
>Can some one explain the Overseas price quoted on the cover of 4.5UKP,
>as its being sold hear at $19.75, far over the exchange rate of 2.5 times the
>UK pound....
>
>So ST Review, drop the price, remove those stupid cover disks, (ST-World never
>had them) and have reviews articles for the average Atari user...
>
>My Subs (local) stop in December....
>
>
>
The exchange rate for the UKP is 2.5 here (roughly, and it's
Canada), and I get my magazines for the same price I always have -
$9.95 + tax, which raises it to $10.65 (canadian). You're being
gouged in New Zealand, man. (You are in New Zealand, aren't you?)

leslie
--

-- --
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

3268. Re: MAGIC and NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 08:45:50 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <3ahpju$je9@olivea.ATC.Olivetti.Com>
Source record: 176715

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
:] I understood that NVDI is primarily a GRAPHIC accelerator, what Magic will
:] up ?

: Magic speeds up TOS functions basically, by replacing most of them,
: it gives better/faster disk accessing and various other features.

: (Has anyone got a list of what Magic does!? I would like to know
: everything that goes on, as I know it has more than just an improved
: filesystem).

Yes, a full technical list of the features will be GREAT !!
I read some review on mags and, even some of them were good, nothing can
compare to opinion from the internet community.

: NVDI accelerates graphics, correct. It also implements a good form
: of GDOS (version 3 will apparently be able to work with the Speed-GDOS
: fonts). You would not believe the difference in speed. Well over
: twice the speed of standard GEM screen-redraws, windows, Line-A
: functions etc. It also has a relatively good mouse-accelerator.

: If you haven't got it already, get NVDI, you'll wonder how you managed
: to put up with things without it! :) (Shows what a few pieces of
: assembler code can do to a program, which is more or less what NVDI
: does, patch certain TOS/GEM routines (which are in C), with far faster
: assembler routines. A 68030 optimised version of NVDI on a falcon
: or TT would be very impressive!

What about compatibility ? I read in an ad tha Magic is " not yet Cubase
compatible", when it wil be ? Any news ?

Savino Grillo - grillo@iconet.ico.olivetti.com - OLIVETTI - ITALY

3269. Re: Help, new tt owner

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 09:24:12 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ahrrs$3f4@percy.cs.bham.ac.uk>
Source record: 176723

wells_s@ix.wcc.govt.nz writes:
>At the moment, Atari is having virtually nothing to do with anything
>other than the Jaguar. AFAIK Compo is managing the Falcon now, and
>_possibly_ the TT. Anyone want to expand on/correct this!?
>

Sorry, I don't understand: "managing the Falcon"?

Of course, Atari is still building Falcons and TTs.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3270. Re: Search for color-icon-editor

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 09:28:11 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ahs3b$3gd@percy.cs.bham.ac.uk>
Source record: 176724

Hannibal@hannibal.sh.sub.org (Christoph Hinsch) writes:
>Help wanted!!!
>
>I search a color-icon-editor to change desktopicons for
>my Falcon030.
>Who may help me?
>

Try ICDRAW from micros.hensa.ac.uk or atari.archive. Personally I
think it has an appalling interface and it doesn't like my TT
resolutions either so... I recommend the commercial "Zoom" or
"Interface" (a complete RSC file editor), both from Shift.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3271. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 11:17:34 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3ai2ge$nof@lyra.csx.cam.ac.uk>
Source record: 176720

James Wood <jamesw@CSOS.ORST.EDU> writes:
> 25Mb is a lot for a word processor - and I am unable to verify
>that because I don't have Word. However, what little I've used Word was
>importing pictures, faxes, and many fonts onto the same document - all in
>color, and in the space of a few seconds and mouse clicks. Is there some
>mighty and powerful Atari program which does the same?

I don't now as I personally have never wanted to do that. (I only have a
b+w bubblejet printer so working in colour is a bit pointless for me)

> Intel has lots of competitors now. Games are becoming
>increasingly complex. DOOM is the first game that I find is less than
>acceptable on a PC less than a 486DX2/66. I suppose the fact that a
>64-bit Jaguar is the necessary TV video game that is DOOM-capable speaks
>for the fact that the new games *ARE* processor-intensive by nature,
>rather than a secret Intel alliance. DOOM, I would say, is *THAT* much
>better than other games.

OK I have to agree with you there. :)
BUT, do these new games actually *need* the processor speed and memory to
do what they do, or would it be *possible* to do it with much less? (with
admittedly more time needed to optimize the code)

>> The only reason why things are any different on Atari's is that most
>> Atari owners have little money to spend on their machines, and so
>> developers have to make the best use of the limited resources available.
>> This makes much better programs. When you can add the processor speed you
>> really see the difference. (ie Calamus on a Medusa!).

> I suppose lazy programming might be to blame for some of the HUGE
>hard disk requirements, but with wholesale quantities of processor power
>AND harddrive space for little money, its not so crippling on the PC.

You can use exactly the same memory and hard drives on atari's (maybe
with an adaptor, depends which machine). However, they are still not
cheap. Maybe cheap compared to what they were a few years ago but still
not cheap!

>Since most of the Falcons I see being mentioned on some people's
>signature files (here on the net) boast of 4MB RAM and 65MB hard drives,
>such occurances in the Atari world would indeed be ridiuculous. My
>latest 486DX2/66 cost only $1200 and included 8MB RAM and 420MB drive -

Me and my house mate bought a 486DX2/66 VLB with 4mb RAM and 240mb
drive. This was a week ago and it cost 810 pounds. I'm not sure how that
compares but it was the cheapest we could find in the adverts.

My Falcon which I bought about 18months ago cost around 900 (I can't remember exactly how much) for 4mb RAM and 65mb drive (Pagestream DTP was included in this price).

The PC could do with another 4mb of RAM and a soundcard. (also missing SCSI)
The Falcon (now with blowup+NVDI) is pretty good as it is. For me anyway.

My point is that the minimum requirements for PC's and Atari are much different, but the programs themselves have a similar amount of features/capabilities.

>so I'm fairly positioned to contend with large programs for little
>money. I'm surprised at some of the system requirements, but I'm happy
>that the vast array of software is available, and content that my $1200
>system will run it to my satisfaction.

My 486 is pretty good too. I just need some decent software for it now. I have been busy trying out the PD games so far!
Trouble is software is very expensive too now. (For both machines)

Phil
[E-mail pd@mole.bio.cam.ac.uk]

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a *big* one I thought I'd mention it twice".

3272. Re: Poll: Are you going to the Birmingham/London Shows?

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 11:22:05 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <3ai2ot$771@percy.cs.bham.ac.uk>
Source record: 176721

In article <cb170.785094071@shiplake>, HALL B J <cb170@city.ac.uk> wrote:
>
>Yes, I think I might trundle down to the London one. But the last one
>I went to at the Novotel was an absolute disaster - hardly anyone
>there...
>

Tell me about it. There were actually quite a few people, but noone parting
with their money :-(worst luck!

Hopefully with Christmas coming people might be more willing to spend...
but maybe not. So I've heard, the Calamus distributor people won't be
turning up to the shows, which is a shame.

David

--
/\ -----------+--------------+-------------------+
/\ \ ASTRAsoft \ David Oakley \ dxo@cs.bham.ac.uk \
/--\ \ -----------+--------------+-------------------+

3273. Re: FALCON DEMO Problems

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 11:23:07 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3ai2qr$nuj@lyra.csx.cam.ac.uk>
Source record: 176722

smoore@chowgar.demon.co.uk (Simon Moore) writes:
>In article <3aflon$odb@lyra.csx.cam.ac.uk>
> pd@mole.bio.cam.ac.uk "Phillip Davey (Path" writes:

>> Having said that, Humans is not the *best* demo in existance.
>> (That probably goes to Spacejunk)

>Is Spacejunk worth the massive download time (I have to pay my own phonebill)

I personally would say so. It had me rolling around on the floor because
I was laughing so much!

I hope you like it! :)

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a *big* one I thought I'd mention it twice".

3274. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 11:36:31 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3ai3jv$227h@sat.ipp-garching.mpg.de>
Source record: 176734

James Wood (jamesw@CSOS.ORST.EDU) wrote:

> On Tue, 15 Nov 1994, Chris Herborth wrote:
> > Now try adding a video card that does better than VGA. Oh, it comes
> > with drivers? Now try doing it for OS/2, or WindozeNT or Linux and pray
> > you can find drivers for it. What, your DOS programs don't support
> > anything better than 80x25 on that card? And all your games still run
> > at 320x200x256 despite the card being able to pull off 1024x768x16-bit?

> Every VGA card I've bought came with loads of drivers for those
> operating systems you've mentioned.

I've never seen a VGA card that comes with a driver for Linux.

[rest of drivel deleted]

Just to set the record straight,

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

3275. Re: Compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 11:42:44 UTC
From: michrm@central.susx.ac.uk
Message-ID: <3ai3vk$391@infa.central.susx.ac.uk>
Source record: 176727

David Stevenson (djs@jet.uk) wrote:
: In <39r1jc$4e8@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

: >Do I need Gcc to do this or with pure C do?
: It is set up for GCC, but has a directory with makefile and patches for Pure C.
: I port it to Latttice C (and can give you patches, if you like). I am doing
: the 1.11h3 version for Lattice tonight.

You may be interested to know that Hensa has a version of MiNT which is
claiming to be MiNt v1.12. The source would certainly seem to suggest that
this is correct. Binaries exists for it too.

Michael

3276. Atari XMM804 Printer

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 11:45:30 UTC
From: ralphd@netaxs.com
Message-ID: <3ai44q$l7g@netaxs.com>
Source record: 176728

Does anyone know the settings for the 8 pins that are located inside the printer? The manual that came with the printer does not list any settings, I am interested in disabling the paper-out sensor so that we can better use single sheets.
Thanks for any help,
Ralph

3277. Re: SpeedRes Card

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 11:46:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <CzGoop.K3w@westminster.ac.uk>
Source record: 176726

In article <1994Nov16.143500.1490@cathy.ijs.si> matija.grabnar@ijs.si writes:
>In article <CywC7H.55E@westminster.ac.uk>,
>Philip Shore <avsec@westminster.ac.uk> wrote:
>>In article <mnb20.52.000BBBB3@cam.ac.uk> mnb20@cam.ac.uk (Mark Baker) writes:
>>>In article <4.529.335@euronetis.no> sten.lystad@euronetis.no (Sten Lystad) writes:
>>>
>>>>Has anyone any experience with the Speed-resolution card ?

OK , so where can I get one of these ?
How much in UK pounds would it be ?

If it is just a question of Bus-width could another accelorator card be used
in combination with Blow-up ?

Cheers,
Phil.

--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk

Atari Falcon030 4mb/120HD/FPU

3278. Re: Tape Streamers

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 11:53:22 UTC
From: rincewind@discworld.oche.de
Message-ID: <2eccdb9035ef603@discworld.oche.de>
Source record: 176750

In <4.1146.335@euronetis.no>,
Sten Lystad (sten.lystad@euronetis.no) wrote:

SL>I'm looking for a Tape streamer for my Falcon (QIC-80).

Forget it - there is no software on the ST which supports QIC-80
(floppy) streamers.

SL>IDE-drives are very cheap compared to SCSI
SL>Is it possible to connect a IDE Streamer to the Falcon ?

Where would you get an IDE streamer?

All those cheap PC streamers are connected to the floppy controller.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
"A man could go far, knowing his rights like you do," said Granny.
"But right now he should go home." -- (Terry Pratchett, Wyrd Sisters)

3279. Registering ColorDisk PCD software

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 12:04:38 UTC
From: dba@jet.uk
Message-ID: <1994Nov18.120438.1326@jet.uk>
Source record: 176729

Hi
I would like information on how to regiser the Photo CD software
COLORDISK PDC The author is Michael Bernards but the software
ver 0.99d has no email or snail mail address.
I believe that atari germany distributed the program.

Trupaint will not handle the TT high resolutions.
GEMVIEW 2.25 wo'nt handle the .pcd format.
I am upgrading IMGCOPY to Ver 3 PCD but haven't received
it yet.

Any other sugestions for Photo CD access software?

dennis
--

_. ._____. ._____
_| |___. .__. ._____. ._____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3280. Re: FALCON DEMO Problems

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 12:38:11 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3ai77j$p5q@m1.cs.man.ac.uk>
Source record: 176730

In article <ReaVVc2w165w@madwand.bison.mb.ca>, ahuyghe@madwand.bison.mb.ca (Al Huyghe) writes:
|> Hello to all;
|>
|> I have a question concerning some Demos i've been trying to run
|> unsuccessfully as of late. They are the Humans Demo, Plastik, Knockout
|> and the latest is the obsession pinball demo. My problem is the same for all.
|> When i load the demo, the screen display is all garbled.

I don't know about the others, but Obsession runs on my Falcon with a SVGA monitor.

|> My system consists of a Falcon 030, 4 meg ram, 270 mb HD and a SVGA monitor.
|> i usually run warp 9 v3.81.

I assume you tried them without Warp - this could be the cause.

|> Thanks in advance.
|> Al Huyghe
|> ahuyghe@madwand.bison.mb.ca.

Anthony Jacques

jacquesa@cs.man.ac.uk

3281. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 13:16:17 UTC
From: whitema@rtsg.mot.com
Message-ID: <3ai9f1$6j4@delphinium.cig.mot.com>
Source record: 176736

In article <3afau6$ki1@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>My replies are to people that insult me, or insult other people,
>

Ah, so you're saying anyone who uses Freeze Dried Term insults you
(or other people)? I remember on several occassions your insults toward
people who use FDT. Stop lying again, Roger.

Mike
whitema@cig.mot.com

3282. Re: Support FPU's

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 13:18:24 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CzGsyo.n1o@ssbunews.ih.att.com>
Source record: 176731

In article <199411162156.a35610@m4.maus.de>,
Peter Missel <Peter_Missel@m4.maus.de> wrote:
>>My Falcon calls for a PGA (Pin Grid Array) 68881/2 for the FPU.
>>Don't know if all Falcons are the same or not.
>
>WHAT????
>
>I've seen every single release of the Falcon030 board, and they all have PLCC
>sockets for their 68882. Old rev. TTs have PGA 68882, while newer ones have
>them nailed to the floor ...erm... surface mounted.

Well you haven't seen all boards then. Its definitely PGA (Pin Grid Array-
the bed of nails out the bottom of the chip.) I've seen two falcons
with that chip carrier. Wayne
(Dont' worry, they are off warranty already.)

3283. Re: Registering ColorDisk PCD software

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 13:33:05 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CzGtn5.7r@ssbunews.ih.att.com>
Source record: 176735

In article <1994Nov18.120438.1326@jet.uk>, Dennis Armstrong <dba@jet.uk> wrote:
>Hi
...
>Any other sugestions for Photo CD access software?

You might try Greg Kopchak's Extendos Pro - photo CD, audio CD, regular
CDs. I think it goes for about $30. Wayne

3284. MAGIC and NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 13:38:00 UTC
From: christian.dahl@p4.f611.n203.z2.ct.se
Message-ID: <ftn_2.203.611.4_2eccae9f_Christian.Dahl@ct.se>
Source record: 176732

> I'm planning to upgrade my STFM (Tos 1.4 4Mb 400 Mb Hdu) with NVDI,
> but I'm very intringued by Magic that seems to be a TOS replacement
> promising, other
> than multitasking, more speed too.
>
> My questions are: Do they work toghether ? Is there any benefit running
> both ?

Yes they do, and should be used together (they can be run alone too)!

> I understood that NVDI is primarily a GRAPHIC accelerator, what Magic
> will speed up ?

Everything but the grafix... :-)
MagiC is much better than MiNT/MTOS!

CD

3285. TT and blitter

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 13:41:00 UTC
From: christian.dahl@p4.f611.n203.z2.ct.se
Message-ID: <ftn_2.203.611.4_2eccaf28_Christian.Dahl@ct.se>
Source record: 176733

> I've recently bought myself a second hand TT, and was mildly surprised
> to discover that they don't have a blitter. My question is, can one be
> fitted, and is it possible for a non-techie like myself to do it (i.e.
> no soldering)? If I do fit one, will it then be possible to play the
> generation of games such as obsession and Zero-5?
>
> Can anybody help?

You wont be able to play STEgames anyway, because the videochip in the TT is
older that the ones in the STEs...

CD

3286. MAGIC and Mac???

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 13:49:15 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Nov18.134915.15036@news.unige.ch>
Source record: 176738

In article hds@percy.cs.bham.ac.uk, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>>
>>There is a Macintosh version of MagiC being written, which will mean
>>that your Atari programs will run (unaltered) on a Mac.
>>
>>--

First I've heard of this! Is it true?
*** Will it be PowerPC compatible?? (Wooow) ****

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

3287. Wanted, Great Battles Game for my ST.

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 13:54:31 UTC
From: ae481@FreeNet.Carleton.CA
Message-ID: <CzGuMv.4Er@freenet.carleton.ca>
Source record: 176748

This game was my favourite but due to bad luck it is gone forever. Anyone with a copy that they would like to sell me would be most appreciated. I am willing to pay a good dollar for it. Thanks and please E-Mail me if you can make my day. Reagrds, John.
--
To get along, go along.
HST.

3288. Re: Looking for W. Klaren

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 14:14:00 UTC
From: Oliver_Stettner@la.maus.de
Message-ID: <199411181614.a37086@la.maus.de>
Source record: 176604

BB>Also does anyone know of a desktop replacement which is compatable
BB>with MiNT file systems like Minix FS?

Gemini v1.999a [Aug 15 1994], but I'm not sure if there's an english version available, sorry.

Oliver.

3289. Re: FOG> Stereo CAD Press Release

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 14:22:00 UTC
From: Christian_Roth@a2w.maus.sub.org
Message-ID: <199411181622.a26603@a2w.maus.de>
Source record: 176605

cm3hirjd@bs47c.staffs.ac.uk wrote:

R>* Importation of PI1 format pictures for direct conversion to
R>stereogram or as a backdrop to 3D object scenes.
R> * Exportation in PI1 format of finished scene with backdrop if any.
R> * Exportation in PI1 format of final stereograms for printing.

Sounds like an interesting program, but why isn't IMG, the standard
graphics-format, used?

regards,
Chris (Gaenserndorf / Austria)

3290. Re: MAGIC and NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 14:28:54 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CzGw87.8wA@cix.compulink.co.uk>
Source record: 176744

>I'm planning to upgrade my STFM (Tos 1.4 4Mb 400 Mb Hdu) with NVDI, but
> I'm very intringued by Magic that seems to be a TOS replacement promising, other
>than multitasking, more speed too.
>
>My questions are: Do they work toghether ? Is there any benefit running both ?

They do.

>I understood that NVDI is primarily a GRAPHIC accelerator, what Magic
>will speed up ?

MagiC will also speed the display of dialogue boxes, windows, disk access,
serial port, etc.

Ofir ogal@cix.compulink.co.uk

3291. Re: looking for cubase

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 14:28:57 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CzGw89.8x2@cix.compulink.co.uk>
Source record: 176745

```
>I've been working with an older version of cubase, which hasn't got enough
>funktions for panning, so I'm looking for a newer version.I'm currently
>working on an atari st and a pc. So if someone knows where to get the
>latest version please write

Have you tried a Steinberg dealer?

------------------------------
Ofir ogal@cix.compulink.co.uk
------------------------------
```

3292. Re: Compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 14:33:13 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3aidv9$crk@percy.cs.bham.ac.uk>
Source record: 176741

michrm@central.susx.ac.uk (Michael May) writes:
>David Stevenson (djs@jet.uk) wrote:
>: In <39r1jc$4e8@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>
>: >Do I need Gcc to do this or with pure C do?
>: It is set up for GCC, but has a directory with makefile and patches for Pure C.
>: I port it to Latttice C (and can give you patches, if you like). I am doing
>: the 1.11h3 version for Lattice tonight.
>
>You may be interested to know that Hensa has a version of MiNT which is
>claiming to be MiNt v1.12. The source would certainly seem to suggest that
>this is correct. Binaries exists for it too.
>
>Michael
>

Try ftp://micros.hensa.ac.uk/micros/atari/mint/a/a050/mint112b.zoo (bin)
and ftp://micros.hensa.ac.uk/micros/atari/mint/a/a050/mint112s.zoo (src)

Good news, eh?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3293. Re: FALCON DEMO Problems

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 14:37:22 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3aie72$bka@bs33n.staffs.ac.uk>
Source record: 176739

Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
: BTW I thought Spacejunk was going to be released as a game? What happened
: to it?

: Phil

God I hope they DON'T release it as a game! You've seen the demo. It's
HUGE and there isn't exactly massive depth in there... to be honest you
could never release it as a game, its a cd-rom thing really.

Richard Davey

3294. Re: FALCON DEMO Problems

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 14:38:22 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3aie8u$bka@bs33n.staffs.ac.uk>
Source record: 176740

Simon Moore (smoore@chowgar.demon.co.uk) wrote:
: Is Spacejunk worth the massive download time (I have to pay my own phonebill)

Nope. There are better things you could be downloading, but if you are a completeist like me and have to have ALL things Falcon then I guess you will have to get it ;)

Richard Davey

3295. Re: MAGIC and NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 14:41:43 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.785169703@camborne>
Source record: 176742

grillo@olivea.ATC.Olivetti.Com (Savino Grillo AB) writes:

> What about compatibility ? I read in an ad tha Magic is " not yet Cubase
> compatible", when it wil be ? Any news ?

I think it's more like "Cubase is not yet MagiC compatible" :-)

(Logic is fully MagiC compatible).

Try posting a message to the Cubase users list at cubase-users@mcc.ac.uk

Steinberg read it, so they should be able to reply...

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

3296. Re: FALCON DEMO Problems

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 15:14:13 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3aigc5$mi@lyra.csx.cam.ac.uk>
Source record: 176746

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>Phillip Davey (Path) (pd@mole.bio.cam.ac.uk) wrote:
>: BTW I thought Spacejunk was going to be released as a game? What happened
>: to it?

>God I hope they DON'T release it as a game! You've seen the demo. It's
>HUGE and there isn't exactly massive depth in there... to be honest you
>could never release it as a game, its a cd-rom thing really.

Maybe it was meant for the Jaguar then?

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a *big* one I thought I'd mention it twice".

3297. Re: DBASE III files (.DBF)

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 15:19:05 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CzGyJt.DL4@cix.compulink.co.uk>
Source record: 176749

> > I'm looking for a program which may convert
> > .DBF (dbase III) database file into
> > ascii delimited format.
Superbase Can do this.

Iain

3298. Help ! ATARI PC 286 setup program lost

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 15:24:33 UTC
From: vgross@softwork.gerwin.net
Message-ID: <822@softwork.gerwin.net>
Source record: 176651
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.atari.hardware,maus.sys

Hi,

my girlfriend's son's PC has lost its extended CMOS-RAM settings and we have
lost the setup program.

Anyone who can help ?

All hints (and setup programs) appreciated.

Kind regards, Volkmar

Volkmar Gross, Alexanderstr.18, Bremen, Germany (Fone&Phax: +49 421 74434)
>>>--->
Das Plank'sche Wirkungsquantum ist der Heizwert eines Baud (Max Demon)
>>>--->
=*= Error: Keyboard not connected - Press F1 to continue =*=

3299. Re: Minix - Demo Version

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 15:31:41 UTC
From: vctec@westminster.ac.uk
Message-ID: <CzGz4u.Crn@westminster.ac.uk>
Source record: 176747

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
:] How can i obtain a Demo version of Minix ?
:] I've heard that Minix Demo will be putted
:] on micros.hensa.ac.uk ..

: Have a look at the index files there. It's could well be on
: micros.hensa.ac.uk.

Oops! I forgot to bring in the disk.....sorry. It will be on HENSA, by
Monday. Promise.

I will make an announcement here.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3300. Re: Poll: Are you going to the Birmingham/London Shows?

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 15:45:20 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3aii6g$lv4@whitbeck.ncl.ac.uk>
Source record: 176743

I'll be at the Birmingham show. Not exhibiting, but I might stick
some interesting stuff in the boot of my car to show to selected
persons late in the day....

Public Domain fmv digitiser coming to the atari in the next week.
CLAv2r3a now available, CLAv3 looking cooler than cool.

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------ o --------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

3301. Re: Atari CD ROM Drives

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 15:55:21 UTC
From: COE D R <dl533@city.ac.uk>
Message-ID: <Pine.SOL.3.91.941118155231.1556B-100000@witham>
Source record: 176654

Dear All

I'm interested in buying a CD ROM drive for my Atari ST, and I was just wondering if you need to buy a special ST compatible CD drive or will a normal PC Drive work. Can anyone tell me ? Another question is how much roughly in pounds sterling is one going to cost me ?

PLease reply to dl533@city.ac.uk

3302. Re: Text Editor For Partial Loading

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 15:56:02 UTC
From: cysco@tyrell.net
Message-ID: <CzH09F.E8M@tyrell.net>
Source record: 176690

Neven Petrlik (npetrlik@public.srce.hr) wrote:

: Hi !

: Is there ANY available text editor which
: prefers partial text loading ?
: I mean, when the file size is bigger
: than free memory.., text editor must load only
: the block which fits into memory, and later
: (if requested) jump to another part of file
: and load him into the memory ..

: Thanx for the answers,
: Neven
:

There is an excellent editor called EditPro that will allow you to edit
files larger than RAM. It will also let you edit disk sectors and memory.

Toad sells it for about $30.00 I think.

Jeffrey

3303. Student Discounts

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 16:06:36 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3aijec$1ge@dux.dundee.ac.uk>
Source record: 176652

Do any suppliers offer student discounts?

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.
==

3304. Relation Databases

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 16:08:16 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3aijhg$1ge@dux.dundee.ac.uk>
Source record: 176653

I am studying databases as part of my course. I would therefore like to know if there are any of the above available for the ST/TT/Falcon?

Rod

--
--
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate of mail system hacking.

3305. Re: Hard Disk Utilities

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 16:15:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199411181815.a47479@wi2.maus.de>
Source record: 176606

In article <3a98da$pru@netline-fddi.jpl.nasa.gov>, Van Snyder
(vsnyder@math.jpl.nasa.gov) wrote:
>I've looked at a few archives for utilities to low-level-format a hard
>disk, and allow the user to provide a defect list. If you've got a defect
>in a boot sector, or FAT, or root directory, scanning _after_ formatting
>and partitioning doesn't do any good. Also, the manufacturers identify
>more marginal errors that may become transient problems. Ideally, HD
>format utilities also should use the SCSI "read capacity" command, instead
>of asking me for cylinder/head/sector information.

(1) No SCSI-aware utility uses the geometry information, otherwise it
would fail on disks with zone recording.
(2) SCSI-Tool (commercial product) supports the defect mapping done by the
SCSI controller.
(3) Both HDX (Atari) and SCSI-Tool support defect detection before
partitioning (the defects are recorded in a defect map outside the
normal partitions).

3306. Re: Compiling MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 17:02:47 UTC
From: djs@jet.uk
Message-ID: <1994Nov18.170247.27735@jet.uk>
Source record: 176675

In <3ai3vk$391@infa.central.susx.ac.uk> michrm@central.susx.ac.uk (Michael May) writes:

>David Stevenson (djs@jet.uk) wrote:
>: I port it to Latttice C (and can give you patches, if you like). I am doing
>: the 1.11h3 version for Lattice tonight.

>You may be interested to know that Hensa has a version of MiNT which is
>claiming to be MiNt v1.12. The source would certainly seem to suggest that
>this is correct. Binaries exists for it too.
Of course I know this, check the dates. If you read the CHANGES file you
will see that 1.12 contains my patches for Lattice.

There may be new patches required, as people put stuff into 1.11 _after_ I
did the port, so I'll try to sort that out this weekend.

Even with the binary out there, it is useful to be able to build your own
copy in order to incorporate updates etc.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3307. Re: Registering ColorDisk PCD software

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 17:04:15 UTC
From: djs@jet.uk
Message-ID: <1994Nov18.170415.27835@jet.uk>
Source record: 176676

In <1994Nov18.120438.1326@jet.uk> dba@jet.uk (Dennis Armstrong) writes:

>GEMVIEW 2.25 wo'nt handle the .pcd format.
GemView v3.08 has a PCD import module. It's available from Hensa et al.
£18 to register, well worth it.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3308. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 17:09:40 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411181615.AA01872@ilmen.lanl.gov>
Source record: 176657

In article qp7@news.iesd.auc.dk, chainxor@kom.auc.dk (Henrik Lunardi Weide) writes:
>In article AA00884@ilmen.lanl.gov, hutch@ilmen.lanl.gov (Hutch) writes:
>> In article 0211941137340001@townblue.taligent.com, John_Townsend@taligent.com (John Townsend) writes:
>> >
>> >Its time to wake up people.. Atari's computer products are now antiques.
>>
>> Oh boy... you've gone and done it now, John. You've committed the one truly
>> unforgivable sin here in comp.sys.atari.st... you spoke the TRUTH!
>>
>
>I think you should keep these kind of comments to a advocacy area anyway. This
>area is for Atari-owners who likes to help each other and give advise on how
>to make the most of their machines in their everyday work. AND not destroying
>each other with pathedic comments that leads to nothing but angry comments.
>I say it again - That belongs to an advocacy area, where people who likes to
>disguss such time-wasting subjects can give their oppinions.

Heinrik --

OK, OK... Just as YOU have said before, _I_ was the one joking this time.

I DO wholeheartedly agree that this area (comp.sys.atari.st) should be kept to discussions about Atari and questions/answers about helping each other get the most out of these marvelous machines. I was, however, amused at how much flack John Townsend got for speaking the truth (like it or not). He did not flame Atari users, after all. Perhaps we should try not to be so defensive.

While it may be true that we are rapidly approaching the uneviable status(?) of owning orphaned computers, I must ask, so what??? Does that make them any less useful? Of course not. Be happy with what you have and keep on enjoying it. No problem. If others prefer PC's or Mac's or SGI's or Fujitsu 1000XLD's or whatever, who cares? Life is too short to fret over it, gang.

All --

I _would_ like to suggest, however, that the recent discussions on the merits of PC's (Pentiums et al) vs Ataris (680x0 et al) be removed to the .advocacy groups as that is _certainly_ where they belong. All this nonsense revolving around childish arguments like 'my computer is better than your computer' is the _real_ waste of bandwidth here, even worse than those tremendously long .signatures some of you seem to be so partial to. :)

The PC-oriented newsgroups wouldn't appreciate a bunch of pro-Atari messages so please be considerate of our desires, too. You know who you are so please cease and desist the deluge of pro-PC posts here, OK?

Thanks,

-Hutch- @ Fair Dinkum Tech

3309. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 17:12:35 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.89.00113636@cam.ac.uk>
Source record: 176659

In article <39tros$ql9@infa.central.susx.ac.uk> michrm@central.susx.ac.uk (Michael May) writes:

>I get that at Uni all the time. Its even worse here, they think that you
>must be joking...I mean a computer scientist with an Atari Falcon.

As the CompScis here get to play with Unix systems and are taught about how operating systems work, they learn how cr*p PCs are fairly quickly :)

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Synonyms govern, adequately **

3310. Minix Demo version now at HENSA

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 17:18:12 UTC
From: vctec@westminster.ac.uk
Message-ID: <CzH42D.Iyq@westminster.ac.uk>
Source record: 176661

Minix Demo for the ST is now at HENSA, for downloading....

A short description, and what is in the directory....

You can find these files in

micros/atari/tos/p/p045/

The demo version for Minix, a Unix type operating system.
To prepare a Minix boot disk, copy demo_dsk.st, bit for bit onto a 360K
floppy. This can be done by the program file2dsk.ttp. More instructions
are given in the documents.

What is included in this package...

Announcement Minix Information Sheet
demo_dsk.st The disk image for the Minix Demo
file2dsk.c Source code to make a Minix Boot disk
file2dsk.doc Documentation for File2Dsk
file2dsk.ttp Program to make a Minix boot disk from the disk image
file
READ_ME General information about the Atari Minix
Demo, and
details of ordering the full version
manual.ps Manual for Minix in
Postscript format
manual.txt Manual for Minix Demo in ASCII format.
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3311. Re: SpeedRes Card

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 17:19:13 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.90.00115283@cam.ac.uk>
Source record: 176660

In article <CywC7H.55E@westminster.ac.uk> avsec@westminster.ac.uk (Philip Shore) writes:

>>In terms of graphics it isn't much better, but that little bit makes all the
>>difference, allowing 800x608x256 and 640x480x16bit.

>Can this be used in place of Screen Blaster or something like that ?
>Or can you use just the software versions of these ?

Actually all it does is increases the bus speed and therefore the dot clock.
It is supplied with modified BlowUP software which lets you use this to get
higher resolutions.

>All I want is to get 640x480 in True Colour mode on my VGA monitor.
>I'm happy with the other resolutions.

That should be possible.

>How much is this card in the UK ?

I don't know if you can get it in the UK, it cost the equivalent of about 100
quid IIRC.
/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Synonyms govern, adequately **

3312. New files at HENSA (18 Nov)

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 17:20:02 UTC
From: vctec@westminster.ac.uk
Message-ID: <CzH45E.J5u@westminster.ac.uk>
Source record: 176662

```
The latest at HENSA this week...ftp/gopher/telnet/PAD micros.hensa.ac.uk
WWW http://micros.hensa.ac.uk/

Download and enjoy...
Danny
=);-)

ATARI NEWS OF THE DAY Updated 18/11/94 @ 1640

Newsletters
-----------
Latest releases:-
atari-falcon Volume 07 Issue 006 16/11/94

Back copies can be found in the directory "tos/news","mint/news","falcon/news"
Please refer to the file "00readme" in the directory for details of how to
subscribe.

Digests
-------
tos/o/o107 Info-Atari8 digest e-mail newsletters
Updated weekly

tos/n/n153 Central Atari Information Network Monthly Newsletter
Latest updates on.... 15/11/94

tos/o/o116 Silicon Times Report (STR) International Online Magazine
Latest updates on.... 16/11/94

Tools
-----
tos/tools | All tools work under the different platforms
mint/tools |
falcon/tools | Last updated on..... 17/11/94

New software for the Atari TOS section
--------------------------------------
New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

Pfx Date Key Details
--- ---- --- -------
p042 18/11/94 ---- OOPLIB 1.0 Object oriented library for Hisoft Basic (E)
p043 18/11/94 ---- DULIB 1.0 GUI library for Lattice c 5.5.2 (E)
p044 18/11/94 ---- TEXT READABILITY ANALYSER, dated 1994 (E)
p045 18/11/94 ---- MINIX 1.5 DEMO Test how minix functions (E)
```

p040 16/11/94 ---- CYBERSCULPT 3D2 to POV SOURCECODE CONVERTER 1.2 (G)
p041 16/11/94 ---- COOKIE?? 1.0 (1992) Creates cookie jars at startup (E)

p039 15/11/94 S--- TELEFONINDEX 2.11 CPX module Telephone and address book (G)

p034 14/11/94 ---- NORMALISED KEY CODE CONVERTER (NKCC) 2.92 Keybd routines (E)
p035 14/11/94 S--- ASSDEBUG, 10 October 94, Debug and reassemble programs (G)
p036 14/11/94 ---- MENUINFO 1.03 Show info on the menu bar (G)
p037 14/11/94 ---- Volks Farben 4000 (VoFa) 1.03 Build own graphics card (G)
p038 14/11/94 S--- JEKYLL 1.37 A two way transfer program for modems (E)

New software for the Atari MiNT section

New packages are as follows; type "cd ~/micros/atari/mint/<x>/<code>" to get to where they are held. <code> is as below and <x> is the first letter of <code>. EG. For package "a001" you'd "cd ~/micros/atari/mint/a/a001".

Pfx Date Key Details
--- ---- --- -------
a050 17/11/94 ---- MiNT 1.12 Binaries, sources and documents (E)

a048 16/11/94 ---- GZIP-030 1.2.4 File compression utility for the 68030 (E)
a049 16/11/94 ---- LYNX 2.3.1 BETA Text based World Wide Web Browser (E)

New software for the Atari Falcon section

New packages are as follows; type "cd ~/micros/atari/falcon/<x>/<code>" to get to where they are held. <code> is as below and <x> is the first letter of <code> EG. For package "a001" you'd "cd ~/micros/atari/falcon/a/a001".

Pfx Date Key Details
--- ---- --- -------
a066 18/11/94 ---- LAMERBRAIN DENTRO Graphics and sound demo (E)
a041 18/11/94 ---- FLI-TC 4.1 True colour FLI/FLC player (E)
a070 18/11/94 ---- REMBRANDT 3.05 BETA Versatile art package (F/E)

a069 16/11/94 ---- BIRD'S WINGS 1.05 Virtual screen driver for the hawk (F)

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3313. Re: Help uncompressing Mintnet.TGR

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 17:34:41 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.91.00119484@cam.ac.uk>
Source record: 176663

In article <H.ekBL.7f4vLSN&aNY@pluto.ping.de> michi@pluto.ping.de (Michael Plonus) writes:
>> gzip -d -c mintnet.tgr | tar -xovf -

>Why complicate easy things, you only have to call tar:

> tar -xzf mintnet.tgr

I tried that and it said compression not supported on Atari version. Is there
a later port that does support it?

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Synonyms govern, adequately **

3314. Calling people from #atari, especially Zork, Hackbear, Howie

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 17:41:36 UTC
From: martinb@virtuality.co.uk
Message-ID: <9410187852.AA785207377@virtual.virtuality.co.uk>
Source record: 176664

Yo dudes, its Mee; I'm back (sort of)

After 1 1/2 yrs without internet access, I've finally got an email account!!

And guess what? I've forgotten everybody's email addresses!!
So can the following people get in touch with me via email (I can't read usenet news!!) if they're still around;

Zork, Hackbear, Howie, and anyone else from #atari that I've forgotten about...

And please, no flames!!

And yes, I do work for Virtuality now!! (the Dactyl Nightmare people)

Mee...

3315. Re: HELP: C under MINT on Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 17:53:52 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.92.0011E65D@cam.ac.uk>
Source record: 176665

In article <3ab3u6$ah6@father.ludd.luth.se> gaston@father.ludd.luth.se (Anders Lundberg) writes:
>I would like to learn C and I wonder
>what setup I should have, what files needed
>and so on...

Lattice C is quite fast and has an IDE, although not a very good one. It's expensive though.

PureC has no English docs AFAIK, but is supposed to be the best available with an excellent debugger.

gcc is free, well supported and has a good optimiser. But it's quite slow and needs a lot of memory to compile.

HSC is free and a lot of people use that to learn, but it's K&R C instead of ISO.

>I'm used to emacs, is there any similar that will work under MINT? And where
> to find it?

There is, it's called emacs :)

I got it from aaue (or the src.doc.ic.ac.uk mirror to be precise).

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Synonyms govern, adequately **

3316. Re: Student Discounts

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 18:21:03 UTC
From: vctec@westminster.ac.uk
Message-ID: <CzH6z3.IL@westminster.ac.uk>
Source record: 176668

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Do any suppliers offer student discounts?

HiSoft do...I think it is around 30%

Dan
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3317. Re: MacMagiC?

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 18:31:49 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3airul$1lba@sat.ipp-garching.mpg.de>
Source record: 176669

Panjandrum (dhbutler@magnus.acs.ohio-state.edu) wrote:
> I've heard rumor of a product called MacMagic that will supposedly run Atari
> software on a PowerMac? If anyone has the scoop on this could they fill the
> rest of us in on it?

MacMagiC is supposed to come out at the end of the year (and will probably,
as usual, be delayed :-). I assume that it will run on 680x0 Macs first,
maybe a Power Mac version will come later.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

3318. 8-BIT

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 18:53:54 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.37.000DE661@cfcsc.dnd.ca>
Source record: 176632

Is there an 8-bit group on the net??
I am looking for programming info on joysticl ports, 8-bit and ST (16-bit)

3319. Re: DBASE III files (.DBF)

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 19:07:00 UTC
From: mattias.sk_ld@p6.f419.n204.z2.ct.se
Message-ID: <ftn_2.204.419.6$fidonet.org_2eccfc33_Mattias.Sk_ld@ct.se>
Source record: 176656

In a message of <17 Nov 94 00:56:03>, Neven Petrlik (2:200/427.3) writes:

NP> Hi !
NP>
NP> I'm looking for a program which may convert
NP> .DBF (dbase III) database file into
NP> ascii delimited format.
NP> I have troubles reading .DBF files
NP> (and only program which may import
NP> .DBF file is Superbase PRO, but he's
NP> terribly slow ! - to import an 700K
NP> long .DBF file it takes FIVE HOURS !).
NP> Other program (which only read & view .DBF files)
NP> is DBMAN , but he's only a viewer, not an
NP> exporter or converter ..)
NP>
NP> Please, Help !
NP>
NP> Bye,
NP> Neven
NP>

If you have the field definition, you can easily write a bit code to convert dbase to ascii delimited, the dbase format is just plain ascii (beside the file head), each field filled out with spaces....

Some years ago I did the revers thing, I made a dbf file from a ascii delimited textfile.. about 10 min work...

I also have acces to a C lib (source) for dbase files (named CodeBase)

Regards

Mattias S

3320. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 19:16:57 UTC
From: Lexicor@world.std.com
Message-ID: <CzH9KA.1yM@world.std.com>
Source record: 176673

Incidentally, Llamazap and Pinball Dreams for the Falcon are to be released (if not already) in the UK (for those looking for Falcon specific commercial games).

Cheers

3321. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 19:18:21 UTC
From: flinn@cs.ubc.ca
Message-ID: <3aiultINN9c3@carib.cs.ubc.ca>
Source record: 176671

James Wood <jamesw@CSOS.ORST.EDU> writes:

> ... my point was not to debate the merits of Multimedia
> encyclopedias, but to illustrate the vast array of PC software. Excuse
> me while I interrupt this session to blast some bastards in a game of
> PC DOOM. Have fun with whatever you can play that comes closest.

PC's are beginning to secure my attention. Although I shy from the buzz words and the media attention, the emerging signs of the advent of the "information age" have also caused me to consider that the pundits may actually be right, and that we may be on the verge of something very important. In this light, I offer the following somewhat opinionated and wandering reply to the passage quoted above, partly to challenge the strength of the PC position in the computing world, and partly to provide food for thought. If you haven't yet chosen to proceed to the next article, I hope you find this interesting (70 lines follow).

I have been amazed and impressed at the sophistication and complexity of many PC games, and I certainly acknowledge the popularity of DOOM. However, the most entertaining games I have ever played have been on a Commodore 64, and the (1979 vintage) TI 99/4A comes a close second. I have friends who insist that the most enjoyable flight simulator they have used was the one on the 16K Timex Sinclair. You may question the honesty of these claims, but surely you agree that mileage will vary. Perhaps only a few need the very new, very expensive machines to be richly entertained.

We are currently faced with the problem of choosing replacement equipment for one of our first year undergrad labs, which is open 24 hours a day (it currently has a network of aging NeXTs). Budgetary constraints, combined with the fact that we don't want to subject first year students to X in a lab full of cheap X terminals, have forced us to consider a PC lab. In pursuing this possibility, we have solicited experience from other departments who use a PC lab for first year computer science courses. It would seem that supporting such a lab would require full time (i.e. 24 hour) staffing just to keep the machines running, since PC's crash so often. This gave me the perspective I have been looking for on a problem I have traditionally had difficulty articulating; namely, the quality and amount of PC software is made vastly less valuable by the state of the foundation on which it sits. Windows 3.0 sold ~9,000,000 copies, even though it is a program that comes with the unwritten guarantee that it will lock up your system and trash recent results on a regular basis. When 3.1 removed the first part of that guarantee, the PC world was delighted, seemingly ignoring the fact that the second part still remained.

PC's may be good for games, but then so are machines that sold new for $100 in the early 80's. They also offer productivity applications whose only virtue is that they are well known. Lotus 123 is not more fully featured than Questor on a NeXT, but it is much less stable. People will buy the former because of its name, while scoffing at the latter. It most often seems that a serious evaluation of the relative merits of competing alternatives is entirely irrelevant. I suppose you can enrich your life through CD-ROM, and play "totally awesome" games on a PC, but what attraction is this for the uncountable businesses who buy PC's, or for individuals who buy them for "business reasons"? Where does one find certainty in the claim that locking oneself in a room with a few multimedia CD-ROM titles is a more enriching, or even more productive experience than spending an afternoon in a good library? Will the information age provide valuable returns as immediately as we expect? Will PC's be the vehicles of this return? I personally think that the long term benefits of having the embodiment of human knowledge on a small collection of disks, or at the other "end" of a network are still largely unpredictable. I certainly think that PC's simply aren't up to the challenges of building a stable and permanent information infrastructure (by PC's I mean machines with Intel processors running Microsoft software -- running NeXTStep on an Intel machine, for example, changes the scenario completely). PC people may continue to use their PC's to run client software for access to information resources served from different platforms (partly because they are stubborn, but mainly because companies like Microsoft achieved a critical mass of misinformation ages ago), but is it logical to make strong claims for the merits of a platform that can't meet the challenges of providing that infrastructure?

I have access to a large collection of machines at this unversity (Sun/sparc, SGI, Mips, NeXT, Power PC, transputers, PC's, et al.) and I put them to use, but I also continue to use my 1985 vintage 8 MHz 68000 based Atari 1040ST productively. I would venture that I use it as productively as many people who have spent far more time keeping up with the latest upgrades (both HW and SW, and earning the money to do so), than in learning how to effectively use what they already have. I am certainly hamstrung by such things as compile speeds, but perhaps the most sensible position lies in the middle.

Cheers,
Scott

3322. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 19:18:23 UTC
From: Lexicor@world.std.com
Message-ID: <CzH9Mn.3KA@world.std.com>
Source record: 176674

In article <3a82u6$7lp@lyra.csx.cam.ac.uk>,
Phillip Davey (Path) <pd@mole.bio.cam.ac.uk> wrote:
>nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>>Llamazap is out. Got mine this morning :)
>
>Where from? An address and/or phone number would be useful.

16/32 Systems
(634) 710 788

in the United Kingdom

Cheers

3323. Re: Neodesk Vs Ease

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 19:25:31 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3aiv3b$8ds@golem.wcc.govt.nz>
Source record: 176677

```
] > built-in shell, and FREE!
]
] To avoid confusion: Gemini is still shareware, allthough currently
] the fee is DM 0,00. IMO it's worth much more than that. ;-)
^?
Huh!? :)

Free shareware!? What do we call that?
```

3324. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 19:26:07 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3aiv4f$8ds@golem.wcc.govt.nz>
Source record: 176678

```
] > I'm talking about JUST Mint, the executable and nothing else!
]
] No, you're not! It wouldn't be possible to run GEM-Bench if you hadn't
] started some sort of AES on top of MiNT. Obviously you're talking about
] MiNT+AES.

It's called the GEM desktop.
```

3325. Re: Help, new tt owner

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 19:28:51 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3aiv9j$8ds@golem.wcc.govt.nz>
Source record: 176679

] >other than the Jaguar. AFAIK Compo is managing the Falcon now, and
] >_possibly_ the TT. Anyone want to expand on/correct this!?
] >
]
] Sorry, I don't understand: "managing the Falcon"?
]
] Of course, Atari is still building Falcons and TTs.

The news was that Atari had ceased (temporarily?) production of TT's and Compo had taken over marketing of the Falcon, due to Atari not being able to bother as they wanted to pitch everything they've got into working on the Jaguar, (which still hasn't helped as they've produced about half as much as was supposed to be available). Good machine, but typical Atari messing around.

3326. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 19:36:00 UTC
From: popemerlin@delphi.com
Message-ID: <Rs9V0ro.popemerlin@delphi.com>
Source record: 176672

Requiem <cm3hirjd@bs47c.staffs.ac.uk> writes:

>to whatever you want, a nice touch. For a fiver Starball is great. For
>thirty quid Obsession will HAVE to be great. I've got the demo and its
>nice enough but I keep getting the impression its trying so hard to be
>like Pinball Dreams/Fantasies and never quite pulling it off... still
>lets hope the full table set is good.

Fiver for one table plus the cost a disk from a PD library = 6.50.
If you want four tables 6.50 * 4 = 28.00 Obsession only costs 24.95. So
which is better value for Money?

Yes I am biased, but IMHO it is justified to be so.

Phineas Pope

3327. Help ! ATARI PC 286 setup program lost

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 20:09:45 UTC
From: vgross@softwork.gerwin.net
Message-ID: <825@softwork.gerwin.net>
Source record: 176688
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

my girlfriend's son's PC has lost its extended CMOS-RAM settings and we have
lost the setup program.

Anyone who can help ?

All hints (and setup programs) appreciated.

Kind regards, Volkmar

Volkmar Gross, Alexanderstr.18, Bremen, Germany (Fone&Phax: +49 421 74434)
>>>--->
Das Plank'sche Wirkungsquantum ist der Heizwert eines Baud (Max Demon)
>>>--->
=*= Error: Keyboard not connected - Press F1 to continue =*=

3328. Photo CD access software

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 20:27:07 UTC
From: rzb20@ccc.amdahl.com
Message-ID: <1994Nov18.202707.14601@ccc.amdahl.com>
Source record: 176689

In article <CzGtn5.7r@ssbunews.ih.att.com> trek@intgp4.ih.att.com (-Booth,W.A.) writes:
>In article <1994Nov18.120438.1326@jet.uk>, Dennis Armstrong <dba@jet.uk> wrote:
>>Hi
>...
>>Any other sugestions for Photo CD access software?
>
>You might try Greg Kopchak's Extendos Pro - photo CD, audio CD, regular
>CDs. I think it goes for about $30. Wayne

Thanks for the recommendation ... however, I think there might be some
confusion, which I will attempt to straighten out :-)

Greg Kopchak (of It's All Relative) publishes Photo Show Pro,
which is software that lets you view photoCD images, which it
accesses via the standard TOS file system.

Roger Burrows (of Anodyne Software) publishes ExtenDOS Pro, which
is an extension to TOS that allows you to treat a CD-ROM (including
photoCDs if the CD-ROM drive supports it) as a removable cartridge
with a TOS file system on it.

Therefore, if you want to view a photoCD image from a CD-ROM, you need
both Photo Show Pro & ExtenDOS Pro (or equivalents). If you want to
view a photoCD image from a floppy or hard drive, you just need
Photo Show Pro.

This confusing public announcement was brought to you by Anodyne
Software, who of course are totally unbiased about CD-ROM software.

Roger Burrows
--
Roger Burrows | (613) 238-8151 | rzb20@juts.ccc.amdahl.com |
Amdahl Corporation | | |
[The opinions expressed above are mine, solely, and do not]
[necessarily reflect the opinions or policies of Amdahl Corp.]

3329. Who was the *FIRST* moderator of comp.sources.atari.st ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 20:42:19 UTC
From: kent@sparky.sterling.com
Message-ID: <3aj3jb$2i5@sparky.sterling.com>
Source record: 176687
Cross-posted to: comp.sources.d,comp.sys.atari.st

Looking for a little bit of net.trivia... Who was the very first moderator of comp.sources.atari.st ? Here is what I know.

The group was created in March of 1988 ?? __________ was the group's first moderator. Shortly after however, Steven Grimm took over as moderator. The group had not been archived in any organized way. Steve reset the volume and issue numbers to prevent later confusion. He was the group's moderator from March 1988 until December 1993. Annius Groenink took over as moderator and began posting at the start of volume 7.

Any ideas what name should be used to fill in the blank ??? And yes, I've already asked Steve.

-Kent+

Kent Landfield INTERNET: kent_landfield@sterling.com
Sterling Software UUCP: uunet!kent || sparky!kent
Phone: (402) 291-8300 FAX: (402) 291-4362
Please send comp.sources.misc-related mail to kent@uunet.uu.net.

3330. UK/US TOS 2.06 image needed

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 20:44:23 UTC
From: blade01@pplnet.com
Message-ID: <4647JQVNJBSHEJCUSI@pplnet.com>
Source record: 176691

ID>I need an *English/US* TOS 2.06 as an *image* file *pretty urgently*!
ID>Any good Samaritans out there that can help me out?

ID>And to answer the two questions which will undaubtedly come up:
ID>- Yes, I am a registered developer and...
ID>- No, Atari doesn't care anymore...

ID>donm@ucon.gun.de
ID>donmaple@cix.compulink.co.uk

They might not care very much - but if they DO decide to prosecute, both
you and the person who supplied the file will be found guilty of
copyright infringement.

Why not just buy the ROMs and make your own image file? That's _legal_
- and you can't accidentally erase the ROMs.

- Rich
GRUNT Computing

--
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Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

3331. Re: Rumor - Falcon w/Powe

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 20:46:42 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <EKSUDFUQ1UP@cabal.sh.sub.de>
Source record: 176693

In <pa5X85M.jyoung57@delphi.com> jyoung57@delphi.com wrote :
>The first is VOFA, a DIY project from Germany. Apparently, it instructs
>the user to build an adapter that joins to the motherboard and allows
>a VGA graphics board to be plugged into it and used for the system
>video. This allows for 256 colors on-screen from a palette of 65,000.

I have not heard of such colour restrictions yet. Ask the developer for
details, but AFAIK a TC board will support TC graphics.
-> Stephan_Skrodzki@ka.maus.de

>1. Has anyone here actually performed this modification?

Not me, but I have heard of many who have.

>2. Doe this modification require a VGA monitor or can a SC1224 be used?

Who the hell wants an RGB monitor anyway? Nope, a SVGA monitor is needed,
for it is an SVGA board.

>3. Does anyone have an English language version available? (My German
> is very limited)

The developer has, AFAIK.

>4. What is ET4000? Is a graphics board or a graphics standard? Is
> it available in the U.S.

Tseng Lab ET4000 graphics processors have been put on many cheap SVGA
boards.

>5. Does this modification work on 16Mhz 68000 machines?

Dunno.

But. you will need a driver. A complete VOFA package incl. NVDI/ET4000 will
cost you 490.- DMs (approx. 200 Pounds/ 330 US Dollars). And don't forget
that _no_ commercial game will run on the board, and demos won't either,
but any GEM or TOS program will, including games like GNUchess or Nethack
3.13GEM (256 colours max., for in HC one can't see anything (deep purple on
black :-().

Thorsten

3332. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 20:58:16 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-1811941258160001@townblue.taligent.com>
Source record: 176666

In article <3agh5e$9h@acmey.gatech.edu>, gt1448b@prism.gatech.edu (David Paul Forrai) wrote:

|It took Atari 4 years (from 1985 to 1989) to release TOS 1.4, which
|was basically a bug fix of TOS 1.0 (1.2) that would fit in 192k ROMs.
|And despite this length of time, there were still bugs (although not
|as severe) and a smal but significant number of programs were
|incompatible. Although there are many other reasons for why it took
|so long, one might have been the 192k restriction. Optimization is
|also much more important on a platform like the Atari since the TT
|(Atari's only machine that offers a significant amount of raw compute
|power over the original ST) is a tiny share of the Atari market.
|

During the 1985 to 1989 timeframe.. Atari released the 520ST, 1040ST, the Mega2 and Mega4 as well as work on things like STPad and STBook as well as the ST Portable. When you add the Laser Printer, GDOS, the CD-ROM player, and some networking stuff that never made it, you have quite an array of hardware projects that were produced.

For each one of those computers than was released, TOS had to be brought up and tested on each one. This took time. In the case of the Mega machines, this meant a BLiTTER chip. The addition of this chip required a complete rewrite of the lower levels of the VDI subsystem.

When you consider than Atari had a staff of about 12 people working on TOS (at the most, usually less than that).. you begin to understand that we are dealing with a resource problem. Atari simply didn't have the staff to do everything it wanted to do. Now, remember.. I am not slamming Atari for this. Every single company in the world has this problem. They have to make decisions on what they need to do and what they have the resources to do.

So, please.. don't get the idea that the engineers at Atari were sitting around drinking coffee and playing video games during the four years between TOS releases. They were actually doing alot of stuff.

--
-- John Townsend "I want something, I just don't
Taligent, Inc. know what it is!"

Disclaimer: I don't speak for Taligent, I speak for myself.

3333. Re: HSMODA04 doesn't work with Stalker 3?

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 21:00:17 UTC
From: blade01@pplnet.com
Message-ID: <5601OPMMIPOAHMDGTU@pplnet.com>
Source record: 176684

HS wrote:

IS>I can't understand why the FIDO-programmers use the caux-functions of the
IS>GEMDOS. Atari itself recommends _not_to_use_ this functions and use the
IS>BIOS directly instead (I think one reason is the possiblility that these
IS>caux may be redirected to another handle.)

Simple - GFA BASIC makes access to AUX: easy, and access to the BIOS
directly difficult.

IS>I know why these functions do not work. I will try to fix this in the
IS>next release,

Thank you! That will permit me to continue using Semper, which I _do_
like better than Binkley ST.

IS>By the way: the result of cauxos will not depend of the status of the
IS>CTS-line, but only of wether there is romm in the buffer (the same as
IS>Bcostat).

Thanks for the info.

GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld +1-713-682-7474
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--
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3334. RAM in the STE!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 21:03:49 UTC
From: blade01@pplnet.com
Message-ID: <5813EYABPASFIQKHJT@pplnet.com>
Source record: 176685

IM>Say I have 12 256k simms and I wanted to put 8 of them in my STE for a total
IM>of 2 megs, but I only have 4 simm sockets in my STE, how would I go about it

IM>Seriously guys!

IM>PS: and don't say sell them and buy 4 1 meg simms instead....

Sell them and buy 1 meg SIMMs. Seriously. The STe is not equipped with
any easy method of adding more SIMM sockets.

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51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--
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3335. How To Save System Time after turning OFF the Co

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 21:03:49 UTC
From: blade01@pplnet.com
Message-ID: <5820EYABPASFIQKHJT@pplnet.com>
Source record: 176686

IN> Does anyone knows how to save time after turning
IN> computer off ?
IN> Neven

The cheapest way is to use one of the timeset programs that run from the
AUTO folder - and just set the time whenever you boot up.

Alternately, you can get one of the ST-Time cartridges for the easy
method.

GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
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51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--
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3336. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 22:09:32 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3aj8ms$1pd@ugle.unit.no>
Source record: 176680

Wells_s@kosmos.Wcc.Govt.N,
In a message on 17 November, wrote :

we>] we> MiNT is the multitasking piece of Multi-TOS (hence the slow speed),
we>]
we>] UTTER BULLSH*T.
we>
we> Okay then, run GEM-Bench. Then run MiNT, and then run GEM-Bench again.

OK. I ran the NVDI test program as well as GEM bench. I even posted
the results. In most areas the results were the same - some areas were
even *drastically* improved (gemdos text/minix filesystem/isofs cdrom
driver). Overall speed was very good.

we> Notice a large speed loss?!

Not at all.
I include the summary here from GEM bench;

GEM Bench, TOS:

GEM Bench v3.40 © Ofir Gal 14.1.94
==========
TT 030 TOS 3.06, MiNT not present
Blitter not present, NVDI not present
Video Mode = 1280 * 960 * 2 Colours
LineF FPU installed
Run and Malloc from FastRAM
Ref = TT + Fast RAM + FPU, ST High
========== This context
Graphics: 98% 100%
CPU: 103% 100%
Average: 99% 100%

GEM Bench, MiNT

GEM Bench v3.40 © Ofir Gal 14.1.94
==========
TT 030 TOS 3.06, MiNT 1.0B
Blitter not present, NVDI not present
Video Mode = 1280 * 960 * 2 Colours
LineF FPU installed
Run and Malloc from FastRAM
Ref = TT + Fast RAM + FPU, ST High
MiNT version 1.11

========== This context
Graphics: 102% 104%
CPU: 97% 94%
Average: 100% 101%

The "This context" lines should be explained... I let the standard environment without mint be 100%. The mint results in the "This context" should be read as the speed difference between a system with/without mint.

As I have allready posted the complete results to this list, I only send you my data as email. You are of course free to upload them again anywhere.

we> I'm talking about JUST Mint, the executable and nothing else!

Me too.

Erling Henanger.

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

3337. Re: MiNT 1.12 now availab

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 22:09:35 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3aj8mv$1pg@ugle.unit.no>
Source record: 176681

Bug@eskimo.Com,
In a message on 17 November, wrote :

bu> Great news! One thing concerns me though. The readme.src file states
bu> that "gcc 2.5.x causes problems..."
bu>
bu> Now I'm aware of problems with 68000 code generation up to 2.5.7, but
bu> 2.5.8 is _supposed_ to be ok in this respect. Indeed, I compiled
bu> MiNT1.11h2 (no MultiTOS) using 2.5.8 and have found it to be very
bu> stable. So what's the deal?

Compiling with 2.5.8 will cause troubles with the mouse - atleast on
AES-4.1. It leads to the mouse being locked - and even system crashes.

If you compile with gcc-2.3.3 everything will be fine.

Erling
(speaking from experience)

 ATP/Unix 1.42 This was brought to you by erlingh@pvv.unit.no

3338. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 22:09:37 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3aj8n1$1ph@ugle.unit.no>
Source record: 176682

Ersmith@netcom.Com,
In a message on 17 November, wrote :

er> TOS text 105% 77% (*)
er> TOS string 99% 173% (**)
er>
er> The only "noticeable" difference (normal humans generally can't notice
er> a 1 or 2% difference in performance) are the TOS text and string output
er> functions. MiNT is much slower than plain TOS when performing output
er> one character at a time, and much faster when outputting longer strings.

But - if you have a mint with the fasttext device built in
(compilation option), you get very fast gemdos text output;

(From NVDI gem_test without MiNT-1.11)
BIOS-Ausgabe : 80 % 100%
GEMDOS-Ausgabe : 79 % 100%

(From NVDI gem_test with MiNT-1.11 and /dev/fasttext)
BIOS-Ausgabe : 166 % 207% | NOTE THIS
GEMDOS-Ausgabe : 525 % 665% | NOTE THIS

Other than that - I agree wholeheartedly on your message.

er> --
er> Eric R. Smith ersmith@netcom.com

Erling Henanger

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

3339. Re: looking for cubase

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 22:24:04 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EKSWBHUWUp@dksoft.ping.dk>
Source record: 176697

In <Bas.Hekking-1711941327450001@ana-dyn-32.mac.phil.ruu.nl> Bas Hekking wrote :

>I've been working with an older version of cubase, which hasn't got enough
>funktions for panning, so I'm looking for a newer version.I'm currently
>working on an atari st and a pc. So if someone knows where to get the
>latest version please write
>

Ahmm!. If you have an older version of Cubase, then you can easyly upgrade
to a newer one. Only takes a few quid to upgrade. And you do have the key
right ?

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\--/-
\--/

3340. email address of GEMAR author

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 22:38:26 UTC
From: fsctc@lerc.nasa.gov
Message-ID: <3ajad2$18f@flame.lerc.nasa.gov>
Source record: 176692

I'm looking for the email address of GEMAR's author regarding payment
and updated version besides 1.1.

Clarence
--

Clarence T. Chang, Ph.D. NASA Lewis Research Center
phone: 216-433-8561 fax -3000 Cleveland, OH 44135
email: fsctc@flame.lerc.nasa.gov Aerothermochemistry Branch
note change from @avelon.lerc.nasa----Aeronautics Directorate----------

3341. Re: Mint for 68020

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 23:27:07 UTC
From: dk3uz@isys-hh.Hanse.DE
Message-ID: <54JUBDFO@isys-hh.Hanse.DE>
Source record: 176610

wongck@lobby.ti.com (William Wong) writes:

>In article <3aacgl$f45@ccpnws.in2p3.fr> acounis@lpnhp3.in2p3.fr (Stephane Acounis)
writes:
>>From: acounis@lpnhp3.in2p3.fr (Stephane Acounis)
>>Subject: Mint for 68020
>>Date: 15 Nov 1994 13:19:17 GMT

>>I have a 68020 (and 68881) in my MegaST4. Can someone give me a good MiNT

> Can a 68020 be installed in an Mega ST 4 ?? How ??

Yes it can. Get a PAK68/2. Or a PAK68/3 and you'll have a MC68030/MC68882
in your MST.

As to the original question: compile MiNT using the -m68020 compiler
option. If you want an even faster MiNT, compile a new MiNT library using
above switch together with -m68881 prior to compiling MiNT.

As soon as I can lay my hands on the new MiNT sources (1.12?) I'll be able
to give you a binary. As it is, I'm stuck at 1.09, and this version may only
be distributed in source form.

Rgds, Eddi
--
| AMPRNET: dk3uz@db0hht.ampr.org | GUI: A means of wasting cpu power
| INTERNET: dk3uz@iSYS-hh.isys.net | rodent pushing icon clickers
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU | don't need.

3342. Re: TT and blitter

Newsgroup: comp.sys.atari.st
Date: 1994-11-18 23:35:56 UTC
From: dk3uz@isys-hh.Hanse.DE
Message-ID: <D5JUBWTO@isys-hh.Hanse.DE>
Source record: 176611

bi931936@xdm006.ccc.cranfield.ac.uk (T.J.REES) writes:

> I've recently bought myself a second hand TT, and was mildly
surprised to discover that they don't have a blitter. My question is, can
one be fitted, and is it possible for a non-techie like myself to do it
(i.e. no soldering)? If I do fit one, will it then be possible to play the
generation of games such as obsession and Zero-5?

> Can anybody help?

The TT's MC68030 processor has a barrel shifter and doesn't need a
blitter.

As to games, many are dirty hacks, making assumptions about the underlying
hardware. Those are a good test for the rubbish bin icon, or the rm command,
if you use a shell, like I do.

Rgds, Eddi
--
| AMPRNET: dk3uz@db0hht.ampr.org | GUI: A means of wasting cpu power
| INTERNET: dk3uz@iSYS-hh.isys.net | rodent pushing icon clickers
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU | don't need.

3343. Re: Falcon Hardware

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 00:07:11 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CzHn00.14E@cix.compulink.co.uk>
Source record: 176700

In message <3actai$10u@ugle.unit.no>, josk@Lise.Unit.NO said:

>I want to connect a Mega STE/TT keyboard to my Falcon. I know you can
>connect these keyboards to an STE (I know how to do it.) but are STE and
>Falcon keyboards compatible?

Yes, this can be done, Falcon connections same as STe, IIRC.

>A last question: Is it possible to *remove* the RIAA-amplification on the
>microphone-input? I *don't* just want to reduce the gain, I also want to
>remove the bass boost and the phantom power.

This can also be done, it involves changing surface mount components
on the underside of the motherboard

Good luck

Barry wilsontjb@cix.compulink.co.uk

3344. Re: MiNT 1.12 now available at...

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 00:27:23 UTC
From: howard@lloyd.com
Message-ID: <3ajgpb$dms@harry.lloyd.com>
Source record: 176699
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CzFF9K.KJL@eskimo.com>, Steve Woodford <bug@eskimo.com> wrote:
>Great news! One thing concerns me though. The readme.src file states
>that "gcc 2.5.x causes problems..."

>Now I'm aware of problems with 68000 code generation up to 2.5.7, but
>2.5.8 is _supposed_ to be ok in this respect. Indeed, I compiled
>MiNT1.11h2 (no MultiTOS) using 2.5.8 and have found it to be very
>stable. So what's the deal?

There appears to be a problem compiling proc.c with gcc 2.5.8, independent of the processor type (i.e., bug exists for both 68000 and 68030 code). We haven't got too many details on the exact problem just yet. The problem also seems to only manifest when running AES 4.1 (MultiTOS). Needless to say, we're pretty eager to find what the problem is... Since it appears with both the 68000 and the 68020 code generation, it's likely to be a bug generic to GCC's m68k support, and therefore may still be present in 2.6.0 and 2.6.1, though I don't know for sure. (Haven't looked at any recent GCC ChangeLogs to see what's been fixed...)

--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

3345. Re: Student Discounts

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 01:12:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3ajjd5$b0m@golem.wcc.govt.nz>
Source record: 176698

In article <3aijec$1ge@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Do any suppliers offer student discounts?
>
>Rod

I don't think they do that any more, to many dud students...:-)..

Does any one know the going rate for students, may be you can get
more if you pay cash...!!!

>Roderick McCall
>Dept Maths & Science Fiction, University of Dundee, Saturn
>President, Lip Theatre Co, Dundee University.

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3346. Re: Rumor - Falcon w/Powe

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 02:21:06 UTC
From: jyoung57@delphi.com
Message-ID: <pG1U8jq.jyoung57@delphi.com>
Source record: 176602

Thorsten Guenther <guenther@cabal.sh.sub.de> writes:

>>3. Does anyone have an English language version available? (My German

>> is very limited)
>
>The developer has, AFAIK.

I would be interested in contacting the developer of VoFA 4000.

I read in the VoFa text file a line giving the authors Mausnet
address. Is there a way to access mausnet from internet so that
I might acquire some information directly?

Take care,
Jeff

3347. Re: BBS Software: RATsoft

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 02:39:34 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <pG33Mpm.mindbomb_bbs@delphi.com>
Source record: 176603

Tommy Jonaeson <jonaeson@algonet.se> writes:

>Speaking as a calling user to RatSoft boards, I must say that it is the
>best I've ever seen.
>I've been calling boards for over 7 years now, and I have never seen a

>BBS-system that is as good as RatSoft.
>(I'm calling and have called systems for Atari/Amiga/Mac and PC, and my

I'm in the market for new BBS software right now, and it comes down to either Ratsoft or Octupus right now... Octupus doesnt look as good (userside) as does Ratsoft, but from what I've heard it is more powerfull, multitasking and fast.

However Ratsoft is a solid, albeit expensive product, which as for looks is woefully lacking compared to say, TLC (my current atari system), all this is MHO of course... just adding to the thread... hehehe.

Andy

3348. STARDUST...!!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 04:16:53 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3aju7l$d28@golem.wcc.govt.nz>
Source record: 176608

Well I have managed to get my Copy of the Demo of STARDUST
working on another STE, this is one of the later ones with 1 meg..

My early STE with 4 megs will not Run the STARDUST Demo, but its runs
every thing else...!!!

Its this a problems with the blitter on my STE or the 4 megs of Ram...???

Is their a program that will fully test by Blitter chip, as I have been told
that STARDUST thrashes the Blitter chip...??

I have been told that Gembench can..?

Does any one know...???

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3349. File search Util...

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 04:22:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3ajuhq$d28@golem.wcc.govt.nz>
Source record: 176609

I need a good File search util that will search all Drives
for sliding string search, like the ones that are used on BBS's..??

Must be abled to use as a PRG or TOS program...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3350. seeking Carlos Varela (German 2 English author)

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 04:41:11 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <ps91spn.johnhechtman@delphi.com>
Source record: 176607

I'm looking for an email address for Carlos Varela (the author of the shareware program German-to-English). About a month ago I sent a s/w payment to the snailmail address listed for him in Canada, as of yet the letter has not been returned and I've not received a registered version of the program.

To make matters worse, I was foolish enough to send him an International Money Order rather than a personal check. I thought I''d make matters easier for him, since I'm a US resident and he's Canadian.

I've had such good experiences with other s/w authors that I was off my guard. The payment was only $20 US, so I'm not out _too_ much money, but it's frustrating not getting what I've paid for. I want to use G2E to translate docs for German s/w, I'd hoped that the registered version would do a better job than the s/w one. The s/w version creates a lovely word salad that's _almost_ understandable (sigh).

If anyone knows of a way to contact Carlos, I'd appreciate knowing it, by either post here or email. I'd like to try contacting him before I say in a public forum that I've been ripped off. Who knows, maybe the Post Office lost the letter or something? Thanks to all in advance for your help!

3351. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 05:06:41 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3ak151$pvp@terminator.rs.itd.umich.edu>
Source record: 176612
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- baldrick 8869 Nov 9 22:40 ./Graphics/c3d2_pov.lzh
-rw-r--r-- entropy 14560 Nov 12 11:13 ./Graphics/0index
-rw-rw-r-- entropy 29596 Nov 12 14:34 ./Utilities/0index
-rw-r--r-- baldrick 124307 Nov 12 14:41 ./0ls-lR.Z
-rw-r--r-- baldrick 94125 Nov 8 15:59 ./Telecomm/jekyl137.zip
-rw-r--r-- weiner 7846 Nov 12 11:11 ./Telecomm/0index
-rw-r--r-- baldrick 123819 Nov 12 14:43 ./0ls-lRc.Z
-rw-r--r-- baldrick 9781 Nov 12 11:04 ./Falcon/0index
-rw-r--r-- baldrick 62050 Nov 9 22:41 ./Falcon/Graphics/flictc41.lzh
-rw-r--r-- baldrick 155263 Nov 12 14:40 ./0compind.Z
-rw-r--r-- baldrick 382822 Nov 12 14:40 ./0index
-rw-rw-r-- entropy 30279 Nov 14 22:50 ./Utilities/0index
-rw-r--r-- baldrick 18882 Nov 14 22:49 ./Utilities/text_anl.lzh
-rw-r--r-- baldrick 22396 Nov 14 21:06 ./Utilities/Cpx/tele_211.lzh
-rw-r--r-- baldrick 124229 Nov 14 22:55 ./0ls-lR.Z
-rw-r--r-- baldrick 123957 Nov 14 22:56 ./0ls-lRc.Z
-rw-r--r-- baldrick 155783 Nov 14 22:53 ./0compind.Z
-rw-r--r-- baldrick 384402 Nov 14 22:53 ./0index
-rw-r--r-- baldrick 196892 Nov 12 16:16 ./Archivers/arj993.tos
-rw-rw-r-- entropy 4162 Nov 16 09:20 ./Archivers/0index
-rw-r--r-- baldrick 26924 Nov 16 09:16 ./Games/0index
-rw-r--r-- baldrick 138728 Nov 16 05:17 ./Games/Strategy/wc08f.zip
lrwxr-xr-x baldrick 21 Nov 16 17:56 ./Games/Network/wc08f.zip -> ../Strategy/wc08f.zip
lrwxr-xr-x baldrick 25 Nov 16 17:50 ./Games/Network/towers_1.zip ->
../Adventure/towers_1.zip
lrwxr-xr-x baldrick 25 Nov 16 17:50 ./Games/Network/towers_2.zip ->
../Adventure/towers_2.zip
lrwxr-xr-x baldrick 29 Nov 16 17:51 ./Games/Network/towers1.4_d1.zip ->
../Adventure/towers1.4_d1.zip
lrwxr-xr-x baldrick 29 Nov 16 17:51 ./Games/Network/towers1.4_d2.zip ->
../Adventure/towers1.4_d2.zip
-rw-r--r-- baldrick 106880 Nov 12 16:16 ./Music/chatmidi.zip
-rw-rw-r-- weiner 3670 Nov 16 11:00 ./Music/0index
-rw-r--r-- baldrick 19264 Nov 16 17:17 ./Utilities/text_anl.lzh
-rw-r--r-- baldrick 124127 Nov 16 17:40 ./0ls-lR.Z
-rw-r--r-- weiner 7903 Nov 16 11:01 ./Telecomm/0index
lrwxr-xr-x baldrick 21 Nov 16 09:22 ./Telecomm/chatmidi.zip -> ../Music/chatmidi.zip
-rw-r--r-- baldrick 123661 Nov 16 17:41 ./0ls-lRc.Z
-rw-r--r-- baldrick 155964 Nov 16 17:37 ./0compind.Z
-rw-r--r-- baldrick 384601 Nov 16 17:37 ./0index
-rw-r--r-- hyc 91828 Nov 17 09:40 ./Mint/mint112b.zoo
-rw-r--r-- hyc 104546 Nov 17 09:40 ./Mint/mint112d.zoo
-rw-r--r-- hyc 363187 Nov 17 09:40 ./Mint/mint112s.zoo
```

```
-rw-rw-r-- entropy 11430 Nov 18 17:47 ./Mint/0index
-rw-r--r-- hyc 65195 Nov 18 03:02 ./Mint/Network/dip-337u-01.tgz
-rw-r--r-- hyc 476415 Nov 18 03:00 ./Mint/Network/net-056.tgz
-rw-r--r-- hyc 38901 Nov 18 03:02 ./Mint/Network/portlib-08.tgz
-rw-r--r-- hyc 679886 Nov 18 03:02 ./Mint/Network/term-224.tgz
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3352. Papyrus Demo bombs!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 07:26:05 UTC
From: evanlang@uss.lonestar.org
Message-ID: <3ak9ad$5il@uss.lonestar.org>
Source record: 176621

I need the e-mail address to the author/s of Papyrus. I dl'd the demo from aaue and it crashes with lots of bus and address errors. It may be a bad archive, hard to tell, but I dl'd it twice to be sure.

Thanks,
Evan Langlois

3353. Re: RAM in the STE!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 09:08:34 UTC
From: mparrott@pnw.net
Message-ID: <3akfai$3r8@cascade.pnw.net>
Source record: 176614

> Say I have 12 256k simms and I wanted to put 8 of them in my STE for a
> total of 2 megs, but I only have 4 simm sockets in my STE, how would I
> go about it?
> ....
>
> PS: and don't say sell them and buy 4 1 meg simms instead....

I'm afraid, then, that you won't like the answer you're going to hear.

The STE's are designed to take SIMMs in matching sets of two, period. Up to two sets of SIMMs may be installed. In most cases, all the SIMMs must be of the same amount of memory (i.e., 256K or 1 meg), though a software hack is available which allows mixing of two 1 Mb SIMMs and two 256K SIMMs for a total of 2.5 megs.

I'm afraid you're only option with those 256K SIMMs is, most likely, to attempt to sell or trade them to obtain 1 Mb SIMMs.

Another option does exist, but you'll have to do the research to get the details. I've seen a company in the Computer Shopper (a U.S. magazine about the size of two phone books) which will take your old DRAM or SIMMs and combine them on a custom SIMM board in order to make larger, individual SIMMs. For example, they could take eight of your 256K SIMMs and make two 1 Mb SIMMs out of them. The cost was very reasonable... about $13.50 to $18.00 per new SIMM. If no other options exist, this may work for you. Sorry I can't provide details on the company, though...

- -- - - - - - - - - - - - - -
Michael Parrott !!! Proudly Using Atari
mparrott@cascade.pnw.net (. .) TT030@48Mhz/4/4/630
((v)) "Despite the high cost
"Old Immortals don't die; o-----/m-m------o of living, the practice
they just... DON'T..." remains popular..."

\=- Home of the Plexy 4000 Trilark De-Scrappler -=/
- -- - - - - - - - - - - - - -

3354. Re: Tape Streamers

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 10:10:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411191210.a11594@pb2.maus.de>
Source record: 176615

On Friday November 18th at about five to one
rincewind@discworld.oche.de (*Michael Schwingen*) happened to write:

Hi Michael!

MS>Forget it - there is no software on the ST which supports QIC-
MS>80 (floppy) streamers.

That's right, but if someone is interested in eveloping s. th. for those
streamers, free information can be obtained from:

Quarter-Inch Cartridge Drive Standards Inc.
311 East Carillo Street
Santa Barbara, CA 93101
USA

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* <<< NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

3355. Fax Software Needed

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 10:38:23 UTC
From: lezo@central.susx.ac.uk
Message-ID: <3akkiv$qbu@infa.central.susx.ac.uk>
Source record: 176619

Hi,

Are there any good PD/Shareware programs around for sending faxes from an Atari ST. (Preferably with documentation in English!).

If not, what would Atarians suggest as being the best Commercial offering.

Lez
--
Lez Oxley, Deputy ACS Manager and Database Administrator
Administration, University of Sussex, Falmer, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335
EMAIL: L.Oxley@sussex.ac.uk

3356. Re: Atari CD ROM Drives

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 10:42:30 UTC
From: dba@jet.uk
Message-ID: <1994Nov19.104230.16240@jet.uk>
Source record: 176616

In <Pine.SOL.3.91.941118155231.1556B-100000@witham> COE D R <dl533@city.ac.uk> writes:

>Dear All

>I'm interested in buying a CD ROM drive for my Atari ST, and I was just
>wondering if you need to buy a special ST compatible CD drive or will a
>normal PC Drive work. Can anyone tell me ? Another question is how much
>roughly in pounds sterling is one going to cost me ?

>PLease reply to dl533@city.ac.uk

The "normal" PC drive can either be SCSI or PC specific. You require a SCSI
CD ROM Drive, bare drives start from 150 pounds but check the spec as some
drives are not able to do multisession Photo CD or direct read of music CD
data. I have a Toshiba XM3401B which does both and cost 230 pounds.
If your Hard Drive case is big enough you can pop it in there, set the SCSI
id and thats the hardware done!
You will also need software to access the CD ROM. Extendos is good and will
do multissesion Photo CD.

--

_. .________________________. .____
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3357. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 11:33:52 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3aknr0$2hk@nyheter.chalmers.se>
Source record: 176620

In article <mnb20.89.00113636@cam.ac.uk>, Mark Baker <mnb20@cam.ac.uk> wrote:
>In article <39tros$ql9@infa.central.susx.ac.uk> michrm@central.susx.ac.uk (Michael May)
writes:
>
>>I get that at Uni all the time. Its even worse here, they think that you
>>must be joking...I mean a computer scientist with an Atari Falcon.
>
>As the CompScis here get to play with Unix systems and are taught about how
>operating systems work, they learn how cr*p PCs are fairly quickly :)

I study computer architecture right now and there haven't been one lecture
where the lecturer haven't told how crappy he thinks the Intel processors
are :-).

Christer, another computer scientist with an Atari Falcon.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

3358. Re: Atari CD ROM Drives

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 12:05:50 UTC
From: der@discovery
Message-ID: <DER.94Nov19130551@discovery>
Source record: 176622

In article <Pine.SOL.3.91.941118155231.1556B-100000@witham> COE D R <dl533@city.ac.uk> writes:

> Dear All
>
> I'm interested in buying a CD ROM drive for my Atari ST, and I was just
> wondering if you need to buy a special ST compatible CD drive or will a
> normal PC Drive work. Can anyone tell me ? Another question is how much
> roughly in pounds sterling is one going to cost me ?

As I see it you have three alternatives:

1. Get a "plug-and-play" external CD-ROM from some Atari-supplier.
This is definately the easiest solution, but also probably the
most expensive one. You will also have a very limited choice
of what drive-unit you want. If you want quad-spin and/or
portfolio-support this is probably nothing for you since these
"plug-and-play" units most often contains the cheapest possible
doubble-spin units.

2. Get one of those TOS-cards that comes with an IDE-interface plus a
IDE CD-ROM. This is probably the cheapest solution.

3. Get a SCSI-adapter (preferrably one that supports SCSI2) and a
SCSI CD-ROM. This will cost you more, but on the other hand you
will also be able to connect lots of other SCSI-devices.

In 2 and 3 you have to either put your ST in a tower-case or get
external drive-units (which are more expensive). Prices aren't my
department, so maybe someone else can supply you with current
prices in the UK.

You also need driver-software in order to use the unit. Personally
I use CD-Tools from Hard&Soft in Germany to accompany my SCSI2 CD-ROM
that I have hooked up to my Falcon. Works very well!

- Daniel Eriksson, der@astrakan.hgs.se

3359. Re: Rumor - Falcon w/Powe

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 12:21:50 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3akqku$mu3@sat.ipp-garching.mpg.de>
Source record: 176626

jyoung57@delphi.com wrote:
> I read in the VoFa text file a line giving the authors Mausnet
> address. Is there a way to access mausnet from internet so that
> I might acquire some information directly?

If the mausnet adress given is <user>@<mailbox>, you should be able to
reach it with <user>@<mailbox>.maus.de.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

3360. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 12:26:30 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3akqtm$mu3@sat.ipp-garching.mpg.de>
Source record: 176627

Scott Flinn (flinn@cs.ubc.ca) wrote:
[much stuff about computers in general and PCs deleted]

> We are currently faced with the problem of choosing replacement equipment
> for one of our first year undergrad labs, which is open 24 hours a day
> (it currently has a network of aging NeXTs). Budgetary constraints,
> combined with the fact that we don't want to subject first year students
> to X in a lab full of cheap X terminals, have forced us to consider a
> PC lab. In pursuing this possibility, we have solicited experience from
> other departments who use a PC lab for first year computer science courses.
> It would seem that supporting such a lab would require full time (i.e. 24
> hour) staffing just to keep the machines running, since PC's crash so
> often.

Why don't you install Linux on your PCs? This gives you the opportunity
of using them as full-fledged Unix machines, plus using them as Xterms,
all for no cost! And, in contrast to Windows, Linux is _stable_! Have
a look ... (Of course it depends on what you want to do with these
machines.)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

3361. Re: NVDI 3.0 and Speedo 5.x

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 12:49:00 UTC
From: Oliver_Stettner@la.maus.de
Message-ID: <199411191449.a37951@la.maus.de>
Source record: 176624

JK>I *think* that SpeedoGDOS supports Type1.

You're right.

Oliver.

3362. Re: Using Clipboard on STs

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 12:50:00 UTC
From: Oliver_Stettner@la.maus.de
Message-ID: <199411191450.a37952@la.maus.de>
Source record: 176625

M>I would like to know whether is it possible to copy pictures on the
M>clipboard to pass them to other programs to use those pictures.

Sure. The program you're using has to support this of course. In general all kinds of formats can be stored in the clipboard. Texts, pictures, databases, spreadsheets, etc.

M>Are they any programs available for STs similar to the Clipboard Viewer
M>in Microsoft Windows?

The clipboard on the Atari ist simply a directory on your harddisk. Usually this is c:\clipbrd. So just open the directory and have a look. If you install a fileviewer on your system, you can just dubleclick the files in the clipboard to see them correctly.

M>How do I copy graphics to the clipboard if it is possible?

Use a program that supports clipboard funktions, then do cut, copy, paste as usual.

Oliver.

3363. Re: Text Editor For Partial Loading

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 13:53:04 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CzIp8G.4Js@ssbunews.ih.att.com>
Source record: 176630

>Neven Petrlik (npetrlik@public.srce.hr) wrote:

>: Is there ANY available text editor which
>: prefers partial text loading ?
>: I mean, when the file size is bigger
>: than free memory.., text editor must load only
>: the block which fits into memory, and later
>: (if requested) jump to another part of file
>: and load him into the memory ..

There is an excellent editor in Edit Plus v3.1 (previously known as Edhak - incidentally, versions back to the beginning can all edit files larger than available memory. Edit Plus is great - it will edit in various modes so you can literally edit anything (text, data, binary files, disk sectors, or even ram.)

Its available from Clear Thinking (on genie c.harvey - or on compu$werve 73047,600) 2753 Plymouth Road, Suite 137; Ann Arbor, MI 48105 USA (modem 313-971-6035 - voice 313-971-8671.

From Europe try Douglas Communications; POBox 119; Stockport, Cheshire, SK2 6HW; United Kingdom. Wayne Booth

3364. For Sale: 1040ST, color monitor, printer

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 13:59:39 UTC
From: "Eric R Stephens", "Ph.D." <eric.stephens@cad.gatech.edu>
Message-ID: <3al0cb$g7r@cae.cad.gatech.edu>
Source record: 176628

```
I'd like to sell or trade for a:
1040 ST original everything
Atari Color Monitor
GoldStar 9pin printer

Make offers by email: eric.stephens@cad.gatech.edu

Thanks
```

3365. Re: Photo CD access software

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 14:28:16 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CzIqv4.567@ssbunews.ih.att.com>
Source record: 176633

In article <1994Nov18.202707.14601@ccc.amdahl.com>,
-8151 548 Roger Burrows <rzb20@JUTS.ccc.amdahl.com> wrote:
>In article <ref above> trek@intgp4.ih.att.com (-Booth,W.A.) writes:
>>
>>You might try Greg Kopchak's Extendos Pro - photo CD, audio CD, regular
>>CDs. I think it goes for about $30. Wayne

>Thanks for the recommendation ... however, I think there might be some
>confusion, which I will attempt to straighten out :-)
>
>Greg Kopchak (of It's All Relative) publishes Photo Show Pro,
>which is software that lets you view photoCD images, which it
>accesses via the standard TOS file system.

You are so right - I'm sorry for messing that up. Does Greg also
sell the ExtenDos Pro too? I just answered off the top of my head
and didn't keep you two fine vendors straight. My aplogoies! I'll
try to do better next time. Wayne

>Roger Burrows (of Anodyne Software) publishes ExtenDOS Pro, which
>is an extension to TOS that allows you to treat a CD-ROM (including
>photoCDs if the CD-ROM drive supports it) as a removable cartridge
>with a TOS file system on it.
>
>Therefore, if you want to view a photoCD image from a CD-ROM, you need
>both Photo Show Pro & ExtenDOS Pro (or equivalents). If you want to
>view a photoCD image from a floppy or hard drive, you just need
>Photo Show Pro.
>
>This confusing public announcement was brought to you by Anodyne
>Software, who of course are totally unbiased about CD-ROM software.
>
>Roger Burrows
>--
> Roger Burrows | (613) 238-8151 | rzb20@juts.ccc.amdahl.com |
> Amdahl Corporation | | |
> [The opinions expressed above are mine, solely, and do not]
> [necessarily reflect the opinions or policies of Amdahl Corp.]

3366. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 14:36:26 UTC
From: cpbs@ukc.ac.uk
Message-ID: <11119@gos.ukc.ac.uk>
Source record: 176631

In article <3a7jcf$6c9@matrix.fwi.uva.nl>,
Martijn Dekker <mdekker@fwi.uva.nl> wrote:
>forget about that: look at the prizes! I think no atari can compete
>with a 486 w.r.t prize/performance ratio.

You mean if I can make a 486 run fast enough, I win a holiday in the
Bahamas?

--
Charles Briscoe-Smith
3rd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.
World Wide Web: http://aurora.etsiig.uniovi.es:3080/~~pippin/
--

PS: The management would like to apologise for this gratuitous waste of
bandwidth. Sorry.

3367. AtariWorks and Dates

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 14:50:58 UTC
From: fox@nrlssc.navy.mil
Message-ID: <CzIrx0.7pH@usenews.nrlssc.navy.mil>
Source record: 176635

Are there any Works functions for manipulating dates?
None are mentioned in the manual. If I enter a series
of data where one of the database entries or spreadsheet
columns is the date (like a checkbook, for example),
I would like to do reports and sums BY MONTH, BY QUARTER,
and BY YEAR. Is there any way to extract out the month
or the year from a DATE variable??

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
+--+

3368. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 14:57:25 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11191994.145725@empyr.dircon.co.uk>
Source record: 176639

> So if anybody thinks that the ultimate thing is to own a PC because
> that's what everybody else owns, they have missed something. The lack of
> individuality makes these people pathetic...

JW<@> Heh. Walk into a COSTCO warehouse and see computer
JW<@> software piled up to the ceiling - with SVGA graphics and SoundBlaster
JW<@> sound....and new titles arriving daily...and none of it will run on
JW<@> your computer. Call it lack of individuality.

JW<@> Enjoy your individuality! I'll enjoy everything from Compton's
JW<@> Multimedia Encyclopedia to LucasArts games on CD-ROM!

This is not the area for childish 'my PC is better than your Atari' taunts,
if you want that, go play in rec.sandpit.toys and stop wasting our time.

VQWK 6.20 [Rev H - 04/04/94]

3369. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 15:26:07 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3al5ef$84k@mercury.dur.ac.uk>
Source record: 176634

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
:] In the release version of MultiTOS, the multitasking AES is the slow bit -
:] MiNT is very good speedwise. It is possible to run MiNT with the normal
:] ROM AES - this allows use to multitask TOS programs using Miniwin and
:] access MiNT filesystems (e.g. MinixFS, RamFS, NFS/MiNTnet etc.).
: The AES doesn't multitask. MiNT does, and simply running MiNT on the

OK - so I phrased it badly. The 'AES that supports multiple GEM
programs', then.

: system results in a very noticable speed loss, even if all you've done
: is stuck MINT.PRG in the AUTO folder, and that's it. It there was
: some decent assembler code thrown in, rather than good old slow C,
: it might work better.

I believe the slowdown is currently about 4% with the latest versions of
MiNT. Various speed-critical parts of the system _are_ written in
assembler.

:] Unfortunately, the one exception to this is that the MiNT released with
:] MultiTOS CANNOT be run with the old ROM AES. However, MiNT v0.9x
:] (for which binaries are available from most ftp sites) does work, as does
:] any version released by the MiNTlist in source form (although only with
:] memory protection switched off).
: So this is why it (v1.08) works on my STE? (I took the PRG from a

I had thought that v1.04 was the one released with MultiTOS, and although
I had heard that 1.08 was in the latest versions of MultiTOS, I had not
seen any apart from unreleased versions that had it. I was referring to 1.04.
1.08 may work.

: copy of Multi-TOS a friend had, as my system only has 2meg, I didn't
: have much hope of compiling it. Not that I'd want to use it, Geneva
: produces no slow-down I can notice...

So I should hope, given that it doesn't offer most of the facilities that
MiNT does.

:] When MiNT 1.11 is released in binary form (very soon) it will work with
:] the ROM AES, apparently even with memory protection switched on.
: You mean there's been a check routine put in for a 030? This is a
: big thing!?

No, it's more than that. Apparently the system watches for accesses from
the ROM and makes allowances when it breaks protection.

: I'm surprised Atari is touting Multi-TOS as it's great Multi-tasking
: system, the Kernal they use is too slow to me of much good. Sure,
: on a Falcon or TT it doesn't matter too much, but comparing Geneva
: or Magic to it on any machine, and it certainly shows how much better
: they could have made it!

Geneva is not really comparable - it's a cooperative multitasker and is really very limited in scope. MagiC _is_ much faster, but also strips out practically all of the more advanced features of MiNT - although I will be looking out for the newer versions, which are supposed to have much more of the functionality of MiNT.

MagiC, however, will have to come along a long way before I can set up the system I currently have with it as a kernel. My system feels like the Unix systems I am used to on login. I can log in under either my username or root and use something more or less exactly like BSD 4.2 with long filenames and a fast, secure filesystem. I can compile up most of the vast library of Unix software available without hassle. If I want to do GEM work I either type gem.multi or gem.single to launch either AES4.1 or the ROM AES respectively. I'm going to install MiNTnet, and, if I can get a connection out of the university will have flexible internet access system-wide.

Could I do all this with MagiC? Not for a while yet, I think. I know that I'm not what you might class a 'normal user', but it still holds. MiNT is an excellent way of _extending_ your system. Mag!x or Geneva are good for people who want to multitask GEM programs. I think Atari made the right decision.

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

3370. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 15:32:46 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3al5qu$84k@mercury.dur.ac.uk>
Source record: 176636

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
:] we> MiNT is the multitasking piece of Multi-TOS (hence the slow speed),
:]
:] UTTER BULLSH*T.

: Okay then, run GEM-Bench. Then run MiNT, and then run GEM-Bench again.
: Notice a large speed loss?!
: I'm talking about JUST Mint, the executable and nothing else!

OK, two questions:

a) Which version of MiNT (try 1.12, available from virtually everywhere
now)?
b) If you used the one that came with MultiTOS, did you edit mint.cnf
to stop it running the Multitasking AES?
c) Try doing a fair benchmark for the _kernel_: run a TOS benchmarker.
Put EXEC=/bin/tcsh or a pointer to some other shell in your mint.cnf. Run
the benchmarker again.

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

3371. Re: Developing Mosaic for

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 16:10:56 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.fRkOU&e2Bmk@semprini.waterloo-rdp.on.ca>
Source record: 176646

In <022691CIVDLDLFMNTTCC@sterbbs.nl>, fvdakker@sterbbs.nl writes:
>If you can't make it, I could make it for you. just e-mail me the
>files that have to be changed from prg to prx (mintnp.prg :-)
>It's a very simple job.
>The other method is to use SUPERBOOT :-)

I prefer Charles Johnson's DeskManager 3.3... There seem to be lots of programs that do this sort of thing (AUTO, ACC, Desktop.INF, etc selection):

Elfboot
Xboot
SuperBoot
DeskManager

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3372. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 16:23:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.QBDXVw&wmiQ@semprini.waterloo-rdp.on.ca>
Source record: 176647

In <Pine.SUN.3.91.941117120648.4368C-100000@CSOS.ORST.EDU>, James Wood writes:
>On Tue, 15 Nov 1994, Chris Herborth wrote:
>
>> You _need_ a Pentium if you want to get reasonable floating-point
>> performance. Not that it matters, since you're screwed if you run
>> DOS/Windows anyway...
>
> Define reasonable. If (as you state) you _need_ a Pentium to get
>reasonable floating point performance, then you believe that anything
>LESS than a Pentium does not produce reasonable floating point
>performance. Since Pentiums run DOS/Windows and are screwed, then I

I consider "reasonable" floating-point performance to be something close
to (.8x SPECint) = SPECfp for a chip. '486dx chips have about .5x,
which is terrible.

>wonder what you run. You must take it upon yourself, then, to believe
>YOU run a system that gets reasonable floating point performance
>(Pentium-class performance) that does NOT run DOS/Windows. I'd like to
>know what you are running, then? Won't you share that with us??

At home, I run a nice 8Mhz 68k (wow, 1 MIPS!), which has no
floating-point performance at all. At work, I run a '486dx2/66, which
has bad floating-point performance. At work, I also run a
dual-Pentium/90 system running UNIX, which gets ok floating-point
performance.

PowerPC, MIPS, Alpha AXP and PA-RISC chips all get good-to-great
floating-point (PA-RISC gets close to 2x SPECint as it SPECfp numbers!).
Granted, PowerPC is enough for me, a 1x relationship.

My next system will be RISC, and it certainly won't be running
DOS/Windows. It'll be UNIX, too.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3373. Re: Poll: Are you going to the Birmingham/London Shows?

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 16:25:47 UTC
From: paul@xciv.demon.co.uk
Message-ID: <785262347snz@xciv.demon.co.uk>
Source record: 176587

In article <3afikb$78c@bs33n.staffs.ac.uk>
cm3hirjd@bs47c.staffs.ac.uk "Requiem" writes:

> : As you will have probably read, there are two Atari ST Review
> : shows on the 10th (Birmingham) and 11th (London) of December.
>
> There are 4 shows actually... but the other two are a bit too far away
> for me to get to :)

Can someone give me some more info on the London show, I might pop along.

Place, time, entry cost, etc..

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC I can't stop the dance, maybe this is our last chance? */
/* Owner "Beware of Trojans, they're complete smegheads!" - RD5 */

3374. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 16:44:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.9mxLnYTOvSY@semprini.waterloo-rdp.on.ca>
Source record: 176648

In <Pine.SUN.3.91.941115224634.6462A-100000@grad>, Timothy Miller writes:
>Windows, OS/2, System 7, UNIX and others suffer from these problems to
>some extent or other. Windows is too big and very slow. OS/2 is too big
>and a little slow. System 7 is too bog and EXTREMELY slow (40k of code
>to perform a context switch? Come on!). UNIX is HUGE, but it's fast and
>if you're running a very large network, it's not so bad.

UNIX is not huge, it just comes with a zillion great utilities (you
know, "useless" bells and whistles like networking, compilers, etc).
Most modern UNIX kernels are around 1M, aren't they? Now, when you add
networking, pre-emptive multitasking, etc to your ST, MiNT is sucking
back about 1M just for itself, the network extensions, minixfs, etc.

I guess now you'll say MiNT is huge and inefficient.

>Define 'more productive'. Do you get more work done faster? Is it
>easier? I rather like programming my Atari, and after I developed myself
>an application framework than handles windows and windowed dialogs and
>other thing autmatically for me, I became yet even easier, and I can
>throw together a simple GEM app in minutes because either the facilities
>are in the OS or in my library.

I'd certainly be more productive if I had a cross-compiler running on a
faster computer; it takes me ~6 minutes to compile a C++ source module
on my Atari, _if_ it's small enough to compile in "only" 4M of RAM.

One of the many, many reasons why I haven't "upgraded" to a '486 system
running Linux is that I'd only use it for networking (UUCP and possibly
SLIP onto the Internet), cross-compiling, and a little ray-tracing.
Definitely not worth the effort or the cost, though it would be neat to
NFS-mount the drive of the Linux box on my Atari, and telnet to it for
cross-compiling my GEM++ apps, then run them off the NFS-mounted
drive...

>People who I know who develop for both Atari and Windows have almost
>consistently told me that programming an Atari is MUCH nicer and easier.
>Well, I don't recall if they said anything about faster, but if something
>like this is nicer and easier do, the development time is probably much
>faster. Just ask Damien M. Jones (of dmj sofware). He programs all say
>on PC's, and comes home to and programs his Atari to RELAX.

After programming GEM for so long, there's no way in hell I'll ever
program Windows or OS/2. I have no idea how nice or gross X is to
program, though I imagine Motif is just as sick as Windoze (but without
the stupid "near" and "far" pointers, and 64k segments).

>Oh, and another part of the system that should be HIGHLY optimized and
>very well built is the compiler. Of course, Microschmuck and Borland
>produced for us complete crap. At least Borland's stuff was fast, but
>some of their optimization techniques are questional at best, and the
>object code it produces is HUGE for even the smallest programs. The
>Microsoft compilers are awful. Sure they have relatively plush
>development tools, but the results suck.

Microsoft's C is brutal. I was just trying to help a guy yesterday; no matter WHAT we did, we couldn't get MS C 7.0a to print out "unsigned long" numbers properly; it kept printing either unsigned shorts or signed longs, which were way off...

>Compare "hello world" programs:
> 68000 ASM: 92 bytes

Strange, wouldn't it be closer to ~560 bytes if you did it properly? I mean, if you shrunk your memory chunk and all that?

> Watcom Fortran: about 300 bytes
> Laser C: about 6k
> Borland C: about 12k
> DBase III: about 100k

That's a pretty stupid comparision. Who writes "hello world" applications? I mean, beside FSF? :)

>Doubtless, Microsoft visual C++ would produce something on the order of
>40 or 50k.

C++ produces huge "hello world" on any platform with any compiler. It's because we're still using C linkers that include the whole object instead of just what you used; the C++ stream objects are pretty large because they do a lot of work.

>You should NOT need more memory simply so you can run your OS. More
>memory should be there for the USER so he can make more effective use of
>his system. As a result of inefficiencies in OS design, you get nothing
>out of 16 megs with Windows NT, while you can't fill 16 megs of RAM on a
>TT, even while running several programs at once.

Ah, but due to the stupid memory design of the TT, there'll be at least 2M of "ST RAM" sitting there doing nothing but holding the screen data (assuming you're not using a video card) and doing ACSI DMA...

>I agree that development time is important. As a result of my
>application framework that I use for my Atari, my applications have a
>minimum size of about 26k, rather than about 12k for programs that had to
>be developed from scratch and took on the order of 10 times longer to
>develop. That 20+k library is a worthwhile sacrifice.

The overhead of object-oriented programming (slower compiles, larger executables) is worth it, too, no matter what platform you're working on. I can produce a GEM application with 1/2 the work, and about 1/8 the hassle using GEM++ than I could using *any* GEM library written for

C.

>On the other hand, when an OS is so large that your size sacrifice is on
>the order of megabytes or tens of megabytes, then it IS laziness. There
>is no other reason for the flagrant inefficiencies in Windows and System
>7 than simply extremely lazy developers. Maybe not the individual
>programmers, but the company that pushes the programmers to develop
>software that may come close to working, regardless of size or speed.

I think it has a LOT to do with trying to kludge something modern onto
something incredibly crappy, like DOS, or the original Mac System.
These days, backwards compatibility is crippling _hardware_ design, not
just software design.

>This was back in about 1970. Over 24 years, Unix has grown
>continuously. Independant contributors each developed utilities some of
>which had overlapping capabilities. Additionally, the core of the OS has
>been improved and adapted to countless different systems and
>requirements. Memory protection, threading, and virtual memory were
>certain not part of the original design of Unix. Considering the time
>it's been around and the number of contributors, I'm surprised it's not
>larger. The biggest reasons that Unix is so efficient is that is had to

With increased functionality comes increased size. Look at DOS; it
doesn't do anything, and it takes up less than 64k.

>The large apps and OS's being produced by awful companies like Microsoft
>are that large not simply due to an interest in reducing development
>time. It's due to stupidity and the fact that they can fool most idiot
>Americans into buying any crap they want to sell. It's like selling
>refridgerators to Eskimos, except Eskimos probably have some intelligence.

I guess you'd rather wait two years for me to develope a tool in C (and
have it maybe 20k smaller for a non-trivial application) than to have it
done in 4-6 months in C++... Personally, I develope things I want to
use, so I want 'em done as fast as possible. Once it's working, then
maybe I'll think about making it smaller and more efficient (that's what
both IBM and MS did with OS/2 and WindowsNT... the latest versions are
smaller and faster than the older versions, not that anyone sane would
bother with NT).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3375. Speed in Speedo?

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 16:47:50 UTC
From: hkjdv93@hermes.hv.se
Message-ID: <3ala7m$1g7@liberator.et.tudelft.nl>
Source record: 176644

When running Speedo 5.0 on my Falcon with the original fonts and one Type 1 font it took me about 5 minutes to start Papyrus 3.07. This can't be right, what can I do to speed it up?

Henrik

3376. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 17:00:36 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3alavk$crc@turing.fwi.uva.nl>
Source record: 176643

cpbs@ukc.ac.uk (Charles Briscoe-Smith) wrote:

:In article <3a7jcf$6c9@matrix.fwi.uva.nl>,
:Martijn Dekker <mdekker@fwi.uva.nl> wrote:
:>forget about that: look at the prizes! I think no atari can compete
:>with a 486 w.r.t prize/performance ratio.
:
:You mean if I can make a 486 run fast enough, I win a holiday in the
:Bahamas?

no. :-)

--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| Mail for info about Ishido
Math department |
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

3377. Re: looking for cubase manual

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 17:02:32 UTC
From: glenn@loose.apana.org.au
Message-ID: <3alb38$d83@loose.apana.org.au>
Source record: 176642

In <Bas.Hekking-0711941126460001@ana-dyn-28.mac.phil.ruu.nl> Bas.Hekking@phil.ruu.nl (Bas Hekking) writes:

>Hi, I've been working with cubase for several months , but I haven't
>mastered all the commands yet.A manual would definately help, so if
>somebody knows where or how to get one please write....

> thanx,
> Bazz.

Now Bazz you wouldnt happen to have a pirate copy would you??
tch tch tch!

--

Glenn Reither glenn@loose.apana.org.au
"If you owned the word 'copyright' would you own everything?"

3378. FOR SALE:AtartST System

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 18:46:00 UTC
From: bryonm@omnifest.uwm.edu
Message-ID: <3alh58$dhh@omnifest.uwm.edu>
Source record: 176650

for sale,

Atari 520ST 512k ram (i think, could be 1 meg, but i can't check)

Work perfectly,

Atari SC1224 monotor -- works good.
Atari SF354 disk drive -- works well.

E_mail me a reasonable offer, COD shipping will be prefered, all items
are sold as is and are working perfectly up until shippment.

thanks.
bryon

3379. Anyone out there?!?

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 18:50:17 UTC
From: effy@megalink.com.au
Message-ID: <9411191850.0QGPM00@megalink.com.au>
Source record: 176561

Anyone out there who has an atari st??? i used to have one and i like em..
also i need a terminal program for it :)
cya

PLEASE REPLY!!!

3380. Megafile 60 problem

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 20:41:56 UTC
From: Bill Repetto <brepetto@delphi.com>
Message-ID: <JG228B8.brepetto@delphi.com>
Source record: 176551

I recently got a Megafile 60 for my daughter's 1040 ST (stock version with TOS 1.0). My problem is that when I try to boot the machine I get:

```
Loading
Atari Hard Disk Driver
AHDI 6.05c May 25, 1993
ACSI Devices:
Unit 0 - Identification unavailable
Unit 1 - Not responding

Bootloaded

The infamous 4 BOMBS
```

What do I have to change to get this working? Does the driver software need some new information (I bought the drive used from someone here on the net) specific to my system? Any help would be appreciated.
Bill R.

3381. Re: Sim City cheat codes

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 21:52:28 UTC
From: msy@lafp.oche.de
Message-ID: <EKTVAEYN1UP@lafp.oche.de>
Source record: 176559

In <mnb20.81.000B46E0@cam.ac.uk> Mark Baker wrote :

>In article <199411092046.a22161@a2w.maus.de> Ian_Taylor@a2w.maus.sub.org (Ian Taylor)
writes:
>
>>He is desparate to know the cheat codes, especially for getting more
>>money, can someone please let us know.
>
>Hold down shift and type MONEY. You'll get more disasters the more times you
>do this.

Get CTY-PATCH and you dont have disasters or something else. AND you get
398 Million $:)

How to get CTY-PATCH:

Write a Mail to "fileserver@lafp.oche.de" with the Subject:

send cty-patch

regards, Manfred

--
/~~~

3382. Trouble with floppy

Newsgroup: comp.sys.atari.st
Date: 1994-11-19 22:12:31 UTC
From: al743@FreeNet.Carleton.CA
Message-ID: <CzJCCv.471@freenet.carleton.ca>
Source record: 176595

I have been using an Atari 1040ST, that occasionally wipes out a directory (sometimes a subdirectory, sometimes the root) on the floppy. I don't believe the problem is in the application program, because it's happened with a number of different programs. Has anybody out there experienced similar troubles? Can anyone give me a clue where the problem may be? (It could be a bug in TOS, or it could be hardware problem in the drive.)

Bob Lantos, al743@freenet.carleton.ca
--

3383. Re: How To Save System Time after turning OFF the Co

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 00:10:46 UTC
From: Jody Golick <73217.3246@CompuServe.COM>
Message-ID: <3am466$bq1$1@mhadf.production.compuserve.com>
Source record: 176556

The simplest way is just to leave it on.
--
-J-

3384. Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 00:25:02 UTC
From: osteele@u.washington.edu
Message-ID: <3am50u$c5n@nntp1.u.washington.edu>
Source record: 176557

Title	Maker	Price
3D Glasses	StereoTek	$59.00
520/1040 ST Clear Plexiglass Stand	The STation	$14.00
A-Copier	MegaSoft	$2.00
Alcon	Taito	$3.00
Assempro	Abacus	$8.00
Balance of Power	Mindscape	$6.00
Battletech	Infocom	$9.00
Black Cauldron	Sierra	$9.00
Boulder Dash Cnst. Kit	Epyx	$4.00
Bureaucracy	Infocom	$4.00
Cable: TT to Image Systems monitor		$5.00
Captain Blood	Mindscape	$7.00
Championship Wrestling	Epyx	$4.00
Codename Iceman	Sierra	$12.00
Cosmic Pirate	Outlaw	$4.00
Crimson Crown	Polarware	$2.00
Crystal	Antic	$1.00
Curse of Azure Bonds	SSI	$14.00
Dark Side	Spotlight Software	$4.00
Data Manager ST	Timeworks	$13.00
Datamap Collection I	Antic	$5.00

Death Sword	Epyx	$4.00
DEGAS	Electronic Arts	$6.00
Deluxe Paint	Electronic Arts	$19.00
Demon's Winter	Strategic Simulations	$9.00
DeskMaster	Startroniks	$1.00
Devon Aire	Epyx	$4.00
Digisound	Alpha Systems	$34.00
Digispec	Trio	$9.00
Discovery Cartridge	Happy Computers	$59.00
Dive Bomber	Epyx	$3.00
Dollars & Sense	Monogram	$9.00
Double Dragon	Melbourne	$4.00
Dragons of Flame	SSI	$12.00
Drakken	Draconian	$18.00
Drive Master	Practical Solutions	$19.00
Easy Draw Font Pak 1	Migraph	$7.00
Echo	MichTron	$9.00
Educational Graphics	Timeworks	$4.00
EmailMan	SRG	$5.00
Enchanter	Infocom	$6.00
eSTeem PILOT	eSTeem Inc.	$16.00
Eye of Horus	Fanfare	$3.00
EZ Track ST	Hybrid Arts	$21.00
Fast Basic	Computer Concepts	$9.00
Final Assault	Epyx	$6.00

Fire & Forget	Titus	$4.00
Firezone	PSS	$4.00
Flash	Antic	$4.00
Flexessory	EA Brown	$5.00
Flight Simulator II	Sublogic	$9.00
Font Writer Plus	Startroniks	$2.00
Fontz	Neocept	$9.00
Foundations Waste	Exocet	$3.00
Galdregon's Domain	Pandora	$5.00
Gauntlet	Mindscape	$4.00
GBA Championship Basketball	Gamestar	$4.00
GFA BASIC	MichTron	$7.00
GIST Sound Tool	Antic	$5.00
Global Commander	Datasoft	$4.00
Golden Path	Firebird	$4.00
Goldrunner	microdeal	$4.00
Goldrunner II	microdeal	$7.00
Great Battles	Royal	$6.00
Guild of Thieves	Rainbird	$3.00
Habaview	Haba	$1.00
Hammerfist	Vivid Image	$7.00
Hard Drive Turbo Kit	MichTron	$8.00
Heroes of the Lance	SSI	$7.00
High Roller	Mindscape	$2.00
Hippo Spell	Hippo	$2.00

HiSoft BASIC Professional	HiSoft	$24.00
Hound of Shadow	Electronic Arts	$12.00
IB Drive	IB Computers	$24.00
Immortal	Electronic Arts	$13.00
Impossible Mission 2	Epyx	$3.00
Imprint	HAL	$7.00
Interlink	Intersect	$6.00
Internal Mega Host Adaptor	Supra	$29.00
International Soccer	microdeal	$6.00
International Soccer Challenge	Microstyle	$6.00
Jack Nicklaus Golf	Accolade	$12.00
Jet	SubLogic	$6.00
Jewels of Darkness	Firebird	$3.00
Jug	microdeal	$4.00
Juggler	MichTron	$9.00
Jupiter Probe/Karate Kid 2/Slaygon	microdeal	$5.00
K-Data	Kuma	$9.00
K-Graph 3	Kuma	$12.00
K-Roget	Kuma	$9.00
K-Word 2	Kuma	$9.00
Karate Kid 2	microdeal	$4.00
Kick Off	Anco	$5.00
Kid Talk	First Byte	$11.00
King of Chicago	Cinemaware	$6.00
Knight Force	Titus	$12.00

Kult	Exxos	$6.00
Language Disk	Atari	$2.00
LDW BASIC Compiler 2.0	LDW	$9.00
Leader Board Golf	Access	$7.00
Leatherneck	microdeal	$4.00
Leisure Suit Larry	Sierra	$12.00
Light Corridor	Infogrammes	$9.00
Link (Limited Edition: Clear Case)	ICD	$89.00
Live and Let Die	Domark	$4.00
Logistix Spreadsheet	Precision	$16.00
M-Disk + RAMdisk	MichTron	$2.00
Mach 3	Loriciels	$4.00
Macro Assembler	Metcomco	$14.00
MacSee	Reeve Soft	$19.00
Magical Math III	Atari	$7.00
Make it Move	MichTron	$5.00
Mean 18 Course #2	Accolade	$4.00
MegaFont	Xlent	$2.00
Metrocross	US Gold	$4.00
Micro C-Tools	Beckmeyer	$3.00
MicroLeague Wrestling	Micro League	$7.00
Mindshadow	Activision	$3.00
Mini Golf	Magic Bytes	$4.00
Mixed Up Mother Goose	Sierra	$8.00
ML '86 NL & AL Teams	Micro League	$6.00

ML '87 NL & AL Teams	Micro League	$5.00
ML Baseball Owners' disk	Micro League	$6.00
Modula 2 v. 2	TDI	$19.00
Moebius	Origin	$6.00
Molgraph	ST Club	$6.00
Monochrome Monitor	Atari	$79.00
Mortville Manor	European	$4.00
Mouse Master	Practical Solutions	$18.00
Mouse Trap	TDC	$3.00
Nether World	Hewson	$4.00
Obliterator	Psygnosis	$5.00
Oo-Topos	Polarware	$2.00
Outrun	Sega	$5.00
PageStream Fonts A & 1 to 13	SoftLogik	$22.00
PaintPro	Abacus	$9.00
Paintworks	Activision	$8.00
Pandora	Firebird	$5.00
Pawn	Rainbird	$3.00
pc-ditto	Avante-Garde	$15.00
Phantasm	Exocet	$4.00
PM Interface	Xlent	$1.00
Police Quest	Sierra	$12.00
Populous	Electronic Arts	$12.00
Power Drift	Activision	$8.00
Power Struggle	PSS	$4.00

Precious Metal	Ocean	$7.00
Prince	ARC	$6.00
PrintMaster Art Gallery I	Unison World	$7.00
PrintMaster Art Gallery II	Unison World	$7.00
Procopy	Proco	$4.00
Publishing Partner (mono)	SoftLogik	$3.00
Q*Ball	Mindscape	$5.00
Quartet	microdeal	$14.00
Quick ST 3.0	Branch Always	$12.00
RAMdisk	Power Systems	$1.00
Real BASIC	Real	$5.00
Red Lightning	SSI	$9.00
Revolver	Intersect	$8.00
Rick Davis Soccer	Melbourne	$6.00
Road Wars	Arcadia	$4.00
Robocop	Ocean	$7.00
Rockford	Electronic Arts	$4.00
Running Man	Ocean	$8.00
S.D.I.	Cinemaware	$5.00
Scan Art	Migraph	$9.00
SF354 Disk Drive (non-working)	Atari	$9.00
Shackled	US Gold	$4.00
Shadowgate	Mindscape	$4.00
Shoot 'em up Construction Kit	Outlaw	$12.00
Shuffleboard	Shelbourne	$4.00

Shufflepuck Cafe	Broderbund	$6.00
Sidearms	Go	$4.00
Silicon Dreams	Rainbird	$3.00
Sinbad	Cinemaware	$4.00
Slaygon	microdeal	$4.00
Slicctop	Sliccware	$9.00
Space Ace II	Readysoft	$16.00
Space Cutter	Rainbird	$6.00
Space Rogue	Origin	$9.00
Space Station Oblivion	Epyx	$4.00
Spectrum 512	Antic	$7.00
Spellbreaker	Infocom	$6.00
Speller Bee	First Byte	$12.00
Spiderman	Adventure Int'l	$6.00
Spitfire 40	Avalon Hill	$6.00
ST BASIC & Sourcebook	Atari	$4.00
ST Floppy Drive Cable	Atari	$3.00
ST Karate	Eidersoft	$3.00
Starglider	Rainbird	$2.00
Stealth PMC 1.5	PMC	$4.00
Stellar Crusade	SSI	$6.00
Steno	Gribnif	$14.00
Stone Breaker	Softgold	$4.00
STOS BASIC	Mandarin	$13.00
Strider 2	US Gold	$9.00

Superbase Personal	Precision	$19.00
Superbike Challenge	Broderbund	$5.00
Supercharger	Migraph	$7.00
Switchblade	Gremlin	$8.00
Tass Times	Activision	$5.00
Tau Ceti	Thunder Mountain	$3.00
Tax Advantage '87	Double Eagle	$2.00
TCB Tracker	mph	$12.00
Techno Cop	US Gold	$6.00
Terramex	Victory House	$2.00
Terrorpods	Psygnosis	$6.00
Time Bandits	MichTron	$3.00
Top Gun	Ocean	$3.00
Tournament of Death	Infogrammes	$2.00
Tracker	Rainbird	$2.00
Trinity	Infocom	$7.00
Turbo Cup	Loriciels	$6.00
Turbo ST	Softrek	$7.00
Tusker	System 3	$7.00
TV Sports Football	Cinemaware	$8.00
Tweety Board	Practical Solutions	$14.00
Typhoon Thompson	Broderbund	$4.00
UltraScript ST-1	Imagen	$29.00
Untouchables	Ocean	$9.00
Video Vegas	Baudville	$6.00

Virus	Rainbird	$6.00
Wanderer	Pyramide	$3.00
Willow	Mindscape	$5.00
Winter Challenge	Thunder Mountain	$4.00
Winter Games	Epyx	$5.00
Wishbringer	Infocom	$8.00
World Championship Karate	Epyx	$3.00
Xtra-RAM MMU Adapter	Marpet	$4.00
Xybots	Domark	$7.00

3385. ST Hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 00:25:19 UTC
From: osteele@u.washington.edu
Message-ID: <3am51f$c5r@nntp1.u.washington.edu>
Source record: 176558

Title	Maker	Price
3D Glasses	StereoTek	$59.00
520/1040 ST Clear Plexiglass Stand	The STation	$14.00
Cable: TT to Image Systems monitor		$5.00
Digisound	Alpha Systems	$34.00
Discovery Cartridge	Happy Computers	$59.00
Drive Master	Practical Solutions	$19.00
Internal Mega Host Adaptor	Supra	$29.00
Link (Limited Edition: Clear Case)	ICD	$89.00
Mouse Master	Practical Solutions	$18.00
SF354 Disk Drive (non-working)	Atari	$9.00
ST Floppy Drive Cable	Atari	$3.00
Tweety Board	Practical Solutions	$14.00
Xtra-RAM MMU Adapter	Marpet	$4.00

3386. Re: Megafile 60 problem

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 01:53:03 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3ama5v$eeg@cxc1.cl.msu.edu>
Source record: 176560

Bill Repetto <brepetto@delphi.com> writes:

>I recently got a Megafile 60 for my daughter's 1040 ST (stock version with
>TOS 1.0). My problem is that when I try to boot the machine I get:
>Loading
>Atari Hard Disk Driver
>AHDI 6.05c May 25, 1993
>ACSI Devices:
>Unit 0 - Identification unavailable
>Unit 1 - Not responding
>
>Bootloaded
>
>The infamous 4 BOMBS

Is there any chance that you have some corrupted program in the AUTO folder
or an errant .ACC? You could try running the AHDI driver manually from
a floppy (boot the system with the hard drive turned OFF; power it up when
you're looking at a floppy-derived desktop; run AHDI; start renaming AUTO
programs and accessories until you find the culprit.)

This is just a guess, of course...
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

3387. Ace '95 In Toronto!

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 02:55:00 UTC
From: dan.dreibelbis@balmybeach.tor250.org
Message-ID: <4ae6ab81@balmybeach.tor250.org>
Source record: 176562

Well, there's been some interesting developments in Toronto this week.

Seems the Atari users group I belong to, the Toronto Atari Federation, has started preliminary plans for a followup to the very successful Atari Canada Exposition (ACE) we held back in '92 in Toronto - to be held in the spring of '95.

So far, there's been quite a bit of positive support from a variety of Atari software and hardware developers (yep! they still exist!) both in Canada and the US for us to put on this show.

Who knows, if this post gets out far enough, we might get some international developers interested in showing off their newest developments designed to make our choice of computers strut their stuff here in North America (well, the Great White North, anyway) :).

Maybe if we're lucky, Atari themselves could be persuaded to show up and show off what they've been up to lately. (If you remember, they were showing off the Falcon to dealers and developers at the '92 show). Even if it's just the Jaguar, they're more than welcome to participate.

You'll also probably see ME there on the bandstand, flailing away on my guitar like I did in '92 with a hastily prepared band I volunteered to be a part of. Only THIS time, I'm coming loaded for bear. :)

More news as concrete facts develop......

If you want to get it straight from the horse's mouth, or if you're interested in doing something to support an ACE '95 (by volunteering or wanting to exhibit) - get in touch with TAF at

Toronto Atari Federation
5334 Yonge St, Suite 1527
Willowdale, Ontario, Canada
M2N 6M2

TAF BBS (416) 421-8999

___ Mountain Reader II - #00000007

3388. vt-100 emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 03:31:19 UTC
From: taylord@netcom.com
Message-ID: <taylordCzJr47.367@netcom.com>
Source record: 176563

I'm still using Flash 1.6 because quite frankly, any other VT-100 compatible software doesn't quite match up, unless I'm mistaken. Anyone know any software that's better than flash 1.6?

Doug

3389. Hardward Stuff to Sell

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 04:21:47 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3amisr$328@nntp.Stanford.EDU>
Source record: 176564

Here's some stuff I have. Make an offer:
SM124 Mono Monitor (perfect)
Populated, 4-meg board for Falcon (for a 1-meg owner)
IBM Proprinter (Nice Epson clone)
Avatex 1200E modem (yep! Make an offer! Really!)
Atari 1040STF with two broken disk drives

Make an insane offer. Who knows?

3390. Re: BBS Software: RATsoft

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 04:23:46 UTC
From: julian@loose.apana.org.au
Message-ID: <3amj0i$i0c@loose.apana.org.au>
Source record: 176565

```
: Is there a demo of Ratsoft available anywhere?
: RIP graphics? Is this where I can use a mouse to work the BBS?
: Thanks....Julian.
--
julian@loose.apana.org.au
```

3391. Re: Figlet

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 04:31:49 UTC
From: julian@loose.apana.org.au
Message-ID: <3amjfl$i1i@loose.apana.org.au>
Source record: 176566

Tamminen Eero (t150315@proffa.cc.tut.fi) wrote:
: In <3aa7ph$qoc@loose.apana.org.au> julian@loose.apana.org.au (Julian Gifford) writes:

: >I am using Figlet on my 1040 STE but I can't figure out how to save
: >pictures to a file.

: I could add a switch for 'save to a file' to the atari version of the
: next figlet version (when it's available). If anyone needs saving to
: the old version, feel free to compile figlet yourself (I haven't got
: the sources anymore...). You could also use an Amiga, PC or Unix
: version as all these OS's have a cli as standard (Current GUIs are
: insufficant for 'serious' use) or get some atari cli from the
: a.a.u.e. Cli/ directory.

From this response, I take it that it is not possible to save a picture
to a file without a lot of programming and the next version of Figlet for
the Atari will support this.
Am I correct?

Regards, Julian.
--
julian@loose.apana.org.au

3392. Re: Jekyll 1.36 and my modem ..

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 04:39:50 UTC
From: julian@loose.apana.org.au
Message-ID: <3amjum$i4k@loose.apana.org.au>
Source record: 176567

Hi Neven.
I haven't used Jekyll for a while but it worked fine for me.
I didn't send any init. string to the modem.
I rang my friend, we both got Jekyll ready and then I typed ATO and he typed
ATA and we both hungup. The modems squealed, squarked and connected fine.
I'll email you my cfg file and see how you go.
Regards, Julian.

--
julian@loose.apana.org.au

3393. Papyrus Demo bombs!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 04:57:23 UTC
From: ardoino@musical.fdn.org
Message-ID: <CzJv3o.CtF@musical.fdn.org>
Source record: 176516

```
e > I need the e-mail address to the author/s of Papyrus. I dl'd
e > the demo from aaue and it crashes with lots of bus and address
e > errors. It may be a bad archive, hard to tell, but I dl'd it
e > twice to be sure.
e >
e > Thanks,
e > Evan Langlois

If it's the 3.55 demo, I'm not surprised. I can't use it without crashes.
The last demo of papyrus Gold which works well (and with spellchecker) is the
3.52 demo.

Email adress of Christian Nieber: chris@buran.fb10.tu-berlin.de

--------------------------
J.Jacques Ardoino (France)
ardoino@musical.fdn.org
--------------------------

... Of course I'm sane... At least that's what the voices say...
___ Mountain Reader II - #01234567
```

3394. Papyrus Demo bombs!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 05:02:28 UTC
From: ardoino@musical.fdn.org
Message-ID: <CzJvC5.D8I@musical.fdn.org>
Source record: 176517

```
e > I need the e-mail address to the author/s of Papyrus. I dl'd
e > the demo from aaue and it crashes with lots of bus and address
e > errors. It may be a bad archive, hard to tell, but I dl'd it
e > twice to be sure.
e >
e > Thanks,
e > Evan Langlois

If it's the 3.55 demo, I'm not surprised. I can't use it without crashes.
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Email adress of Christian Nieber: chris@buran.fb10.tu-berlin.de

--------------------------
J.Jacques Ardoino (France)
ardoino@musical.fdn.org
--------------------------

... Of course I'm sane... At least that's what the voices say...
___ Mountain Reader II - #01234567
```

3395. Papyrus Demo bombs!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 05:06:15 UTC
From: ardoino@musical.fdn.org
Message-ID: <CzJvIF.DM2@musical.fdn.org>
Source record: 176518

```
e > I need the e-mail address to the author/s of Papyrus. I dl'd
e > the demo from aaue and it crashes with lots of bus and address
e > errors. It may be a bad archive, hard to tell, but I dl'd it
e > twice to be sure.
e >
e > Thanks,
e > Evan Langlois

If it's the 3.55 demo, I'm not surprised. I can't use it without crashes.
The last demo of papyrus Gold which works well (and with spellchecker) is the
3.52 demo.

Email adress of Christian Nieber: chris@buran.fb10.tu-berlin.de

--------------------------
J.Jacques Ardoino (France)
ardoino@musical.fdn.org
--------------------------

... Of course I'm sane... At least that's what the voices say...
___ Mountain Reader II - #01234567
```

3396. Papyrus Demo bombs!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 05:10:23 UTC
From: ardoino@musical.fdn.org
Message-ID: <CzJvpB.Dsl@musical.fdn.org>
Source record: 176519

```
e > I need the e-mail address to the author/s of Papyrus. I dl'd
e > the demo from aaue and it crashes with lots of bus and address
e > errors. It may be a bad archive, hard to tell, but I dl'd it
e > twice to be sure.
e >
e > Thanks,
e > Evan Langlois

If it's the 3.55 demo, I'm not surprised. I can't use it without crashes.
The last demo of papyrus Gold which works well (and with spellchecker) is the
3.52 demo.

Email adress of Christian Nieber: chris@buran.fb10.tu-berlin.de

--------------------------
J.Jacques Ardoino (France)
ardoino@musical.fdn.org
--------------------------

... Of course I'm sane... At least that's what the voices say...
___ Mountain Reader II - #01234567
```

3397. Ataris!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 06:00:10 UTC
From: ug940014@omega.scs.carleton.ca
Message-ID: <CzJy0A.GFy@cunews.carleton.ca>
Source record: 176568

Ok people, I'm an Atari dimwit since I've never really liked them, except for collecting purposes and the Atari 2600!

I have been given a whole pile load of Atari 520STs (2 of them). I have a 520STfm and we have a 520ST (1 meg RAM!!!) and another 520ST (512k) which I had but never used.

Is there any chance of upgrading TOS or any chips so maybe we could get it up to STe specs? I really want (for some unknown reason) to get this working.

Is there any reason why Atari designated the 354 to be single sided and the 314 to be doule sided?

--

Shot from the mouth of: Iain J.R. Bennett-Hansell |_O_
ug940014@Omega.SCS.Carleton.CA _|_|
| |
"You are always on my mind its true, and if I thought of anyone else but you,
You are on my mind, and in my dreams, I should have stopped to make you see."

3398. "Obsolete" Atari`s

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 06:00:50 UTC
From: bseburn@vaxxine.com
Message-ID: <CzJy1E.26t@vaxxine.com>
Source record: 176569

```
f > to proceed to the next article, I hope you find this interestin
f > (70 lines follow).
f >
Wow! Somebody that just wrote.. what I have been saying all along!
Very well put, and it wasn't even attacking anything outright. I
share your point of view completely! :-)

Brian...

___ Mountain Reader II - #Demo 001
```

3399. Fax Software Needed

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 06:00:54 UTC
From: bseburn@vaxxine.com
Message-ID: <CzJy1I.27K@vaxxine.com>
Source record: 176570

```
l > Are there any good PD/Shareware programs around for sending fax
l > an Atari ST. (Preferably with documentation in English!).
l >
l > If not, what would Atarians suggest as being the best Commercia
l > offering.
l >

I'm not sure of any FAX programs that have all the docs in English!
(g).. but if you want to go Commercial.. STraightFAX is the winner
hands down! Easy to use, and stable.

Brian...

___ Mountain Reader II - #Demo 001
```

3400. Re: Text Editor For Partial Loading

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 06:22:30 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.cvunl9f1g2E@albemuth.equinox.gen.nz>
Source record: 176581

In <3ae69a$6ri@nippur.irb.hr>, npetrlik@public.srce.hr (Neven Petrlik) writes:
> Is there ANY available text editor which
> prefers partial text loading ?
> I mean, when the file size is bigger
> than free memory.., text editor must load only
> the block which fits into memory, and later
> (if requested) jump to another part of file
> and load him into the memory ..

The version of jove I have (an Emacs like Text Editor) does this. Look
in for it on ftp.icce.rug.nl in the directory /pub/tom/jove. It's well
worth it!

Cheers,
John
--
-=-=-=-=-=-=-=-=-=-=-=-=-=- John Collis at Home! -=-=-=-=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz John_Collis@equinox.gen.nz
John Collis at 3:770/105.7 @ fidonet.org or 51:801/1.7 @ atarinet

3401. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 06:28:26 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.ih9XEBholDo@albemuth.equinox.gen.nz>
Source record: 176582

In <3afsk3$rgd@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
>James Wood <jamesw@CSOS.ORST.EDU> writes:
>>Enjoy your individuality! I'll enjoy everything from Compton's Multimedia
>>Encyclopedia to LucasArts games on CD-ROM!
>
>OK maybe I'm missing something *really* obvious here but:
>What *USE* is a multimedia encyclopedia????
>How many people actually use book encyclopedias?
>
>To me it's just something to say "Oh look! Pretty pictures!" and then
>dump it somewhere never to be used again.

Maybe, but I know the first time I saw Encarta, I was blown away not
by the graphics or the sound-bites etc. It was the ability to follow
chains of thought among subject areas easily and actually learn
something in the process. In other words it made learning easy and
fun! This is something that a book encyclopedia just doesn't do for
me. It's there for use sure, and if I need to look for something I
will; but I don't actually get any real desire just to sit and
browse/read the thing!

Cheers,
John
--
-=-=-=-=-=-=-=-=-=-=-=-=-=- John Collis at Home! -=-=-=-=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz John_Collis@equinox.gen.nz
John Collis at 3:770/105.7 @ fidonet.org or 51:801/1.7 @ atarinet

3402. Re: Virtual Ram on a Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 08:17:26 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.785319446@acp5>
Source record: 176572

Lexicor@world.std.com (ysiu@lexicor.com) writes:

>>3) Demo available?

>Demo, however it could be an older version (as demo's tend to be)

On ftp.uni-kl.de in /pub/atari/other_demos there is always a demo of the
current version of OUTSIDE, i. e. OUTSIDE 3.3.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

3403. FS: SyQuest Removable Drive Kit

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 08:49:17 UTC
From: jteng@rocket.cc.umr.edu
Message-ID: <3an2id$3ot@hptemp1.cc.umr.edu>
Source record: 176571

For Sale: SyQuest drive kit.

1 SyQuest SQ555 44 meg internal SCSI removable drive,
2 SyQuest 44 meg cartridges,
1 internal SCSI cable,
1 8 bit Future Domain 840 SCSI control card,
1 installation disk,
NO owner's manual/user's guide.

Asking : Best Offer.

It works fine. I just move to use the optical drive for my PC, instead of
using this kit. Please email your responses to jteng@umr.edu.
Thanks.

3404. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 10:09:49 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3an79d$j6v@osiris.wu-wien.ac.at>
Source record: 176574

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <1994Nov15.082131.29476@ida.liu.se>, t94patsa@ida.liu.se (Patrik Sanfridsson) writes:
: >So, yet again, we have people coming over here just to sneer at us and to tell
: >us how stupid we are and how outdated our computers are and that we should
: >"see the future" and go buy a pc/mac/whatever expensive pile of junk that will
: >be outdated in a year anyway.
: >
: >Oh, and Roger S, don't bother replying with your smart remarks to this cause
: >you're already in my kill file.

: Another snivelelling teenager, that has never ever worked in his life,
: did no one tell you the facts of life, well John tried to, then it looks
: like you are to stupid to read....

again pure, personal insults. John Townsend and Roger Sheppard have
profound knowledge of "the facts of life" and people who do not agree,
cannot "read" and are "stupid".
: May be you should not be on here with posts like this one, why not join
: the Amiga groups....
blablabla
: __ __
: > /_/ /_ / Computer student at University of Linkoping (LiTH)
: >/atrik __/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

3405. Re: New PC software emulator ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 10:17:53 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CzK9xt.2Bq@cix.compulink.co.uk>
Source record: 176577

> I've readed (in some ST magasine) that new PC software
> emulator is released (as public domain).
> Does someone knows something about it ?
Well, I'm trying to persuade Atari/Insignia to do this. Atari are the
problem. They just won't answer any enquiries. Insignia are much more
helpfull.

Where did you read about this?

Iain

3406. Re: ST-Review...!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 10:17:55 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CzK9xw.2CB@cix.compulink.co.uk>
Source record: 176578

> Well any one from ST-Review reading this, well the price has just
> jumped up over here and for what is in this mag I will be droping
The price rise is a one off. Back to normal for subsequent issues.

> My current opinion of the magazine its more for Falcon/TT users and
> with this massive price hike its no longer in my lead...
It deals with new stuff which generally means Falcon or high end ST/TT.
They can only review what comes out. There is still a lot of ST coverage
though.

> What we need in a good mag is along the lines of ST-World, that was
> a mag...
Wouldn't disagree!

> Can some one explain the Overseas price quoted on the cover of 4.5UKP,
> as its being sold hear at $19.75, far over the exchange rate of 2.5
Can you not subscribe directly? Mail streview@cix.compulink.co.uk and ask!

Iain

3407. Re: Trouble with floppy

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 10:20:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3an7u0$78l@golem.wcc.govt.nz>
Source record: 176583

In article <CzJCCv.471@freenet.carleton.ca>, al743@FreeNet.Carleton.CA (Robert Lantos) writes:
>
> I have been using an Atari 1040ST, that occasionally wipes out a directory
>(sometimes a subdirectory, sometimes the root) on the floppy. I don't believe
>the problem is in the application program, because it's happened with a
>number of different programs. Has anybody out there experienced similar
>troubles? Can anyone give me a clue where the problem may be? (It could be
>a bug in TOS, or it could be hardware problem in the drive.)
>
>Bob Lantos, al743@freenet.carleton.ca

It could be the disk change problem, some disk drives don't tell TOS
that the disk has changed, the Atari Chinon drive is the suspect one,
but not all..

OEM drives can also be a problem..

There is a software patch called media change thing bug...

The other mod was to short out the disk in switch, but that make the drive spin
all the time its selected...

Just some food for thought....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3408. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 10:22:20 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3an80s$j6v@osiris.wu-wien.ac.at>
Source record: 176575

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <94320.102052STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
: >I am not going to side with anyone on the debate as far as Mr. Townsend's
: >work at Atari is concerned. I have no knowledge of what happened.
: >However, I do have a few words for Roger.
: >I am sick and tired of you insulting everyone that has a differing

: Drivel removed..
well, who does not read here?

: >and insults. This forum is for everyone and everyone should be made
: >to feel welcome. As they say, "If you have nothing nice to say...."
: >-scott tirrell

: My replies are to people that insult me, or insult other people,
: I have had a number of good E-mails regarding the Insults to JOHN TOWNSEND,
: including one from John himself...
I for myself have also a number of positive replies to my open letter. I
also have a short one from John Townsend, telling that he has posted an
answer to the letter in comp.sys.atari.st; you know, I believe him, he
wrote sth and forgot to press the "f" or "w" key in tin. Well, but then
again, this might remind people of software "support" from Atari, when he
was working there.

: If you don't like what I post then stop insulting John and other people here...
The insults started from you. People never denied here, that Ataris today
are on the hardwareside and on the softwareside (TOS) outdated. However I
tried to point out, that there are some people working on TOS compatible
operating systems for Atari computers and Macintoshes and that neither you
nor John have the right to attack, wo. proper knowledge, the programming
other people do, especially, if John critizes very emotionally the lack of
features that actually do exist. On the second side, the comments towards
John regarded DIRECTLY his work at Atari, not, if ataris are good and bad,
and some people simply want to know, why John, as a responsible at Atari at
that time, did not succeed at all in support and development of TOS.

: Its tuff if you can't live with the demise of Atari, but that is the way it
: goes...
Actually a lot of people are living very well with the demise of Atari...

: Fed up with Insulting posts myself....!!!!
Agreed

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *

: **********

3409. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 10:38:21 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3an8ut$j6v@osiris.wu-wien.ac.at>
Source record: 176576

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <94320.102052STIRRE31@MAINE.MAINE.EDU>, <STIRRE31@MAINE.MAINE.EDU> writes:
: >I am not going to side with anyone on the debate as far as Mr. Townsend's
: >work at Atari is concerned. I have no knowledge of what happened.
: >However, I do have a few words for Roger.

: Well reply No. 2...

: I am a blunt person, this is my nature and I am to old in the tooth
: to change..
The use of vocabulary and of language is a a distinctive mark between
people with proper education, culture and manners and the rest. It is not
meant as an insult, but as a "true fact of life", that you (Roger) do
sound more like a sailor-men sitting with a bottle of rum somewhere in
the docks of a harbor, no future, little money given for the work done during
his life, but not tired to clinge onto your last piece of pride, your
knowledge about...
: I also don't pull any puches, but I do tell the truth, if you can't stand
: the truth you should not realy be in this group...
truth and life. Take a stand, Roger. It is people like you, who nourish
some guys over here in Europe, who think that people overseas have no
culture and proper manners

: Its about time Atari users take those blinkers of, and find out there is no
: more Atari computers, Atari droped out way back in 1993, it was even
: posted here from a Article in a USA news paper...
Yes, they dropped out, they might come back some time, they might not,
they might even disappear at all. Remember Roger and John, however, that
the Tramiels have made millions of dollars of money with their companies
and that John and you are just two small, unknown employees. You should
not forget that fact, when you are speaking of "truth" about Atari Computers,
"facts of life", "business and profit" and so on and so on.....

: >-scott tirrell

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

3410. Re: Help uncompressing Mintnet.TGR

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 10:50:02 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.&bCDcrYFPTE@pluto.ping.de>
Source record: 176573

In <mnb20.91.00119484@cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
>[...]
> >Why complicate easy things, you only have to call tar:
>
> > tar -xzf mintnet.tgr
>
> I tried that and it said compression not supported on Atari version. Is there
> a later port that does support it?
>

I'm using gtar 1.112 and gzip2.4.

cu, michi
--
* *
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

3411. Re: MAGIC and Mac???

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 10:57:17 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3ana2d$j6v@osiris.wu-wien.ac.at>
Source record: 176579

Mike Morris (mike@medsun.unige.ch) wrote:
: In article hds@percy.cs.bham.ac.uk, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
: >>
: >>There is a Macintosh version of MagiC being written, which will mean
: >>that your Atari programs will run (unaltered) on a Mac.
: >>
: >>--

: First I've heard of this! Is it true?
: *** Will it be PowerPC compatible?? (Wooow) ****
Yes it is true. ASH in Germany are porting the operating system (Note: it
is not an emulator) to the Macintosh, the first version running only on
680x0 Macs, a PPC version will follow. The functionality will be more or
less the one that is expected for Magic3
It will have
an AES with 3d look, Iconify, Drag and drop, so basically the features of
Atari AES 4.1
a Multitasking kernel with MinT extensions, such as Pipes and loadable
devicedrivers and filesystems.
As oppsosed to a PC emulator, Magic3 will include a Macintosh
filesystemdriver, so that Atari applications can take full advantage of
long filenames etc (the MAC.XFS will probably also work with atari machines).
CCD (the makers of Tempus) have stated that the editor is working wo.
modification on Magic Mac (as it is called) and that the speed is about
10% less than on Ataris with comparable CPU (ie, a 68040 Mac is much
faster than anything Atari produced runing Magic). However, this is still
prerelease data. Magic Mac will be shown (and probably also sold?) at the
ProTOS fair in Bonn, as will the Atari version, Magic3. Together, ther
will be a new version of Ease (3.5).
So, get to the fair..... :)

cu

Alfred

: **
: Michael Morris PhD
: Division of Medical Genetics tel (Switzerland) (22) 702.56.94
: CMU, University of Geneva fax (Switzerland) (22) 702.57.06
: Geneva, Switzerland email mike@medsun.unige.ch

3412. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 11:05:36 UTC
From: contacts@mits.mdata.fi
Message-ID: <3anai0$mco@prime.mdata.fi>
Source record: 176580

In article <Pine.SUN.3.91.941117170817.325A-100000@CSOS.ORST.EDU>,
James Wood <jamesw@CSOS.ORST.EDU> wrote:
>age. Today, $1200 buys you a COMPLETE PC system with 486DX2/66Mhz
>processor, 8MB RAM, 256K cache, 420MB hard drive, 15" non-interlaced
>1024x768 monitor with 32-bit local bus card to drive it, high-density
>floppy drive, mouse, keyboard, operating system, and all necessary
>accoutrements. That's $1200...today! (perhaps even less in the near future)
>
>Along with that, the WORLD'S largest software base, bar none!

Quantity, no quality...

>A powerful computer (by today's standards) with all the software
>available that one could dream of. The best BANG FOR THE BUCK one could

There are lot of software for e.g. Falcon, which has innovations and quality
that has never been rivalled by PC-programmers.
You must be talking about the dreams of a average user that has very limited
expectations, does not know much about software (apart what he's seen at work)
and thinks that Ami Pro is a DTP-program...

One excellent program will be enough to justify the purchase of a computer.
Getting 10 000 programs you don't really need does not.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

3413. Re: File search Util...

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 11:51:40 UTC
From: contacts@mits.mdata.fi
Message-ID: <3and8c$mge@prime.mdata.fi>
Source record: 176584

In article <3ajuhq$d28@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@kosmos.wcc.govt.nz> wrote:
>I need a good File search util that will search all Drives
>for sliding string search, like the ones that are used on BBS's..??
>
>Must be abled to use as a PRG or TOS program...

The best PRG (GEM) filesearcher is FSEARCH 7.4. It has all the methods
(e.g. looks for text "shiit" inside write protected files that are
larger than 5 kb and were saved between 8.00-14.30 before last
christmas) and it makes a list of the found files (and displays
the lines inside files that include the found text).
By double-clicking the items in the list you can start
programs of look pictures etc..

It works as ACC or PRG.

It can also do the normal filesearching :-)

If you cannot find it from ftp, write Email to the recent author:
mdavidsona@compulink.co.uk (you could try to persuade him to do a
TTP-version of it).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

3414. seeking Carlos Varela (German-to_English)

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 11:59:30 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <db7_9411211111@wmeonlin.sacbbx.com>
Source record: 176514

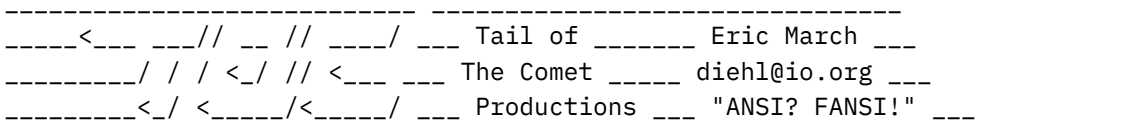
```
j> From: John Hechtman <johnhechtman@delphi.com>
j> Newsgroups: comp.sys.atari.st
j> Date: Tue, 15 Nov 94 01:19:12 -0500
j> Organization: Delphi (info@delphi.com email, 800-695-4005 voice)
j> Lines: 20
j> Nntp-Posting-Host: bos1c.delphi.com
j>
j> I want to use G2E to translate docs for German s/w, I'd hoped that the
j> registered version would do a better job than the s/w one. The s/w
j> version creates a lovely word salad that's _almost_ understandable
j> (sigh).
j>

Look around for a copy of ALFRED_E will either be a .LZH or a .ZIP it is
a wordlist for the G2E/CVTRAN20 series of programs.

BTW The G2E/G3E series of programs has a name change,He went to CVTRANS20 and
the current version is CVTRAN30.(Personally I stopped at 20.)

j> If anyone knows of a way to contact Carlos, I'd appreciate knowing it,
j> by either post here or email.
j>

Carlos Varela
184 Lappin Av, Apt 2
Toronto, M6H1Y8
CANADA

TTFN

John
```

3415. Re: Shareware or not Shareware

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 12:22:07 UTC
From: diehl@nudge.io.org
Message-ID: <3anf1f$ro7@ionews.io.org>
Source record: 176585

As far as producing shareware is concerned, typically I don't expect any amount of quality, but of course it never hurts when I see something of extremely good quality come out of the Shareware market. For me, and my programs, I try and put every effort into my software to ensure that it is at least of decent quality. As far as price is concerned, I typicalyl charge between $10 and $20 for my software, usually settlinmg on $15. Is it worth it? It can be, but that depends on what sort of a program you write; different programs appeal to different audiences, and therefore generate different amounts of registrations from people. My ANSI editor FANSI for example appeals to a somewhat limited audience -- mostly BBS SysOps -- and so registrations have been somewhat lacklusstre. I ccan't comment on the profitability of games as I havn't yet released any -- though I am working on a few. But again even there you have a whole different genre -- it depends again on what _kind_ of a game it is and how well it's written. When you're charging money for a product that someone is bound not to like, it's difficult to gauge exactly what you _should_ be expecting in terms of registrastions because there are too many factors involved in doing so. It can make you money, dependsibn on how much you charge and what sort of product it is and how well people like it and how popular it becomes. Me, I producve Shareware not because I hope to get rich off it -- I'd be a fool to think that -- but because I enjoy the software I write -- I write software that I myself want to use/play.
And that itself makes it worth it.

--



3416. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 12:29:00 UTC
From: diehl@nudge.io.org
Message-ID: <3anfec$ro7@ionews.io.org>
Source record: 176586

Jo Even Skarstein (josk@Lise.Unit.NO) wrote:
: I don't understand why people are still arguing about this. There is *no*
: question that the average PC (DOS/Windows-computer.) have several advantages
: over a normal Falcon.

: 1) It's a lot faster.

Granted; but that can be readily ameliorated by the purchase of an
accellerator board for the Falcon...

: 2) It's got slightly better (But not very versatile) graphics cards.

Falcon's video modes are programmable.

: 3) Better sound (Most people have a SoundBlaster or a GUS.).

The DSP kill ssoundblaster.

: 4) Better keyboard (Which is quite important.)

I much prefer my ST's keyboard.

: 5) Cheaper hardware.

The Falcon uses standard SCSI-2 and IDE hard drives. No advantage either
way.

: 6) More software available.

This is true; but the PC has its entire software libreary available at the
expense of backwards compatibility back top its 8-bit days, which has
severely hindered the PC's advancements in terms of raw power.

: Anyone who hasn't understood this propably owns an Amiga...

: So what? I use a lot of different OS/computers, but I prefer my Falcon. OK,
: the PC's are faster, and the SGIs at school are "better" in every sense, but
: IMO they suck. I've got the programs I want (Hey, I've even paid for some
: of them!), the OS is so much faster and nicer, and I've got lots of friends
: with Ataris. So if anybody thinks that the ultimate thing is to own a PC because
: that's what everybody else owns, they have missed something. The lack of
: individuality makes these people pathetic...
:

True ... I prefer my ST to the PC in every way. I've used PCs extensivey
and have _never_ liked them ... I don't like the OS (any of them), I don't
like the architecture, and I most certainly don't like the complete
modularity of design. I'll stick with Atari; they have everything I want in
a machine, and it does things the way I want to do things with a minimum of

fuss; the PC is nothing but constant editing of your AUTOEXEC.BAT and
CONFIG.SYS files.

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

3417. Re: Neodesk Vs Ease

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 13:19:16 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941120Z131916.783dbrewood@nest.demon.co.uk>
Source record: 176588

In article <3ag8g3$p34@golem.wcc.govt.nz>
wells_s@kosmos.wcc.govt.nz "Steve Wells" writes:

> AFAIK, there isn't an English version of Ease, so that may be a problem.

There is indeed and English version of Ease, 3.1c, it's much more stable than Neo 4 (I do have both). It is just as powerful as Neo 4 IMHO and has a lot of nice features.

3418. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 14:08:26 UTC
From: sjg@bilbo.ph.kcl.ac.uk
Message-ID: <1994Nov20.140826.5169@bay.cc.kcl.ac.uk>
Source record: 176589

In article <Pine.SUN.3.91.941117130802.4368I-100000@CSOS.ORST.EDU>, Ja��
<jamesw@CSOS.ORST.EDU> writes:
% >
% > OK maybe I'm missing something *really* obvious here but:
% > What *USE* is a multimedia encyclopedia????
% > How many people actually use book encyclopedias?
% >
% > To me it's just something to say "Oh look! Pretty pictures!" and then
% > dump it somewhere never to be used again.
%
% I'm sure illiterate people have no use for the encyclopedias.
% Doing an 8-page paper from the comfort of your bedroom and enlist the aid
% of 3-4 sources without going to the library sounds appealing to me.
% However, my point was not to debate the merits of Multimedia
% encyclopedias, but to illustrate the vast array of PC software. Excuse
% me while I interrupt this session to blast some bastards in a game of
% PC DOOM. Have fun with whatever you can play that comes closest.
%
% James Wood

Ok, 2 things.

1. Just because someone doesn't use a multimedia encyclopedia doesn't se
illiterate. To suggest so shows an alarming definition of literacy.
For example, I consider myself literate (lots of qualifications, inc
degree/doctorate), but I've never used one of the things. As for using
them for research, it sounds limiting to me, not appealing.

2.In reference to your last sentence, may I suggest you look up the
following URL ... http://www.dl.ac.uk/MISC/ATARI/falcon/towers2.html ,: @:�@
then you will be better informed.

ATB,
Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac: @:�@?�
Microsoft is not the answer. Microsoft is the question. NO is the answer <

3419. Re: Megafile 60 problem

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 14:21:23 UTC
From: Bill Repetto <brepetto@delphi.com>
Message-ID: <pky1EL7.brepetto@delphi.com>
Source record: 176590

a floppy! Let me see if I
can download it here on Delphi. Thanks for the help.
Bill R.

3420. Re: ApexStudio or ChromaStudio

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 14:42:34 UTC
From: paul@xciv.demon.co.uk
Message-ID: <785342554snz@xciv.demon.co.uk>
Source record: 176593

In article <199411171218.a32496@bi.maus.de>
Oliver_Michalak@bi.maus.de "Oliver Michalak" writes:

> could someone please tell the (email-)adress of the athor(s) of ApexStudio
> (former ChromaStduio)? Any hints are important for me...

dlittle@nest.demon.co.uk I believe.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC I can't stop the dance, maybe this is our last chance? */
/* Owner "Beware of Trojans, they're complete smegheads!" - RD5 */

3421. Papyrus Vs Thats Write

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 15:04:30 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3anohu$bh8@dux.dundee.ac.uk>
Source record: 176591

I would appreciate any comments people have in these two programs.

Rod

--
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.
==========

3422. Re: BBS Software: RATsoft

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 15:19:56 UTC
From: etat@delphi.com
Message-ID: <pl500H8.etat@delphi.com>
Source record: 176592

If you want info on Ratsoft why not call his BBS...909-481-1927

3423. Changes at phlem.ph.kcl.ac.uk

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 15:53:32 UTC
From: sjg@bilbo.ph.kcl.ac.uk
Message-ID: <1994Nov20.155332.5170@bay.cc.kcl.ac.uk>
Source record: 176594

Announcement to those (few) who mirror phlem's ftp site.

The disk structure has (slightly) changed from the previous layout.
All
atari-related s/w has been moved to ~ftp/pub/atari from the previous
location of ~ftp/pub. This is due to the site being expanded: in the (near)
future we'll be calling it ftp.ph.kcl.ac.uk and putting it onto a 9gig
disk, to let me put more stuff on.

At the moment, the previous layout has been preserved using links so
no
mirroring s/w should barf, but this will be removed fairly soon (in a few
weeks).

Just thought you might like to know :-)

ATB,
Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.

At the
Microsoft is not the answer. Microsoft is the question. NO is the answer <

3424. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 16:47:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.IpAGJj9Og6c@semprini.waterloo-rdp.on.ca>
Source record: 176528

In <3acu96$10u@ugle.unit.no>, Jo Even Skarstein writes:
>I don't understand why people are still arguing about this. There is *no*
>question that the average PC (DOS/Windows-computer.) have several advantages
>over a normal Falcon.
>
>1) It's a lot faster.

Depends; most PCs have pathetic disk performance... the Falcon can blast
2M/s _easily_ over the SCSI bus if the disk can perform that well.
Unless you've got a PCI or VLB video-card, the graphics can be pretty
bad, too (but the Falcon's graphics are incredibly slow, thanks to the
stupid architecture).

>2) It's got slightly better (But not very versatile) graphics cards.

AFAIK the Falcon has _no_ graphics cards. The VME systems (TT, MegaSTe)
have essentially the _same_ graphics cards as PCs (most are
ET-4000-based cards), but they cost much, much more.

>3) Better sound (Most people have a SoundBlaster or a GUS.).

SoundBlaster-16 is about the same as a Falcon (except it sucks back
CPU time to play sounds), and the GUS is AFAIK much worse (isn't it an
8-bit card?). Recently-released cards blow the Falcon away (32-bit
systems with DSPs built-in), but they're still not as flexible as the
Falcon's DSP system.

>4) Better keyboard (Which is quite important.)

Not on most clones I've seen. I've only found _one_ keyboard that's as
good as my ST's keyboard (I _like_ the mushy, quiet keys), and that was
an NCR keyboard that isn't made anymore... now they use those crappy
clicky keyboards that most cloners use. It's only slightly better than
the IBM PS/1 keyboard, which is TERRIBLE.

>5) Cheaper hardware.

Not if you want a decently put-together system. A '486 or Pentium
system with good components and reasonable amounts of disk and RAM (like
16M of RAM and 500M disk) costs as much as a similarly equipped UNIX
workstation with better performance.

>6) More software available.

Not if you run OS/2 or Linux or NEXTSTEP or any other operating system
worth using. Sure, there's plenty of crap available for DOS, but DOS is
a liability.

>Anyone who hasn't understood this propably owns an Amiga...

Personally, there isn't a "personal" computer on the market that I'd buy
right now. In the early '80s, the Atari ST and the Amiga where awesome,
and soundly kicked the butt of anything else available. These days, all
you've got are PCs and Macs that aren't really that much different from
the systems of 5-8 years ago. Sure they're faster, with better
displays, but they're running the same operating systems, the same
software, etc. Nothing's changed, not like the amazing shift we had
going from 8-bit systems to 16-bit systems. The shift to 32-bit systems
wasn't a shift at all, thanks to Apple and Microsoft.
--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3425. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 16:49:36 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ILOyQTyd7Ro@semprini.waterloo-rdp.on.ca>
Source record: 176529

In <CzGA1A.5tt@world.std.com>, ysiu@lexicor.com writes:
>Jo,
>
>I pretty much agree with you :), just..just....SGI doesn't suck!! I love
>them machines *grin*

SGI's machines are definitely great. It's a pity they're priced so
incredibly high in Canada... a base-line Indy system, which is around
$5000 in the US is almost $10000 here in Canada!

HP's workstation prices are similarly inflated up here, too. :-(

The Canadian market is almost totally dominated by DOS-running PCs right
now; even Macs don't have much marketshare up here. Truly sad.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3426. Re: Poll: Are you going to the Birmingham/London Shows?

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 16:55:42 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <3anv2e$q0q@usenet.INS.CWRU.Edu>
Source record: 176501

In a previous article, D.Oakley-SE1@cs.bham.ac.uk (David Oakley) says:

>
>Hello UK!
>
>As you will have probably read, there are two Atari ST Review
>shows on the 10th (Birmingham) and 11th (London) of December.

If anyone has any information (the more the better) on these two shows,
please drop it to me by e-mail...

aa338@po.cwru.edu ...

My publication, the CAIN Online newsletter, prints show dates and
nformation...

Thank-you

-Mark Leair
CAIN Publisher

--

3427. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 16:56:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.OUFC&ciD0cQ@semprini.waterloo-rdp.on.ca>
Source record: 176530

In <CzGAB0.6wG@world.std.com>, ysiu@lexicor.com writes:
>dunno whatever made you get the impression that TT's are rare, they seem
>to be readily available in the US, UK and Germany. Just call Toad, Computer
>Studio, Midcities or whatever and they'll be able to deliver you one..for
>a price that's not quite right IMHO but .. ah well :)

I don't think anyone still sells TTs in Canada. Pity. And the price is
a bit more than "not quite right", too... especially when you realise
you have to add a graphics card to get a decent system.

TT030, 2M ST RAM, no disk = ~$1500 US isn't it?
ET-4000-based graphics card = ~$ 800 US
17" Sony Trinitron monitor = ~$ 900 US
8M TT RAM + SIMM adapter = ~$1000 US
400M SCSI external disk = ~$ 600 US

Total ~$4800 US = ~$6240 Cdn

Ouch! I'm guessing on prices, but I don't think I'm really that far
off.
--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3428. Re: Help uncompressing Mintnet.TGR

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 17:01:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.D3464nL8XjU@semprini.waterloo-rdp.on.ca>
Source record: 176596

In <H.ekBL.7f4vLSN&aNY@pluto.ping.de>, Michael Plonus writes:
>In <H.eg.DB&sHkUzeO_@semprini.waterloo-rdp.on.ca>, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>>
>> AFAIK, MiNTnet is tar'd and gzip'd, so you'll need to do this:
>>
>> gzip -d -c mintnet.tgr | tar -xovf -
>>
>
>Why complicate easy things, you only have to call tar:
>
> tar -xzf mintnet.tgr
>
>With the -z option, tar itself opens a pipe to gzip, you only have to
>hold gzip in the PATH

I'm too used to working on my NCR System 3000 UNIX boxen at work; they
don't have GNU tar installed.

>I've never heard of '*.tgr' before. 8-)

The original poster must've done "get foo.tgz foo.tgr" or something in
FTP...

--
-------------------==-------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3429. Re: HELP! I need MiNT UUCP!

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 17:04:12 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Ya8G_XlgMks@semprini.waterloo-rdp.on.ca>
Source record: 176597

In <3ag87a$6or@nasim.cube.net>, Frank Bartels writes:
>Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
>
>> I carry maybe 25-30 newsgroups, and I still got >3500 control messages
>> one day.
>
><grin> I assume you poll at a full feed and you are subscribed to
>`control'. Just unsubscribe `control' at your feed and be happy with
>the control-messages for the groups you really are subscribed to. ;)
>I don't hope you are subscribed to `junk', too?! ;)

I'm not actually subscribed to either, or I'd be flooded... Hermes is a bit stupid, and posts all "cancel" and whatnot messages in any newsgroup into control; any post to an invalid newsgroup (ie, something that shouldn't show up at my end *anyway*) gets dropped in junk. I've usually got a couple dozen control articles, and about 2 junk messages (sometimes I post to groups I don't carry).

I got 3500 control messages because my UUCP partition got toasted, and Hermes didn't notice all the zillion bogus packets it had laying around... :-(Damn this DOS filesystem!
--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3430. Re: MiNT 1.12 now available at...

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 17:07:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg._MJveaYT3TM@semprini.waterloo-rdp.on.ca>
Source record: 176598
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CzFF9K.KJL@eskimo.com>, Steve Woodford writes:
>Great news! One thing concerns me though. The readme.src file states
>that "gcc 2.5.x causes problems..."

It looks like gcc 2.5.8 (2.5.x, x<8 wouldn't work at all on 68000)
messes up slightly on _one_ source file in the MiNT distribution, which
makes MiNT not work properly with the MultiTOS AES. That appears to be
the only problem.

>Now I'm aware of problems with 68000 code generation up to 2.5.7, but
>2.5.8 is _supposed_ to be ok in this respect. Indeed, I compiled
>MiNT1.11h2 (no MultiTOS) using 2.5.8 and have found it to be very
>stable. So what's the deal?

It looks like a bogus optimization; that reminds me, I'm supposed to
send some code to Howard so he can go over it with a fine-toothed
diff...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3431. Re: BBS Software: RATsoft

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 17:28:10 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <pQ420v6.mindbomb_bbs@delphi.com>
Source record: 176599

Julian Gifford <julian@loose.apana.org.au> writes:

>: Is there a demo of Ratsoft available anywhere?
>: RIP graphics? Is this where I can use a mouse to work the BBS?
>: Thanks....Julian.

Last word I heard on the nets was that the author was thinking about releasing
a demo version if he had time after shipping out the new manuals/version to
registered owners...

..I too would love to see a demo copy of it, even if it didn't pick up the
phone - i'd like to see the sysop side of it before I plunge in :)

Andy

3432. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 17:35:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.IvatSkl7Ffo@semprini.waterloo-rdp.on.ca>
Source record: 176600

In <Pine.SUN.3.91.941117121225.4368F-100000@CSOS.ORST.EDU>, James Wood writes:
> Gee, man! You sure are insistant that the 486 produces "pathetic
>floating-point speed." Then you state that "the rst of the hardware is

Compared to _any_ other chip (well, except for the SPARC chip in a SPARCclassic), the '486's floating-point is terrible, about 1/2 the speed of the integer operations of the chip (going totally on SPECint/SPECfp results). 68040, newer SPARC, MIPS, PA-RISC, Alpha AXP, etc all slaughter the i486. It took Intel to the Pentium to get reasonable floating-point performance compared to the speed of the rest of the chip.

>totally crippled for DOS compatibility. What are you talking about?
>What hardware is crippled? A Pentium or 486 "totally crippled" for DOS?
>You been smokin' something you want to share?

All those PCI and VESA LocalBus cards have 8088 BIOSes on them. Know of any 8088-based systems with PCI or VLB? You can't even get '386-based systems with PCI or VLB! So why don't they have '386 BIOS code? Because DOS only speaks 8088. The Pentium and '486 would be much faster without having to be 100% backwards compatible with the 8088... hell, Intel could've even added a few registers to them then. The 8Mhz 68000 in my ST has more 32-bit registers than a 100Mhz Pentium does!

> What floating-point intensive applications do you run? What
>floating-point intensive applications have you observed to be "pathetic"
>on a 486? How many users methodically run floating-point applications,
>anyway? You must be witness to it - so tell us WHICH ONES? As far as

Almost any ray-tracer, for example. Plenty of people are getting into it these days, with the advent of excellent free tracers such as POV-Ray.

>DOS machines go....It seems (in my humble experience) that much of the
>software does NOT access the math co-processor capabilities anyway. With
>all the DOS machines I've had prior to the 486 (which has math
>co-processor internal, of course) I NEVER had a math co-proc and never
>missed it.

If FP performance wasn't so bad, things like TrueType and Adobe Type Manager could use the FPU; that'd speed up almost *every* application that uses fonts.

> I take it you propose a Motorola 6888x solution? No, I'll bet
>you've looked at PowerPC benchmarks in some magazine and were dazzled by
>sparkling floating point results. The PowerPC does offer floating-point
>muscle, but really..... Must you condemn the rest of the industry on
>that basis alone?

I propose anything other than Intel, although the Pentium is a nice
chip... though, systems that actually take advantage of it (ex, AT&T's
System 3000 UNIX boxen) are very expensive.

'sides, the PowerPC's integer performance is (slightly) better than the
Pentiums, although they both pull approximately 1 SPECint per Mhz,
which is great.

If it runs DOS natively, your system is crippled; you'll only know about
it if you know better, though.
--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3433. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 17:42:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.7VIwg13wYTk@semprini.waterloo-rdp.on.ca>
Source record: 176502

In <2ec88506%fido.de@p25.f20.n2000.z242.fidonet.org>, Werner Laass writes:
> . . . and all the comments to this message....
> Why dont ATARI-insider talk about the new ATARI?
> They have no permission!

More like, they have nothing to talk about. Atari's having a hard time getting the Jaguar CD-ROM unit out (and hell, they showed it what, two years ago when the Jag first came out?)... you think they're wasting any of their time working on new ST-compatible computers?

> Why dont talk Developers / dealers about?
> They have to sell their clones and MagiC / MacMagic

There are very few developers and dealers still doing Atari. They sell what they can get, but it isn't much.

> Why does not ATARI USA talk about a new machine ??
> They try to sell their Falcons and Jaguars, cause a new
> machine will be contain both . . . and more.

The Jaguar will sell anyway (hey, I'm not concerned with games on a new computer; I've got a Jaguar to play games on). The Falcon doesn't sell in North America.

> Cant you understand them ceeping silence about their BOMB they tries
> to fire on CEBIT , march 95 ?

You're much more optimistic than I am. I just hope they have the Jaguar CD-ROM out by then. :-(

A new Atari machine would be terrible, unless it used the 68040. *All* current Atari machines with CPUs > 68000 just use the CPU as a fast 68000, much like DOS machines use those '486 and Pentium chips like fast 8088s.

If Atari moved to PowerPC or any other RISC CPU, *all* applications would be emulated... who'd be re-releasing things like PageStream, 1st Word+, WordWriter II, Calamus, etc to take advantage of the new CPU? There are hardly any developers left. I'm sure the MiNT community would be overjoyed, and start producing RISC binaries the second the machine was released, but I doubt anyone else would do anything.

Knowing Atari, TOS would still be 68000, and emulated on the RISC chips, like Apple's MacOS is on the PowerMacs. :-(

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca

/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3434. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 17:51:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ZWpoIJ0Qm0_@semprini.waterloo-rdp.on.ca>
Source record: 176503

In <3ag81m$p34@golem.wcc.govt.nz>, Steve Wells writes:
>The AES doesn't multitask. MiNT does, and simply running MiNT on the
>system results in a very noticable speed loss, even if all you've done
>is stuck MINT.PRG in the AUTO folder, and that's it. It there was
>some decent assembler code thrown in, rather than good old slow C,
>it might work better.

That's the comment of a non-programmer, Steve. C produces assembly
code, and has a very good mapping from C to assembly. Are _you_ going
to hand-optimize all of MiNT for 68000, and then do it again for 68030?

Just putting MiNT in your AUTO folder will knock a whopping 3% off your
CPU usage for the extra overhead of multitasking. Warp-9 knocks off
something like 9%. I don't hear you complaining about Warp-9...

>I'm surprised Atari is touting Multi-TOS as it's great Multi-tasking
>system, the Kernal they use is too slow to me of much good. Sure,
>on a Falcon or TT it doesn't matter too much, but comparing Geneva
>or Magic to it on any machine, and it certainly shows how much better
>they could have made it!

Geneva certainly doesn't add anything to TOS, it's just an AES
replacement. Future versions will probably run as INIT= to allow
pre-emptive multitasking, pipes, and all that other great stuff; then
you'll have to complain about something else...

Magic is assembly; how long has it taken to get it running on the
Falcon? Oh, it's _still_ not available? MiNT was, the day the Falcon
came out.

MiNT is faster than plain TOS for most operations. Once the
non-blocking ACSI disk driver is done, it will slaughter TOS on all
fronts.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3435. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 17:54:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.LawVtUGyde2@semprini.waterloo-rdp.on.ca>
Source record: 176504

In <3ag8pv$p34@golem.wcc.govt.nz>, Steve Wells writes:
>] we> MiNT is the multitasking piece of Multi-TOS (hence the slow speed),
>]
>] UTTER BULLSH*T.
>
>Okay then, run GEM-Bench. Then run MiNT, and then run GEM-Bench again.
>
>Notice a large speed loss?!
>
>I'm talking about JUST Mint, the executable and nothing else!

I've done it. My CPU speed went to 97%. Without MiNT, I get 99% on
GEMbench. 2% of my CPU is pretty damned good for all the extras MiNT
gives me (pipes, shared memory, loadable filesystems, network drivers,
shared binaries, etc, etc).

Give it up Steve!

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3436. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 18:33:18 UTC
From: sjg@bilbo.ph.kcl.ac.uk
Message-ID: <1994Nov20.183318.5172@bay.cc.kcl.ac.uk>
Source record: 176505

```
In article <Pine.SUN.3.91.941117132045.4368J-100000@CSOS.ORST.EDU>, Jak
<jamesw@CSOS.ORST.EDU> writes:
%
%
% I forgot to mention in my reply to this message of yours.....
% Does not this MEDUSA computer (or whatever) include a PC video card slot
% for these "terrible" video cards that you speak of??? I suppose it won't
% be a problem for a machine with the Fuji symbol on it, then?
%
% James Wood
%
```

Aah, but ALL gem programs are written for a standard AES and VDI. The .
the VDI, and VDI stands for 'Virtual Device Interface'. Hence all
the cards have to suppl drivers for one interface (the VDI) to be 100%
compatible with all GEM programs.

```
Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac
Microsoft is not the answer. Microsoft is the question. NO is the answer <
```

3437. Re: vt-100 emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 19:12:13 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3ao72d$bv0@golem.wcc.govt.nz>
Source record: 176521

```
] I'm still using Flash 1.6 because quite frankly, any other VT-100
] compatible software doesn't quite match up, unless I'm mistaken. Anyone
] know any software that's better than flash 1.6?

Try Uniterm. If you're running a stock ST, it's probably the best
VT100/102/200/300 emulator around. It has a few more options than Flash,
although the capture buffer is a real pig to work out!

/----------------------WELLS_S@IX.WCC.GOVT.NZ----------------------\
\Capital Watch Services - For watches, clocks, batteries and repairs/
\__ Willbank Court, 52 Willis Street, Wellington, New Zealand __/
\_If nothing can possibly go wrong, it will anyway - Murphy_/
\_Steve Wells - Gratuitous Plugger & Honda GB-400 Rider_/
```

3438. Re: PC emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 19:18:28 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3ao7e4$aaa@whitbeck.ncl.ac.uk>
Source record: 176506

In article <ZI128Ha.johnhechtman@delphi.com>, John Hechtman <johnhechtman@delphi.com>
writes:
>>Which is the latest version of PC-emulator-which-with-A-name and where
>>can I get it?
>
>The only _software_ emulator for Atari is/was PC-DITTO. It works reasonably

No, there is an unreleased (but kicking round the BBS circuit a bit) version
of SoftPC as well (which works better than PC-DITTO did).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

3439. Re: Text Editor For Partial Loading

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 19:20:55 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3ao7in$bv0@golem.wcc.govt.nz>
Source record: 176507

```
] > Is there ANY available text editor which
] > prefers partial text loading ?
] > I mean, when the file size is bigger
] > than free memory.., text editor must load only
] > the block which fits into memory, and later
] > (if requested) jump to another part of file
] > and load him into the memory ..

EdHak or Edit-Pro. (Same program, Edit-Pro is the latest version).

Very handy text editor which does pretty much everything, and runs
happily as a desk accessory and has problems with nothing I've been able
to find yet. Will also allow binary file editing.

Where's that manual.... Buried at the bottom of the pile, figures!

Released by Clear Thinking.

Contact:

Clear Thinking
2753 Plymouth Rd #137
Ann Arbor, MI 48105
USA

Craig A. Harvey.

Genie: c.harvey (c.harvey@genie.geis.com)
Compuserve 73047,600

Well supported. I think it cost me about $30 including postage etc.
It just about replaces Tempus, it's that good!

/----------------------WELLS_S@IX.WCC.GOVT.NZ-----------------------\
\Capital Watch Services - For watches, clocks, batteries and repairs/
\__ Willbank Court, 52 Willis Street, Wellington, New Zealand __/
\_If nothing can possibly go wrong, it will anyway - Murphy_/
\_Steve Wells - Gratuitous Plugger & Honda GB-400 Rider_/
```

3440. Re: looking for cubase

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 19:24:02 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3ao7oi$aea@whitbeck.ncl.ac.uk>
Source record: 176508

In article <EKSWBHUWUp@dksoft.ping.dk>, Kim@dksoft.ping.dk (Kim Andersen) writes:
>In <Bas.Hekking-1711941327450001@ana-dyn-32.mac.phil.ruu.nl> Bas Hekking wrote :
>
>>I've been working with an older version of cubase, which hasn't got enough
>>funktions for panning, so I'm looking for a newer version.I'm currently
>>working on an atari st and a pc. So if someone knows where to get the
>>latest version please write
>>
>
>Ahmm!. If you have an older version of Cubase, then you can easyly upgrade
>to a newer one. Only takes a few quid to upgrade. And you do have the key
>right ?
>

Actually it's free - the latest Cubase versions are available via FTP
(Steinberg give their blessing). They are no use to anyone who hasn't got
a key already, as the copy protect is still there.

Try ftp.mcc.ac.uk - this has the latest cubase & cubase-audio versions.

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------- o ---------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

3441. Re: PC -> Atari laser printer???

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 19:25:26 UTC
From: blade01@pplnet.com
Message-ID: <023898QOGSXMKTKNJHLU@pplnet.com>
Source record: 176509

IK>... Since the Atari can't do multitasking, ...

IK>--
IK>/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany *
IK>/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 *
IK>/* "Science is the game you play with God to find out what His rules are." *

Wrong-o! The Atari ST, TT, and Falcon 030 can all mutlit-task perfectly
well. In fact, running desk accessories (something almost everyone does
almost all the time) is a limited form of mutli-tasking. MiNT/MTOS are
multi-taskers; Mag!x is I believe another; there are several alternative
OSes for the ST series that multi-task quite handily.

Suggestion: Use a little of that science to discover what your machine
CAN do. 250 km is about 2 1/2 hours driving time - go get your
computer, your reference materials, and your software. Stop at one of
the many Atari ST sales outlets in Germany and pick up some of the
Abacus references - you're in Atari heaven over there! - and you may be
amazed and delighted to discover that your vintage-1985 Atari ST can do
what the 1994 MS-DOS users are just now finding possible.

GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld +1-713-682-7474
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--
Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

3442. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 19:25:26 UTC
From: blade01@pplnet.com
Message-ID: <023891QOGSXMKTKNJHLU@pplnet.com>
Source record: 176510

IS>Its tuff if you can't live with the demise of Atari, but that is the
IS> way it goes...

IS>Fed up with Insulting posts myself....!!!!

IS>***
IS>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz
IS>*
IS>* +64-4298-7249 GEnie r.sheppard5@genie.geis.com
IS>***

I had intended to let this whole thing blow over, but...

Roger, you have had an insulting, superior, know-it-all attitude in
every net, and every thread, that I have seen you post. I don't know
why that is - but it IS irritating to most normal, rational people.

If you don't think Atari is alive and well, fine - don't let the door
hit you in the ass on the way out.

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--
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3443. Re: HSMODA04 doesn't work with Stalker 3?

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 19:25:27 UTC
From: blade01@pplnet.com
Message-ID: <023890NNQIMNTDLRWQWI@pplnet.com>
Source record: 176511

```
IW>You don't need MiNT to Fopen() the U:\DEV\MODEM1 (or MODEM2, SERIAL1,
IW>SERIAL2) device, it is provided by HSMODA. After opening you can use
IW>Fcntl() to set the linespeed, flow control etc. if necessary. Then you
IW>simply use Fread()/Fwrite() to transfer data. You really should read
IW>the HSMODA documentation.

IW>Waldi

Sorry, I don't read German that well. The English translation provided
is incomplete. And frankly I see no reason to use what has become a
non-standard "standard" either.

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51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--
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```

3444. Help on MEGA 2 !!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 19:25:27 UTC
From: blade01@pplnet.com
Message-ID: <023897NNQIMNTDLRWQWI@pplnet.com>
Source record: 176512

IJ>Movig to another place I loosed the cable that connects the keyboard with th
IJ>main unit. Any idea where I can find it, or please give the wiring to build
IJ>one for
IJ>my self. I know it's a 6 pins telephone connector at both ends, but I dunno
IJ>the wiring is pin 1 to another end pin 1 etc.etc..

IJ>Juan Carlos

6-pin phone cord - flip the pins from one end to the other:

Pin # Pin #
1 6
2 5
3 4
4 3
5 2
6 1

You should be able to get the parts at Radio Shack. And since you're
making a new cable, why not make it 15 feet long?

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51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--
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3445. vt-100 emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 19:25:28 UTC
From: blade01@pplnet.com
Message-ID: <023896PSSIOPMSXCSEGY@pplnet.com>
Source record: 176513

```
IT>I'm still using Flash 1.6 because quite frankly, any other VT-100
IT>compatible software doesn't quite match up, unless I'm mistaken. Anyone
IT>know any software that's better than flash 1.6?

IT>Doug

Yes, Doug, practially everything. Freeze Dried Terminal, STalker,
ANSIterm, TAZ... Those are just off-the-top-of-the-head examples of
"better than Flash 1.6" for VT-100 emulation. I'm sure there are
others.

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51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--
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*FEEL The EXCITEMENT of PARADISE* Voice - (713)59|-4049 hapydude@pplnet.com
```

3446. ***** 1040 and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 19:58:37 UTC
From: gathings@cs.utk.edu
Message-ID: <3ao9pdINNfke@duncan.cs.utk.edu>
Source record: 176540
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
F O R S A L E

Item Desc Asking Price

Atari 400 with
extra keyboard
works fine I'm
tired of playing
pac man on it $10

2400 baud
external modem $10
works

>>> For Parts ONLY <<<<

Atari 1027 Printer $10

Atari 1050 Disk drive $20

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold within the week, I will junk.

Golando
```

3447. ATARI FTP LIST/ **IMPORTANT INFO**!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 20:04:38 UTC
From: hallvart@ifi.uio.no
Message-ID: <3aoa4m$am5@baugi.ifi.uio.no>
Source record: 176515

```
**************************************************************************
IMPORTANT NOTICE!!!!!!! IMPORTANT NOTICE!!!!!! READ THIS!!!!!!!!
--------------------------------------------------------------

As I will lose free Internet access soon (in about a month's time) and will
no longer be able to search and test endlessly all FTP sites any more, like
I have done so far, I will now hand this list over to Mark Smith in the UK,
so that it can be further updated and posted. I might be back on the net
later, and take over again (or do it in co-operation with Mark), but as of
now Mark Smith (msh@dl.ac.uk) will handle everything concerning this list.
So, write to him if you have any updates or new sites etc, and not me.
See ya!

Hallvard, Oslo, Norway

PS. Thanks to all for your encouragement and support!!
Good luck Mark!
**************************************************************************
**************************************************************************

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -

Last edit: 20-November-1994
Additions/changes since last list: 4

- phlem.ph.kcl.ac.uk (new site)
- ftp.uni-paderborn.de (change of IP address)
- nic.switch.ch (mirror site of 'Atari.archive.umich.edu'-closed down)
- barnone.citi.umich.edu (mirror site of 'Atari.archive.umich.edu')
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -

()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()========================()

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!
```

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
----
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

CZECH REPUBLIC:
----
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........../pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.6)......../pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)...... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/

```
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)......../pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server..........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de..........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server...........archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari

UK:
---
micros.hensa.ac.uk (148.88.8.84) ......... /micros/atari/
email server......archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)........ /pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)......... /pub/atari/

SWITZERLAND:
-----------
ftp.isbiel.ch.....(147.87.2.27)............/atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
--------------------------------
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
```

7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after
uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available
at your site. If you don't, ask your local system operator how to transfer
files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for
"low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from
disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- -
Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Smith (msh@dl.ac.uk) with permission from Hallvard

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3448. [Q]which modem should I get?

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 20:25:16 UTC
From: hallvart@ifi.uio.no
Message-ID: <3aobbc$fua@baugi.ifi.uio.no>
Source record: 176520

I'm looking for a used modem for use with my Atari STE.
Which ones work well and which ones don't with the Atari's?
I'm looking around in the "modems for sale" newsgroups, but
I have no idea as to what to look for. Thought I'd ask here
first.

Hallvard, Oslo, Norway

3449. Teradesk 1.40 and ST-ZIP

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 20:31:08 UTC
From: Adrian Bridgett <apb25@cam.ac.uk>
Message-ID: <3aobmc$7hb@lyra.csx.cam.ac.uk>
Source record: 176522

Problem: ST-ZIP (and other programs too) don't work with
version 1.40 - but they do work with 1.39.

Teradesk seems to be passing blank parameters to these programs
- they may be blank but the programs get confused.

ST-ZIP for instance tries to open a ZIP file called ".ZIP"
(or "." I think).

3450. Re: Papyrus Demo bombs!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 21:08:08 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3aodro$e7r@brachio.zrz.TU-Berlin.DE>
Source record: 176523

In article <3ak9ad$5il@uss.lonestar.org> evanlang@uss.lonestar.org (Evan Langlois) writes:
>I need the e-mail address to the author/s of Papyrus. I dl'd the
>demo from aaue and it crashes with lots of bus and address errors.
>It may be a bad archive, hard to tell, but I dl'd it twice to be
>sure.

No Idea what that could be. Anyway, in a few days we'll release Papyrus 3.60
(new: several NVDI3-specific enhancements, more powerful label printing,
easier table cut&paste) and I'll upload a new Demo. Should you still have problems,
mail me your configuration.

Christian

Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|
Raschdorffstr. 99, 13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |

3451. Re: Speed in Speedo?

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 21:15:07 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3aoe8r$edt@brachio.zrz.TU-Berlin.DE>
Source record: 176524

In article <3ala7m$1g7@liberator.et.tudelft.nl> hkjdv93@hermes.hv.se writes:

> When running Speedo 5.0 on my Falcon with the original fonts and one
> Type 1 font it took me about 5 minutes to start Papyrus 3.07.
> This can't be right, what can I do to speed it up?

I haven't heard about that problem before. Which Speedo 5.0 do you have (a, b or c)?
Do other Speedo-aware programs have similar problems?

Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|
Raschdorffstr. 99, 13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |

3452. Re: ST-Review...!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 21:17:35 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <CzL4HB.794@cix.compulink.co.uk>
Source record: 176525

In response to sheppard_r@kosmos.wcc.govt.nz's message:

> may be its ok if your are into Midi or Graphics/DTP, but
> very few Falcons and TT have been sold here, there is far too much
> emphasis on Graphics in this mag..

What would you like instead? I'm confused.

> Can some one explain the Overseas price quoted on the cover of 4.5UKP,
> as its being sold hear at $19.75, far over the exchange rate of 2.5
> times the UK pound...

You are being ripped because there is no alternative if you want to read
a mag. Is ST Format the same price over there?

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/140.16@nest.ftn #

3453. Re: TOS 1.62 -> TOS 2?

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 21:29:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199411202329.a36051@m4.maus.de>
Source record: 176526

```
>|> _ALL_ STEs have two-chip TOS ROMs located at $E00000 and can all be
>upgraded
>to
>|> TOS 2.06 by replacing the ROM chips and flipping two jumper wires.
>|>
>|> bye, Peter
>
>Could someone tell me what jumper wires that sould be flipped, please...

They are located close to the ROM chips. They are zero ohm resistors standing
upright, with the wire coming out of the upper end soldered down directly
beside it. On the other side of the resistor, there is a free solder pad.
Remove the wire from its position and solder it to the previously free one.

bye, Peter
```

3454. Re: vt-100 emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 22:10:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3aohhj$d4f@golem.wcc.govt.nz>
Source record: 176534

In article <023896PSSIOPMSXCSEGY@pplnet.com>, blade01@pplnet.com writes:
>IT>I'm still using Flash 1.6 because quite frankly, any other VT-100
>IT>compatible software doesn't quite match up, unless I'm mistaken. Anyone
>IT>know any software that's better than flash 1.6?>
>Yes, Doug, practially everything. Freeze Dried Terminal, STalker,
>ANSIterm, TAZ... Those are just off-the-top-of-the-head examples of
>"better than Flash 1.6" for VT-100 emulation. I'm sure there are
>others.

ANSI does not = VT 100 in any way at all, there are not many Comms program
for the Atari that do VT 100 correctly, Uniterm and Connect would be the best..

FDT does not do VT 100 and is no longer supported, and you need a Key to get it
to run, so far I have never found a comms program that can better Flash 1.6
in all of its features....

So VT 100 is VT 100 and not ANSI...!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3455. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 22:12:30 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3aohke$hj1@dux.dundee.ac.uk>
Source record: 176527

Erling Henanger (erlingh@nova.pvv.unit.no) wrote:
: Ersmith@netcom.Com,
: In a message on 17 November, wrote :

: er> TOS text 105% 77% (*)
: er> TOS string 99% 173% (**)
: er>
: er> The only "noticeable" difference (normal humans generally can't notice
: er> a 1 or 2% difference in performance) are the TOS text and string output
: er> functions. MiNT is much slower than plain TOS when performing output
: er> one character at a time, and much faster when outputting longer strings.

: But - if you have a mint with the fasttext device built in
: (compilation option), you get very fast gemdos text output;

: (From NVDI gem_test without MiNT-1.11)
: BIOS-Ausgabe : 80 % 100%
: GEMDOS-Ausgabe : 79 % 100%

: (From NVDI gem_test with MiNT-1.11 and /dev/fasttext)
: BIOS-Ausgabe : 166 % 207% | NOTE THIS
: GEMDOS-Ausgabe : 525 % 665% | NOTE THIS

: Other than that - I agree wholeheartedly on your message.

Where can I get this 'fasttext' device?

My existing text output is too slow for words.

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.
==

3456. Re: vt-100 emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 22:39:07 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3aoj6b$dh3@golem.wcc.govt.nz>
Source record: 176535

In article <023896PSSIOPMSXCSEGY@pplnet.com>, blade01@pplnet.com writes:
>IT>I'm still using Flash 1.6 because quite frankly, any other VT-100
>IT>compatible software doesn't quite match up, unless I'm mistaken. Anyone
>IT>know any software that's better than flash 1.6?

>IT>Doug
>Yes, Doug, practially everything. Freeze Dried Terminal, STalker,
>ANSIterm, TAZ... Those are just off-the-top-of-the-head examples of
>"better than Flash 1.6" for VT-100 emulation. I'm sure there are
>others.

From some one that does not know that ANSI does not = VT 100...

The best programs for VT 100 ate Uniterm and Connect, a lot of those programs
listed don't support VT 100 at all, FZDT is one and is no longer supported,
and you need a Key to use all its features..

I am still waiting for a comms program that can better Flash 1.6 in all its
features....

```
*******************************************************************************
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
*******************************************************************************
```

3457. Re: Student Discounts

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 22:44:56 UTC
From: paul@xciv.demon.co.uk
Message-ID: <785371496snz@xciv.demon.co.uk>
Source record: 176531

In article <3ajjd5$b0m@golem.wcc.govt.nz>
sheppard_r@kosmos.wcc.govt.nz "Roger Sheppard." writes:

> >Do any suppliers offer student discounts?
>
> I don't think they do that any more, to many dud students...:-)..
>
> Does any one know the going rate for students, may be you can get
> more if you pay cash...!!!

What's with the student hate campaign Roger?

Did a student once do something horrid towards you?

It's either students don't know what they talk about (as I read once today)
or it's only students who use FzDT.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC I can't stop the dance, maybe this is our last chance? */
/* Owner "Beware of Trojans, they're complete smegheads!" - RD5 */

3458. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 23:21:14 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3aolla$lfn@nermal.cs.uoguelph.ca>
Source record: 176532

I don't think Atari is going to lower the prices of the Falcon or the TT
because they have no interest in carving a niche in the computer industry
at this point. Everything is Jag-related.

>> Mark <<

3459. Need ride from NYC to/from Toadfest

Newsgroup: comp.sys.atari.st
Date: 1994-11-20 23:39:42 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <xEzV8X+.johnhechtman@delphi.com>
Source record: 176533

Hey, is anyone from NYC driving down to the Toadfest? I checked and public transportation to Toad seems almost non-existant. I'll split tolls and gas in return for a ride down & back. I'd split driving, but my license expired.

3460. Re: Packet radio software / hardware

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 00:11:40 UTC
From: Werner_Laass@traveller.fido.de
Message-ID: <2ecfe7fa%fido.de@p25.f20.n2000.z242.fidonet.org>
Source record: 176474

In a message of <12 Nov 94 01:39:19>, Mike Stramba (242:4900/99.0) writes:

MS> From: mike@io.org (Mike Stramba)
MS>
MS> Is anyone here using an atari for packet radio?
MS>
MS> If so, what software /hardware are you using?

Hallo Mike,

shure, we have some ATARI-users in our Anwender Kreis Atari
Freiburg, Germany, using ATARI for packet radio.
I'll look for their adress (e-mail), ask once more next week, ok?

I for myself will use p.r. in future, together with my friends.
Therefore we will build some modems, using the chip:
TCM 3105. . Software will come next days.

My adress: werner_laass@traveller.fido.de

3461. Re: Speed in Speedo?

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 00:19:52 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <EKVABFUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 176481

In <3ala7m$1g7@liberator.et.tudelft.nl> Henrik Kjellsson wrote :

>
>When running Speedo 5.0 on my Falcon with the original fonts and one Type
1 font it took me about 5 minutes to start Papyrus 3.07. This can't be
right, what can I do to speed it up?
>
>Henrik
>
Try turning the widthtables off. This may be the problem. At
one point, it took me five minutes and change to start Atari Works,
but after I turned off the widthtables, I had no problems whatsoever
after that.

Leslie

--

-- --
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

3462. Re: Megafile 60 problem

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 00:44:58 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <EKVABFUSUp@warpcon.ersys.edmonton.ab.ca>
Source record: 176482

In <JG228B8.brepetto@delphi.com> Bill Repetto wrote :

>I recently got a Megafile 60 for my daughter's 1040 ST (stock version with
>TOS 1.0). My problem is that when I try to boot the machine I get:
>Loading
>Atari Hard Disk Driver
>AHDI 6.05c May 25, 1993
>ACSI Devices:
>Unit 0 - Identification unavailable
>Unit 1 - Not responding
>
>Bootloaded
>
>The infamous 4 BOMBS
>
>What do I have to change to get this working? Does the driver software need
>some new information (I bought the drive used from someone here on the net)
>specific to my system? Any help would be appreciated.
>Bill R.
>
First of all, I would recommend getting AHDI 6.061. As for the
bombs, the problem is probably not with your driver, but with
something in the \AUTO\ folder on drive C (presumably the boot
drive). To boot the hard drive, but not run the \AUTO\ folder, hold
down the [Alternate] key after turning the computer on, and let the
system boot up with the desktop. After doing this, click on AHDI.PRG
on your utilities disk, which will activate the hard drive. Create a
C drive partition icon, then click on it. Create a folder called
\AUTOS\, copy the \AUTO\ folder into it, then delete the \AUTO\
folder found in the root of drive C (the one you just copied into
\AUTOS\). (I realize that this seems tedious, but this should work.)
Now, reboot the computer. Do you get the bombs? If yes, leave
me email. If no, create an \AUTO\ folder in drive C. Copy one file
from \AUTOS\AUTO\ into C:\AUTO\, then reboot. Did you get the bombs?
If yes, restart the computer like I said in the beginning, then
delete the file you just copied into C:\AUTO\ and replace it as soon
as possible. If you didn't, copy another file into the \AUTO\ folder
from \AUTOS\AUTO\, and reboot again. Do this until you have emptied
\AUTOS\AUTO, then delete the folders (\AUTOS\AUTO\ and \AUTOS\) (I
don't think you inept, I just want to make perfectly sure that you
don't regret anything.) This should allow you to a) find out which
file, if any, is causing the bombs and b) get the hard drive working.

As an added service, I'll tell you that using a hard drive with
TOS 1.0 or TOS 1.2 is a trial (read v-e-r-y slow!). What I would

recommend that you do is obtain a file called FATCACHE, which fixes this problem, and even caches the hard drive making it much faster (the program only works on TOS 1.0 and 1.2). Oh, and when 'rebuilding' the \AUTO\ folder, start with files like Foldr100 (Foldrxxx), and obvious patches, since if, at the very least, they won't help, they won't do anything nasty.

Leslie
--

-- --
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

3463. D&D software

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 00:54:53 UTC
From: smokin@remm.uqam.ca
Message-ID: <Pine.3.87.9411201936.A3415-0100000@thym>
Source record: 176536

Hello all,

I am writing because I am looking for software used for creating characters for the game Dungeons and Dragons. I once had a program, but I have since erased it for unknown reasons.

If you know about this kind of program, or others that help with in the game, please contact me. Or, just point to where I can find it, if that's possible.

Joe

3464. Re: MiNT 1.12 available in binary form!

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 01:08:43 UTC
From: dk3uz@isys-hh.Hanse.DE
Message-ID: <XEMUB08P@isys-hh.Hanse.DE>
Source record: 176537

avg@cwi.nl (Annius Groenink) writes:

>vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>>Hello everyone.

>>The files are:
>>mint112b.zoo -- binaries

>So it's finally out in binary form? Is the public licence out,
>or is Danny the first brave person to simply have the guts
>to release it anyway?

It is out. Hasn't got to do anything with 'guts' though. Eric previously forbade any distribution of MiNT binaries after version 0.95 or so. Had someone done despite Eric and Eric had got wind of it, it would have meant the end of free MiNT. So please respect the author's requests.

Rgds, Eddi
--
| AMPRNET: dk3uz@db0hht.ampr.org | GUI: A means of wasting cpu power
| INTERNET: dk3uz@iSYS-hh.isys.net | rodent pushing icon clickers
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU | don't need.

3465. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 01:14:29 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3aos9l$f51@golem.wcc.govt.nz>
Source record: 176538

In article <3aolla$lfn@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>I don't think Atari is going to lower the prices of the Falcon or the TT
>because they have no interest in carving a niche in the computer industry
>at this point. Everything is Jag-related.
>
> >> Mark <<

Well from what I read here Atari are dumping Falcons in the UK
for 300 Pounds, is that not cheap enough....

Mind you this is the 1 meg version, these I think are the only
ones that Atari made last befor it closed thire computer division
down.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3466. File Search Util..#2..

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 01:42:53 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3aotut$f9b@golem.wcc.govt.nz>
Source record: 176539
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well so fare only one reply to this request....

FSEARCH 7.4, where does one file this Program...??

I need a file search util that will find all files say with the string
dog in them, like medog.prg or dogme.prg...

With just entering the name dog and it will search all partitions
or selected partitions, must be fast and not a ACC or TTP....

Is their such a thing, I have used such a thing on a Atari BBS..!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3467. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 02:12:15 UTC
From: jonaeson@algonet.se
Message-ID: <3aovlv$puo@aristotle.algonet.se>
Source record: 176541

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:

: Another snivelelling teenager, that has never ever worked in his life,

As a person hired by a government, I doubt that you in any way, can speak
for those "who have worked"....
Besides, your behavior is more childish than other person's, that you
have flamed.

: did no one tell you the facts of life, well John tried to, then it looks
: like you are to stupid to read....

Well, as far as I'm concerned, a person who doesn't defend himself is
guilty as charged, or has a darn good reason not to.
(Maybe he's guilty of something worse, that would be revealed?

: May be you should not be on here with posts like this one, why not join
: the Amiga groups....

Why is that?

// Tommy

3468. Re: Neodesk Vs Ease

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 02:30:51 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3ap0or$fl6@golem.wcc.govt.nz>
Source record: 176543

```
] > AFAIK, there isn't an English version of Ease, so that may be a problem.
]
] There is indeed and English version of Ease, 3.1c, it's much more stable th
] Neo 4 (I do have both). It is just as powerful as Neo 4 IMHO and has a lot
] nice features.

Ok then! :)

Is there an English demo so we can see for certain how good it is?

Can't exactly try before I buy... They'd make a lot more sales if
they showed the general English-only-reading public what it was like.

Mind-you, I ordered Neodesk 4 ages before the demo was available, go
figure! :)

/----------------------WELLS_S@IX.WCC.GOVT.NZ-----------------------\
\Capital Watch Services - For watches, clocks, batteries and repairs/
\__ Willbank Court, 52 Willis Street, Wellington, New Zealand __/
\_If nothing can possibly go wrong, it will anyway - Murphy_/
\_Steve Wells - Gratuitous Plugger & Honda GB-400 Rider_/
```

3469. Re: D&D software

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 02:33:36 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3ap0u0$fl6@golem.wcc.govt.nz>
Source record: 176544

```
] I am writing because I am looking for software used for creating
] characters for the game Dungeons and Dragons. I once had a program, but
] I have since erased it for unknown reasons.
]
] If you know about this kind of program, or others that help with in the
] game, please contact me. Or, just point to where I can find it, if
] that's possible.

I think I had this same program, or one very similar, but I got it from
a local BBS. Your best bet would be to look through the more major
FTP sites (mainly micros.hensa.ac.uk ./micros/atari and
atari.archive.umich.edu ./atari/) If they aren't on them, then it
probably isn't on the Internet. I may still have it on a disk, I'll
have a dig around, and if it isn't on either of those sites & I
find it, I'll put it on one/both.

/----------------------WELLS_S@IX.WCC.GOVT.NZ-----------------------\
\Capital Watch Services - For watches, clocks, batteries and repairs/
\__ Willbank Court, 52 Willis Street, Wellington, New Zealand __/
\_If nothing can possibly go wrong, it will anyway - Murphy_/
\_Steve Wells - Gratuitous Plugger & Honda GB-400 Rider_/
```

3470. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 02:54:02 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3ap24a$fql@golem.wcc.govt.nz>
Source record: 176545

```
] : Another snivelelling teenager, that has never ever worked in his life,
]
] As a person hired by a government, I doubt that you in any way, can speak
] for those "who have worked"....
] Besides, your behavior is more childish than other person's, that you
] have flamed.

The header:

ix/kosmos = node name
wcc = Wellington City Council (The service providers)
govt = Goverment - The people to whom the Council answer to
nz = New Zealand

Virtually no-one using this address is employed by the City Council
or Government. And certainly not Roger or myself.

Note: All opinions are my own, and have got nothing to do with
sheppard_r. :)

ix.wcc.govt.nz/kosmos.wcc.govt.nz are public access Internet
nodes which can be accessed via dial-in, UUCP, or Telnet. We do however
have substantially less cretins than AOL. This is due at least
partially, to the fact that the interface is less than simple for
the average 12-year old to manage. Personally I think that the Internet
should have an R-14 rating so that real users don't have to put up
with the incoherent semi-illiterate gibberings of those below that
age. (Not aimed at anyone, just a personal opinion after getting
tired of all the stupid messages wasting net-space from cretinous
posters).

Ignore the replyee line, not a word is aimed at him, other than the
description relating to the fact that people using this system aren't
necessarily employed by the council, or Goverment, or for that matter,
employed, period.

/----------------------WELLS_S@IX.WCC.GOVT.NZ-----------------------\
\Capital Watch Services - For watches, clocks, batteries and repairs/
\__ Willbank Court, 52 Willis Street, Wellington, New Zealand __/
\_If nothing can possibly go wrong, it will anyway - Murphy_/
\_Steve Wells - Gratuitous Plugger & Honda GB-400 Rider_/
```

3471. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 03:05:36 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.sKM72HfWZwY@semprini.waterloo-rdp.on.ca>
Source record: 176546

In <Pine.SUN.3.91.941117130802.4368I-100000@CSOS.ORST.EDU>, James Wood writes:
> I'm sure illiterate people have no use for the encyclopedias.
>Doing an 8-page paper from the comfort of your bedroom and enlist the aid
>of 3-4 sources without going to the library sounds appealing to me.
>However, my point was not to debate the merits of Multimedia
>encyclopedias, but to illustrate the vast array of PC software. Excuse
>me while I interrupt this session to blast some bastards in a game of
>PC DOOM. Have fun with whatever you can play that comes closest.

Tonnes of software, all crippled because it runs on DOS. Tonnes of
software, most of which is crap.

Sure, a large software library is great (believe it or not, we've got
one for the Atari, with new titles being released every week, even if
they're not all commercial), but for some people, like myself, the
drawbacks far outweigh it.

NEXTSTEP comes with a multimedia encyclopedia. NEXTSTEP doesn't cripple
your machine. NEXTSTEP actually does multitasking, _and_ it's got a
fantastic interface. Oh, and Microsoft doesn't develope for it, one of
the biggest advantages.

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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3472. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 03:19:46 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3ap3ki$hie@uqcspe.cs.uq.oz.au>
Source record: 176549

gaghon@nevada.edu (GEORGE GAGHON) writes:

>What is happening in the market today is sad. We are losing the
>freedom of selecting a computer that fits our discription of what it
>should look like and run like.

The crunch comes when you NEED a faster machine but there is none
available from the manufacturer you prefer. This is a result of the
computer industry today: the most common brand computers is the
fastest for the price. Apple is fighting back with the PowerPC line.
But Atari could not keep up.

Hence, they lose the enthusiasts with high-demand.

And guess who keeps a model of computer alive? Those high-demand enthusiasts.
Without high-demand enthusiasts doing software development, the userbase
slowly fades away.

I had buy a TT to continue GEM NetHack development. And I gladly paid for
it. But then, when I had an even more demanding project, I had nowhere to
turn. I started using the University's workstations to do more and more of
the work my project demanded. Finally, I had to buy a Linux Pentium to
continue development at home. And I gladly paid for it. If Atari had a
high-end machine, I would have bought that and run 680x0 Linux. But there
is nothing above a Medusa (which is not even made by Atari).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / Microsoft is not the answer.
/ * <-- Computer Science Department, / Microsoft is the question.
_.-._/ University of Queensland, /
v Brisbane, Australia. / NO is the answer.

3473. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 03:23:56 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <LaF5Vc5w165w@sys6626.bison.mb.ca>
Source record: 176484

dpj@delphi.com writes:

> Mark Baker <mnb20@cam.ac.uk> writes:
>
> >Why not? If a program is no longer supported, and has therefore been overtak
> >by the competition (as Calligrapher had by Papyrus, TW3 etc) why not put it
> >ona cover disc?
>
> Well, for the simple reason that it was only a couple of years ago that
> the program sold for over $200. And now, someone is putting it on a
> mag cover disk? I understand that it doesn't contain all of the modules
> nor the manual, etc., so it sounds like the end user will have to pay
> almost full price to get the same as I did. Still, I don't like the
> idea of any commercial program being made "public" in this fashion. It
> just doesn't "sit right" with me.
>
> Dana @ STReport International Online Magazine
>

Well I must inject here Dana, programs on Coverdisks is the best way of
marketing, in my opinion. Many ST users that I know have purchased
because they had the chance to demo the program before they decided.

Eva Crouse @ Compu Ware

3474. Canadian/US Atari user group information wanted

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 03:27:38 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <EKVABFBQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 176542

I'm trying to compile a list of Canadian and American (overseas is great too, and will be accepted gratefully, but I'm trying to start small, and I need the Canadian names, addresses, and bbs numbers) Atari user groups. I'm not too worried about redundant info, so please make sure the group name, address, and bbs number (if available) is sent to me. I will reupload the list once I have enough groups listed. It's partially so that the user group that I belong to can send out our cool 4 color magazine-like (though not even close to as large) christmas issue to the other groups as well as trade articles, and just generally make more ties with other user groups. Please help me make this list as complete as possible so that, hopefully, we can all benefit from this.

Leslie
--

-- --
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

3475. Re: Does Atari still run a BBS?

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 03:28:36 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <DiF5Vc7w165w@sys6626.bison.mb.ca>
Source record: 176485

dpj@delphi.com writes:

> Mark Rathwell <mrathwel@uoguelph.ca> writes:
>
> >Does anyone know if Atari's in-house BBS is still in operation? If it is,
> >what is the number?
>
> AFAIK, the "official" Atari BBS went down a number of years ago. Bob
> Brodie was running a system when he was still at Atari, but I don't think
> it was an official system. As to its status now, I don't know.
>

You may want to call CatSCAN BBs in California. It is operated by Don Thomas of Atari Corp, although it is primarily a Jaguar based information service, he is kind enough to answer all questions.

Phone: 209-239-1552

Eva @ Compu Ware

3476. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 03:29:40 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3ap474$ii9@uqcspe.cs.uq.oz.au>
Source record: 176550

James Wood <jamesw@CSOS.ORST.EDU> writes:

> 25Mb is a lot for a word processor - and I am unable to verify
>that because I don't have Word. However, what little I've used Word was
>importing pictures, faxes, and many fonts onto the same document - all in
>color, and in the space of a few seconds and mouse clicks. Is there some
>mighty and powerful Atari program which does the same?

Yes, and they too use huge quantities of disk space. Someone got a figure
for Calamus SL?

>> do anything useful. Take games for instance. They started off saying 286
>> recommended, then 386 and now it's need at least a 486 or Pentium! The
>> games aren't even *that* much better either!

True... because they are just using the CPU power for GLITTER. Sadly,
glitter sells games. DOOM is crap. I've played it full-screen on a
90MHz Pentium with 16bit sound card, so there is no excuse. It's a
puerile shoot-em-up with no mental skills required. The world is full
of puerile, braindead adolescents, so it sells well. What saddens me is
seeing so many netusers drooling over it: this says something about the
changing demographics of USENET.

>> I agree with Timothy, developers use the speed of the processor rather
>> than speed of their code.

That is correct. That has always been the trend. It is more logical to
buy a faster machine than to spend HUMAN resources. That is why I bought
my Pentium: I have better things to do with my life than wait for a
program to compile and to hack ASM code.

>> The only reason why things are any different on Atari's is that most
>> Atari owners have little money to spend on their machines, and so
>> developers have to make the best use of the limited resources available.
>> This makes much better programs.

But fewer programs. Programmer only have so much time. And the smaller
the market audience, the less the get back.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / Microsoft is not the answer.
/ * <-- Computer Science Department, / Microsoft is the question.
_.-._/ University of Queensland, /
v Brisbane, Australia. / NO is the answer.

3477. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 03:35:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3ap4h8$j4v@uqcspe.cs.uq.oz.au>
Source record: 176547

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>You _need_ a Pentium if you want to get reasonable floating-point
>performance. Not that it matters, since you're screwed if you run
>DOS/Windows anyway...

This is quite true. Windows is dog slow even on a 90MHz Pentium with
a sh!t-hot graphics card, because it makes excessive use of the disk.
(yes, even with caching, etc on - DOS just can't do sensible disk
access).

Running Linux on the other hand, you get full power out of such a machine.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / Microsoft is not the answer.
/ * <-- Computer Science Department, / Microsoft is the question.
_.-._/ University of Queensland, /
v Brisbane, Australia. / NO is the answer.

3478. Re: Help on MEGA 2 !!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 03:35:09 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <aTF5Vc8w165w@sys6626.bison.mb.ca>
Source record: 176486

jcrios@reuna.cl (Juan Carlos Rios) writes:

>
> Movig to another place I loosed the cable that connects the keyboard with the
> main unit. Any idea where I can find it, or please give the wiring to build o
> my self. I know it's a 6 pins telephone connector at both ends, but I dunno i
> the wiring is pin 1 to another end pin 1 etc.etc..
>
> Thanks
>
> Juan Carlos
>
>

Please leave me e-mail and I will try and see if the supplier still
stocks an extension keyboard cable that we used to order in on occasion.
It is not a standard RJ11 telephone cable and is wired differently.

Hope this helps.

Eva

3479. Re: What to look for in a used ST

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 03:37:22 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <ZwF5Vc9w165w@sys6626.bison.mb.ca>
Source record: 176487

mrathwel@uoguelph.ca (Mark Rathwell) writes:

> Hi,
>
> I'm interested in purchacing a used 1040ST computer. I have several leads
> and I'm wondering what things I should check for when examining the
> models. Any tips or suggestions would be GREATLY appreciated. Thanks,
>
>
> >> Mark <<
>
>

Well, the best 1040 to get is a STFM, that is one with the modulator
built-in for television connection. The best would be a 1040 STE moel as
you can upgrade easily to 4 megs, other wise you need to get a Ram Board
at a later time and add Drams for additional memory and these days 2 megs
is a must. It is a cheaper path the later.

Please leave you address to me in e-mail and I will send along Atari ST
related information.

Hope this helps!

Eva Crouse

3480. Re: ATW800 transputer workstation info wanted

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 03:46:11 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <oBg5Vc10w165w@sys6626.bison.mb.ca>
Source record: 176489

molen002@telecom.ptt.nl (Ing. I.H. van der Molen) writes:

> Hello,
>
> Has anybody got information about a Atari ATW800 transputer workstation ?
> Is it worth while to buy one ? I mean, any positive experience? Where can I
> get the Helios operating system (close to the Netherlands of course)?
>
> Thanks in advance,
> Ids
>
> Please reply with E-mail:
> molen002@telecom.ptt.nl
>
> #include <stddisclaimer.h>
>

there was someone who posted in summer regarding this system. I'll try
and dig out is name and address.

Talk to you later

...keep posting

3481. Re: ATW800 transputer workstation info wanted

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 04:00:00 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <Pyg5Vc1w165w@sys6626.bison.mb.ca>
Source record: 176488

redhead@sys6626.bison.mb.ca (eva crouse) writes:

> molen002@telecom.ptt.nl (Ing. I.H. van der Molen) writes:
>
> > Hello,
> >
> > Has anybody got information about a Atari ATW800 transputer workstation ?
> > Is it worth while to buy one ? I mean, any positive experience? Where can I
> > get the Helios operating system (close to the Netherlands of course)?
> >
> > Thanks in advance,
> > Ids
> >
> > Please reply with E-mail:
> > molen002@telecom.ptt.nl
> >
> > #include <stddisclaimer.h>
> >
>
> there was someone who posted in summer regarding this system. I'll try
> and dig out is name and address.
>
> Talk to you later
>
> ...keep posting

Here I found it! it was posted in May of this year. Try Tore Nestenius at
dt93tn@pt.hk-r.se

He had two of them for sale at the time.

Good Luck

3482. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 04:27:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.OI_Nv3pDHbk@semprini.waterloo-rdp.on.ca>
Source record: 176548

In <Pine.SUN.3.91.941117122109.4368G-100000@CSOS.ORST.EDU>, James Wood writes:
> Every VGA card I've bought came with loads of drivers for those
>operating systems you've mentioned. The manufacturer of said card has
>always had a BBS that I could call to obtain the latest drivers. On the
>contrary, I can display 80 x 50 on most dos programs, even 132 x 50 on
>some. Why bother? Who cares?

I guess you've never had the fun of getting stuck with, say, a Diamond
video card and an unsupported OS (like OS/2 was a year ago). The
"latest" hardware usually doesn't have drivers for anything but DOS.
Have you tried NEXTSTEP on, well, almost anything strange? Like maybe
one of those new 64-bit ATI cards?

> It's my PLEASURE to choose amongst those operating systems,
>anyway. Just because whatever platform YOU run doesn't allow you the
>luxury of such choice, don't condemn such luxuries on other platforms by
>attempting to raise confusion by introducing hypothetical problem
>situations. Those operating systems DO exist, and they ARE being run in
>many configurations across a myriad of VGA card configurations. So
>sometimes I must locate a driver. It allows me the choice of running the
>VGA card of my own picking. That, my friend, is another LUXURY that you
>likely do not have.

Who the hell wants to run VGA? If I buy a new video card with 4M of
RAM, I want to run _at_least_ 1280x1024 (and not on a crappy 15" SVGA
monitor, either).

The "luxury" is an illusion; you can choose whatever you want from the
hardware if you want to run DOS, but you've got to be VERY careful to
pick stuff that's supported if you want to run OS/2, or Linux, or SCO
UNIX, or FreeBSD, or NEXTSTEP, or Solaris (Solaris probably has the
worst collection of supported hardware of any of these), UNIXWare, etc.

> As for games running 320x200x256 - I find this sufficient. What
>resolution do video games such as the Jaguar or SNES or Genesis display
>on a television set? Apparently it's sufficient for most
>gamers...including this one. Question: What resolution/palette do YOUR
>games run on?

My games run at something like 600x400x16- or 24-bits, AFAIK. Hey,
DOOM's gonna be a mere 160x180, but the 65k colours is going to make it
smooooooooth. Even if your SVGA card can handle it, NONE of your games
do, and there's no guarentee that your video drivers for your OS can
handle it (I know the OS/2 drivers I've got for my ViperVLB can't do
1152x900, and they can't do 16-bit colour, either).

> The confusion surrounding conventional/high/extended/expanded
>memory **IS** a bummer on the PC. However, anyone who is keen on
>understanding computer architecture and upward/backward compatibility
>should have no trouble comprhending such memory, and the HOWS and WHYS of
>how it came to be this way. Obviously, you don't appear to be such a
>person, so forget it.

I understand it, hey, I even know enough to write manuals about it. I
also know how much time programmers (like myself) waste trying to work
around the stupid limitations (all in the name of "backwards
compatibility"). I also know how much time I've spent documenting these
stupid things, and I also know how much time I've wasted trying to
"optimize" my DOS memory, etc. That was until I wised up and started
running OS/2.

> You must be an ST user, since you stated you have an 8Mhz 68000.

Yup, that'd be me. I'm also a user of Macs, various "high-powered" PCs
running several OSs (DOS, Windoze, OS/2, Linux), UNIX systems ranging
from wimpy '486-based systems to Pentium-based systems with a couple
dozen processors and things I've never even seen, strange VAXen, etc,
etc. It's my _job_ to know as much about every computer I can.

>I suppose the Atari TT with its "ST RAM" and "TT RAM" flies in your face
>after you state that "Memory is memory on any system that isn't running
>DOS." Gee - does the TT run DOS?????

The ST-RAM/TT-RAM stupidity is in the name of backwards compatibility,
too. If you're a "power user" like myself and you've got a TT, you've
probably got 2M of ST RAM, which only gets used for video (unless you've
got a video card) and some disk DMA transfers, and a tonne of TT RAM
which you use for all your programs.

Besides, the ST-RAM/TT-RAM division doesn't affect the user _at_all_,
unlike DOS users, who are constantly fighting their device drivers to
somehow pull a few more bytes out of that 640k that they can use. This
is absurd on 4M machines (probably the most common '386/'486 memory size
around) and totally laughable on 8M or 16M (or more) machines.

>> It's a pity DOS is so minimalist; all DOS applications basically
>> re-write DOS and use the BIOS directly for speed.
>
> You've gone off in a highly philosophical direction
>here....minimalist! Would you care to elaborate on that? How about some
>hardcore examples, please!!!!!

Every DOS program (ex, WordPerfect, Word, Harvard Graphics, FrameWork
III, etc, etc, every single game, etc, etc... just list some of that
huge library of apps you were talking about) goes straight to the
hardware, usually for "speed" reasons (ie, DOS and the BIOS are too
slow), sometimes because DOS doesn't provide the services. Does DOS
have networking? Does DOS have printer drivers for *anything*at*all*?
Nope, all the programs have to provide that. Does DOS manage memory?
Nope, you gotta load HIMEM.SYS and EMM386 (or '386MAX or QEMM). Does

DOS provide access to the hardware? Nope, half the time you've got to load drivers. Does DOS provide some sort of screen-handling? Nope, you gotta load ANSI.SYS. Does DOS give you a decent command-line? Nope, you gotta add doskey or Norton's Commander or something.

About all DOS gives you is basic hard drive and floppy handling, basic keyboard input and text output. Nothing else. Minimalist.

> What if your new automobile or digital alarm clock didn't include
>instructions? What if your underwater basket-weaving kit didn't include
>instructions? What if your Chia pet didn't include instructions? What
>is your point? If I don't get instructions for ANYTHING I don't buy it.
>Does this problem have some specific relevance to computers, or DOS?

To PCs. Do you have documentation for your motherboard, SVGA card, IO card, mouse, keyboard, IDE drives (I'm assuming you've got IDE drives), etc? No? I'm not surprised. I sure hope you don't have to add a new card any time soon, it'll be fun, fun, fun trying to pick an unused IRQ and memory address. Have you gotten the impression that I do a bit of PC support as part of my paying job yet?

> HAH!!! VME port indeed. How about a list of video cards and
>manufacturers who peddle VME cards. I'd like to supply you with a list

Hmm, strange, they're those same ET-4000-based cards you can plug into your PC...

>of PC video cards and manufacturers, but I haven't the time and the net
>hasn't the bandwidth. An easier solution would be to look in the Product
>Index of ANY issue of Computer Shopper and sit down with a six-pack.

Hmm, strange, not all of 'em have drivers for NEXTSTEP. Hmm, strange, Linux doesn't support the Diamond ViperVLB card I've got in my system at work. Oops, guess it's my fault, and I'm outta luck.

>IRQs take some getting used to, but anyone who can't figure them out and
>resorts to calling them "stupid" must be a vacuous imbecile himself. I'd
>have much less difficulty setting an IRQ and installing a SCSI ISA card
>than obtaining an Atari DMA-->SCSI host adapter.

Hmm, let's compare:

Buy Atari DMA->SCSI host adapter:
1) call Toad computers (wow, a 1-800 number for Atari stuff!)
2) say "I want an ICD Link."
3) say VISA/MonsterCard number and expiry.
4) Wait.
5) Plug it in.

Buy an ISA SCSI card:
1) call Fly-By-Nite PC Hardware
2) say "I want an ISA SCSI card."
3) say "no, I don't want that crappy one, I want an Adaptec" or whatever
4) say VISA/Monstercard number and expiry.

5) Wait.
6) discover they sent you the wrong one, send it back. Goto 1.
7) discover that it's DOA because FNB doesn't know about static
discharge. Goto 1.
8) Plug it in.
9) *Guess* which IRQ isn't being used alreay on your system. This is
excruciatingly painful on a system with a sound card, a network card,
a CD-ROM with its own stupid interface card, etc, etc.
10) *Guess* which I/O base address isn't being used.
11) *Guess* which memory address isn't being used.

It's not as easy, don't try to tell us it is. You can't hope to
convince me, I've _done_ both, I do support for PCs as part of my
real-life job.

> PCs have evolved from an old architecture - who doesn't know
>that? The inherent drawbacks and limitations of modern PCs are simply
>the price that has been paid for 15 years of upward compatibility. This
>"price" has, however, been more than compensated by the world's largest
>software arena. Anyone who cannot comprehend that fact and resorts to
>words such as "stupid" to describe the PC has no business evaluating PC
>architecture.

Backwards compatibility isn't the end-all of reasons to buy a computer.
I, for example, have _no_ library of old PC software that I need to run!
Incredible, isn't it? All that backwards compatibility does is buy me a
crippled system. Yahoo, glad I spent all that money.

> I'm sure most reasonable people will concede that PCs had their
>own merits at the time of introduction, which is why they commanded such
>a high price back then. I'm sure a "dumb" terminal would have been a
>more cost-effective solution if the objective was merely to connect to a
>Unix system.

True. Back then, PCs were something interesting. So was the C-64.

>> Cancer can spread rapidly, too. Then the host dies.
>
> Is there supposed to be some profound analogy here?

Yup. Try to figure out how much _more_ work you'd get done if you
didn't have to futz around trying to squeeze a few precious bytes out of
"conventional" memory. If you've never tried to put a DOS system on a
network you haven't the slightest idea how evil the architecture is.

A guy at work, VERY knowledgable with PCs (hell, he's been programming
them since DOS 2.x) just bought a new '486 with all the bells and
whistles. Against my strong suggestion, he foolishly buys a system with
IDE drives. Ok, so there's IRQs, I/O bases and memory areas being used
by his motherboard, his video card (at least he got localbus video), his
IDE hard- and floppy-drive interface, and his I/O card (he also
foolishly has a serial mouse).

So he adds a cheap CD-ROM drive with it's own interface card. Not much of a problem, only took a few hours to find an unused set of IRQ/IObase/memory to put the card in. I would've selected a SCSI ID and plugged it in.

A few weeks later, he gets sick of the fact that PCs are *still* the only computers on the market that don't come with sound as standard. So he goes and buys a sound card. Uh-oh, it takes him TWO MONTHS of fooling around to find another IRQ/IObase/memory area that isn't being used, since sometimes it'd work, and sometimes it wouldn't (obviously, depending on which other hardware he was interfering with, and whether he was using it, too).

THEN he goes and buys a tape-backup system, again with it's own interface card. Gee, things are getting a bit crowded, and there's about *one* IRQ left. Gee, this would've been easier if he'd gotten full documentation about how his system was set up when he got it... not much fun trying to call motherboard manufacturers to try and decipher their DIP settings and their BIOS settings.

Finally, after many, many evenings of messing around, he gets it all working under DOS. Then he boots OS/2. Uh-oh, his soundcard suddenly stops working again, and uh-oh, his tape backup doesn't have drivers for OS/2. Tough luck isn't it. Must be his fault.

If you ask me, it _is_ his fault for falling into the PC mentality... if he'd spent about $200 more for a SCSI card and SCSI disk, he could've plugged his CD-ROM and his tape drive into it, with no hassles at all.

PC users never care about how much time they waste messing around (and I hear about it *all*day* at work, since almost everyone there has a PC at home). All they care about is their huge (DOS) library of available apps (99% of which they'll never use, never buy, never see, and never have a use for) and the fact that they can get a <long string of basically meaningless numbers> for <low price>.

If I'm going to spend my hard-earned cash on a new computer, it's GOT to be as much of a switch as it was when I bought my ST, moving up from a C-64. I'd be moving _down_ in terms of hardware and OS design if I went to a DOS PC. Sure it'd be much faster, but it'd just be sucking fast.

"Modern" Macs aren't any better (the "memory management" MacOS provides is ridiculous).

There was a time, in the early 80s, when the person computer arena was _interesting_. Now, it's basically Macs and PCs, and they haven't changed since the early 80s. It stinks.

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------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3483. Re: Tape Streamers

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 04:42:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199411210642.a47938@wi2.maus.de>
Source record: 176414

In article <3aceba$71v@golem.wcc.govt.nz>, Roger Sheppard
(sheppard_r@ix.wcc.govt.nz) wrote:
>In article <4.1146.335@euronetis.no>, sten.lystad@euronetis.no (Sten Lystad)
>writes:
>>I'm looking for a Tape streamer for my Falcon (QIC-80).
>>IDE-drives are very cheap compared to SCSI
>>Is it possible to connect a IDE Streamer to the Falcon ?
>>and what about software that supports IDE drives???
>
>This statement is no longer true, SCSI prices or now much the same as IDE,
>any way SCSI is a far better standard..
>
>Here in NZ SCSI prices are now the same as IDE, most people the buy a good PC
>clone these days go for SCSI, they work better in a multitasking OS..

There are no IDE streamers at all (yet). The cheap DOS streamers
are slow and are connected to either the floppy port or the centronics
port.

3484. Re: SpeedoGDOS 5.2

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 04:42:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199411210642.a47939@wi2.maus.de>
Source record: 176415

In article <3acpou$ka2@osiris.wu-wien.ac.at>, Alfred Radauer
(h9250467@idefix.wu-wien.ac.at) wrote:
>there are currently no NVDIs or SppedoGDOS to support Calamus Fonts, but
>both companies agreed on an OS function that would document support for
>.CFN fonts in the future, which means, that programmers today may already
>program for a future Calamus- SpeedoGDOS.

(1) Just because there's a type definition doesn't mean that one of the
companies is going to add that code.
(2) Programmers don't have to program for a special vector font type --
all these font types are handled the same way by application programs.

3485. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 05:29:36 UTC
From: rsnyder@panix.com
Message-ID: <3apb80$nqc@panix2.panix.com>
Source record: 176393

Gee folks, watch with this "Roger S." stuff. Here I am reading post
and trying to figure out what I had said that was so bad.

BTW, some Atari dealers are reporting increased sales of the Falcon
and are still getting shippments from Atari. Atari is not doing much re:
computers these days, but some people here seem to work with the idea
that a lie told often and loudly becomes true.

--Roger Snyder

3486. Re: Open letter to John Townsend

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 05:40:32 UTC
From: rsnyder@panix.com
Message-ID: <3apbsg$oh1@panix2.panix.com>
Source record: 176394

I don't understand why a person who believes:

: 1) You people using ataris are stupid, your machines are crap, ...

bothers posting in this newsgroup. At best it is a waste of time for them. No one here wants to here from them, and their comments are of no use here. They come off seeming little better than the jerks who invaded the pet cats newsgroup.

--Roger

3487. Help on MEGA 2 !!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 06:59:56 UTC
From: Don.Schmidt@f79.n105.z1.fidonet.org
Message-ID: <785408465.AA02689@jina.rain.com>
Source record: 176467

>Movig to another place I lost the cable that connects the keyboard with
>the main unit. Any idea where I can find it, or please give the wiring to
>build one for my self. I know it's a 6 pins telephone connector at both
>ends, but I dunno if the wiring is pin 1 to another end pin 1 etc.etc..

You're correct its a six conductor cable with telephone type
connectors at each end. Holding the two ends together with the little
levers on the back side down, they both are configured, reading from
left to right, black, red, brown, green, white, gray. Some of the
colors are difficult to see thru the almost clear plastic but they both
read from left to right and I verified the sequence with an ohm meter.

Not sure if any telephone cables will work but a replacement cable
can probably be gotten from;

Best Electronics
2021 The Alameda, STE 290
San Jose, CA 95126

Telephone (408) 243-6950
* UniQWK #2021* From Sunny Vancouver, USA.

3488. Re: vt-100 emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 07:34:00 UTC
From: blade01@pplnet.com
Message-ID: <19816PAWNNTSAYNGSJR@pplnet.com>
Source record: 176452

IS>>Yes, Doug, practially everything. Freeze Dried Terminal, STalker,
IS>>ANSIterm, TAZ... Those are just off-the-top-of-the-head examples of
IS>>"better than Flash 1.6" for VT-100 emulation. I'm sure there are
IS>>others.

IS>ANSI does not = VT 100 in any way at all, there are not many Comms program
IS>for the Atari that do VT 100 correctly, Uniterm and Connect would be the
IS>best..

IS>So VT 100 is VT 100 and not ANSI...!!!!

Uniterm is excellent; on that score you are correct.

However, VT-100 is essentially monochrome ANSI (or ANSI is extended
VT-100, take your pick). Atari made a VT-100 term cartridge for the ST
which works great - if you don't need file transfer capability...

IS>* R. W. Sheppard Internet

GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld +1-713-682-7474
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--
Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

3489. [Q]which modem should I get?

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 07:37:50 UTC
From: blade01@pplnet.com
Message-ID: <20046LVKROWJFWHKJRI@pplnet.com>
Source record: 176453

IH>I'm looking for a used modem for use with my Atari STE.
IH>Which ones work well and which ones don't with the Atari's?

IH>Hallvard, Oslo, Norway

Avoid Zoom, and make sure whatever you get is "Hayes compatible" or you
may have problems with software. Otherwise, as long as you get an
external modem (the internals only work on IBM contemptibles), you
should have no problems.

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--
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FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

3490. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 07:45:33 UTC
From: blade01@pplnet.com
Message-ID: <20509JINRWOKRTCDAOD@pplnet.com>
Source record: 176455

IJ>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:

<Typical Sheppard drivel removed for reasons of taste>

IJ>: did no one tell you the facts of life, well John tried to, then it looks
IJ>: like you are to stupid to read....

IJ>Well, as far as I'm concerned, a person who doesn't defend himself is
IJ>guilty as charged, or has a darn good reason not to.
IJ>(Maybe he's guilty of something worse, that would be revealed?

IJ> // Tommy

I'd have to disagree on that one, Tommy. Sometimes people simply don't
feel it's worth their effort to defend themselves against attacks from
those whom they consider beneath their notice - which is why Sheppard
can't get any help from anyone who knows him with this FileSearch
utility problem of his. I know the answer (it's so simple it's
laughable) but I see no reason to give it to a flamer for free - and no
reason to respond to the flames I _know_ he's going to send me after he
reads this. ;^)

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51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

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3491. Anyone out there?!?

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 07:49:30 UTC
From: blade01@pplnet.com
Message-ID: <20746GTJTUNSNLRARDL@pplnet.com>
Source record: 176456

IE>Anyone out there who has an atari st??? i used to have one and i like em..
IE>also i need a terminal program for it :)

Effy, most of us in this newsgroup have at least one ST. As for term
proggies - what do you need? ASCII, VT-52, VT-100, ANSI? The variety
is staggering - and the quality is usually quite high on Atari software.
Uniterm, Connect, Rufus, STalker, TAZ, ANSIterm... Lots to choose
from, and that's just what I have in the filer next to the BBS here.

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STarship BBS * Quark's Holosuites * Hubworld +1-713-682-7474
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--
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FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

3492. MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 08:21:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199411211021.a28611@a2w.maus.de>
Source record: 176451

My local node now has a copy of MiNT is Not TOS: Version 1.12

As I only have a 1MB STf 1040, can I do anything useful with this?

If you want to reply personally, please check you are using the
address below, there may be a fault in the gateway addressing.

Ian_Taylor@a2w.maus.de Hmm, maybe time I had a new signature?

3493. MAGIC/EASE?

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 08:55:25 UTC
From: ralunsfo@uncc.edu
Message-ID: <3apn9t$q8m@news.uncc.edu>
Source record: 176454

I'm interested in more information on Magic and Ease. I have a Falcon, and am considering many options right now (OS-wise). A few questions, which I *think* I know the answers to, but am not positive..

1. Completely MiNT compatible?
2. Falcon compatible?
3. compatible with TOS/GEM apps?
4. in English?
5. projected price range/release date?

Any other details, tips, and misc info would be *greatly* appreciated,

Russ
--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

3494. Re: FOG> Atari Shows (UK)

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 08:56:53 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <3apncl$60u@percy.cs.bham.ac.uk>
Source record: 176493

In article <3a9vos$rvg@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>1994 ATARI ST REVIEW SHOWS
>
>Meet Black Scorpion and Titan Designs as well as lots of other companies.
>You don't buy your tickets in advance, you just turn up and pay.
>See you there (at the London one anyway!)
>
>Richard Davey
>Falcon Owners Group (UK)

ASTRAsoft (that's us that is) will also be there, certainly at the Birmingham
show and possibly the London one (depends how we feel on the Saturday night!)
on the Goodmans stand. Mike will be selling disks of the most up-to-date
PD and shareware available on the Atari.

We'll be showing off STORMTRACKER, our music editor which has received very
good reviews in the mags.

Hope to see you there!

David

--
/\ -----------+-------------+-------------------+
/\ \ ASTRAsoft \ David Oakley \ dxo@cs.bham.ac.uk \
/--\ \ -----------+-------------+-------------------+

3495. Re: PC -> Atari laser printer???

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 08:57:36 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3apne0$1bb5@sat.ipp-garching.mpg.de>
Source record: 176458

blade01@pplnet.com wrote:
> Cornelius Krasel (krasel@alf.biochem.mpg.de) wrote:
> IK>... Since the Atari can't do multitasking, ...

> Wrong-o! The Atari ST, TT, and Falcon 030 can all mutlit-task perfectly
> well. In fact, running desk accessories (something almost everyone does
> almost all the time) is a limited form of mutli-tasking. MiNT/MTOS are
> multi-taskers; Mag!x is I believe another;

Correct. Nevertheless, to use an Atari as an interface for a laser printer,
I wouldn't want to buy another OS first. ACCs have limited multitasking
capabilities, but for what I suggested (running Ghostscript in parallel
with another application which serves the printer and DMA ports) ACCs
are not sufficient (unless you would program this application as an
accessory, something I wouldn't want to do).

> Stop at one of
> the many Atari ST sales outlets in Germany

Unfortunately Germany isn't any more what it used to be in respect to
Atari. Most vendors have dropped Atari support completely.

The reason I switched computers was that I couldn't get an Atari with
the performance I need for a decent price. Now I'm owning a 486/66
running Linux.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

3496. Re: Atari CD ROM Drives

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 09:05:03 UTC
From: Rod@ivecoft.demon.co.uk
Message-ID: <785408703snz@ivecoft.demon.co.uk>
Source record: 176428

Last week Scott posted an item about an ST prog that would access MS Encarta cd-r. He cant give me any info about it. Does anybody on the NG know what its all about please?

TIA

|~~~

3497. Re: NVDI 3.0 and Speedo 5.x

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 09:09:43 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3apo4n$64r@percy.cs.bham.ac.uk>
Source record: 176457

Hendrik_Mylius@pb2.maus.de (Hendrik Mylius) writes:
>There are drivers for all major printers shipped with NVDI. In addition, you
>get *MAKEPRN*. This little application allows you to create your _own_ driver,
>if you have the ESC-Codes. Very easy to do :-)

What about Postscript? No escape codes...

Also, can printer output be redirected to disk?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3498. Re: Help, new tt owner

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 09:13:16 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3apobc$67r@percy.cs.bham.ac.uk>
Source record: 176459

wells_s@ix.wcc.govt.nz writes:
>The news was that Atari had ceased (temporarily?) production of TT's
>and Compo had taken over marketing of the Falcon, due to Atari not
>being able to bother as they wanted to pitch everything they've got
>into working on the Jaguar, [...]

Good news IMO, let someone keen market the products! I think the
production lines work 'on demand', so if someone wants to buy 1000
TTs, they'll be made.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3499. Re: Neodesk Vs Ease

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 09:24:30 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3app0e$6ec@percy.cs.bham.ac.uk>
Source record: 176460

rflashma@mhc.mtholyoke.edu (Rick Flashman) writes:
>In article <3af9dn$51k@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk
>(Chris Ridd) wrote:
>
>> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>> >I am considering investing some money ina new desktop for my system
>> >(Falcon 030), I would appreciate any comments users have on the
>> >above products, so that I can decide which one is best?
>>
>> Neodesk4: doesn't understand long filenames, allegedly buggy, won't
>> work under MagiC.
>
>Not true. It works under MagiC just fine (it recognizes that MagiC is
>loaded and understands how to execute multitasking programs under it).

My apologies.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3500. Re: vt-100 emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 09:42:12 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3apq1k$irh@golem.wcc.govt.nz>
Source record: 176461

In article <19816PAWNNTSAYNGSJR@pplnet.com>, blade01@pplnet.com writes:
>
>
>IS>So VT 100 is VT 100 and not ANSI...!!!!
>
>Uniterm is excellent; on that score you are correct.
>
>However, VT-100 is essentially monochrome ANSI (or ANSI is extended
>VT-100, take your pick). Atari made a VT-100 term cartridge for the ST
>which works great - if you don't need file transfer capability...

Try using a ANSI comms program on a VAX machine, no it does not work,
you do need real VT 100..

The machine that I connect to is a VAX running VMS, and a lot of comms programs
just don't work even when they state VT 100....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3501. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 09:47:59 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3apqcf$irh@golem.wcc.govt.nz>
Source record: 176462

In article <20509JINRWOKRTCDAOD@pplnet.com>, blade01@pplnet.com writes:
>IJ>Well, as far as I'm concerned, a person who doesn't defend himself is
>IJ>guilty as charged, or has a darn good reason not to.
>IJ>(Maybe he's guilty of something worse, that would be revealed?
>
>
>IJ> // Tommy
>
>I'd have to disagree on that one, Tommy. Sometimes people simply don't
>feel it's worth their effort to defend themselves against attacks from
>those whom they consider beneath their notice - which is why Sheppard
>can't get any help from anyone who knows him with this FileSearch
>utility problem of his. I know the answer (it's so simple it's

No I just treat them with the contempt they deserve...

And a Merry Xmas to you....

Can we refrain from all the BBS advertising here please, its just not done..!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3502. File Finder #3

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 09:57:02 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3apqte$itu@golem.wcc.govt.nz>
Source record: 176463
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well I managed to find FSEARCH 7.4, I could not get it to do
what I wanted, but I found it far to slow, one of the slowest..

Also it looks like inteded for Mono use as I could
not read some of the dialog text....

I dnloaded 8 Find/Search utils from GEnie, one that looks
ok is Jet Find, its fast and worked they way I thought
it should, problem is the Doc's are in German but the program
is in English...

Are thier any otheres...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3503. Re: File Finder #3

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 10:29:15 UTC
From: epdouden@cs.vu.nl
Message-ID: <CzM54t.Awv@cs.vu.nl>
Source record: 176466
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
: Are thier any others...??

At the moment I'm making one. I don't know when it will be ready, but you're the first to have it!

Greetz, Ewout

epdouden@cs.vu.nl

3504. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 10:33:44 UTC
From: der@discovery
Message-ID: <DER.94Nov21113346@discovery>
Source record: 176464

In article <H.eg.IpAGJj9Og6c@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

> I've only found _one_ keyboard that's as
> good as my ST's keyboard (I _like_ the mushy, quiet keys), and that was
> an NCR keyboard that isn't made anymore... now they use those crappy
> clicky keyboards that most cloners use. It's only slightly better than
> the IBM PS/1 keyboard, which is TERRIBLE.

Then you really should try a Cherry keyboard. The feel is much like
the MSTE and TT keyboards. I've got one hooked up to my Falcon tower-
system (through an interface) and I just love it. Unfortunately for
you they are made in Germany. :-(

- Daniel Eriksson, der@astrakan.hgs.se

3505. Re: MiNT 1.12 now available at...

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 10:39:14 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3aptci$qu@dux.dundee.ac.uk>
Source record: 176465
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <CzFF9K.KJL@eskimo.com>, Steve Woodford writes:
: >Great news! One thing concerns me though. The readme.src file states
: >that "gcc 2.5.x causes problems..."

: It looks like gcc 2.5.8 (2.5.x, x<8 wouldn't work at all on 68000)
: messes up slightly on _one_ source file in the MiNT distribution, which
: makes MiNT not work properly with the MultiTOS AES. That appears to be
: the only problem.

: >Now I'm aware of problems with 68000 code generation up to 2.5.7, but
: >2.5.8 is _supposed_ to be ok in this respect. Indeed, I compiled
: >MiNT1.11h2 (no MultiTOS) using 2.5.8 and have found it to be very
: >stable. So what's the deal?

: It looks like a bogus optimization; that reminds me, I'm supposed to
: send some code to Howard so he can go over it with a fine-toothed
: diff...

Is it my imagination or does MiNT 1.12 actually run faster than
1.11?

Also are the binaries set up for 68030 or just plain old 68000 code?

Rod
--
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.
==========

3506. Re: FALCON DEMO Problems

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 10:40:24 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <785414424snz@chowgar.demon.co.uk>
Source record: 176358

In article <3aie8u$bka@bs33n.staffs.ac.uk>
cm3hirjd@bs47c.staffs.ac.uk "Requiem" writes:

> Simon Moore (smoore@chowgar.demon.co.uk) wrote:
> : Is Spacejunk worth the massive download time (I have to pay my own phonebill)
>
> Nope. There are better things you could be downloading, but if you are a
> completeist like me and have to have ALL things Falcon then I guess you
> will have to get it ;)
>
>
> Richard Davey
>
I don't suppose you have in your PD library do you as I would like to see it
but can't really afford the download time. BTW, what course do you study at
Stafford? I've applied to do a BSc in software engineering there.

Thanks.

--
Simon Moore
smoore@chowgar.demon.co.uk

3507. Re: MiNT 1.12 now available at...

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 11:25:04 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.96.000B6B4A@cam.ac.uk>
Source record: 176468
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3aptci$qu@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>Also are the binaries set up for 68030 or just plain old 68000 code?

68000 - they work on my ST, If you've got a Falcon you could probably get it
slightly faster still by compiling for '020.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Windows. From the company that brought you edlin **

3508. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 11:26:13 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3aq04l$naf@darkstar.UCSC.EDU>
Source record: 176470

In <DER.94Nov21113346@discovery> der@discovery (Daniel Eriksson) writes:

>Then you really should try a Cherry keyboard. The feel is much like
>the MSTE and TT keyboards. I've got one hooked up to my Falcon tower-
>system (through an interface) and I just love it. Unfortunately for
>you they are made in Germany. :-(

I've got a keyboard for my PC made by MicroSpeed, it's pretty similar to the MSTE Keyboard, though not quite as good. The new MSloth Ergo-Keyboard had a pretty good feel, too.

~Chris
>- Daniel Eriksson, der@astrakan.hgs.se
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

3509. Re: Speed in Speedo?

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 11:27:40 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.97.000B7661@cam.ac.uk>
Source record: 176469

In article <3ala7m$1g7@liberator.et.tudelft.nl> hkjdv93@hermes.hv.se (Henrik Kjellsson) writes:

>When running Speedo 5.0 on my Falcon with the original fonts and one Type 1
>font it took me about 5 minutes to start Papyrus 3.07. This can't be right,
>what can I do to speed it up?

Getting rid of the type 1 font will speed it up, but actually I think
you'll find Papyrus will be much faster next time anyway.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Windows. From the company that brought you edlin **

3510. Re: Megafile 60 problem

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 11:30:54 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.98.000B8439@cam.ac.uk>
Source record: 176471

In article <3ama5v$eeg@cxc1.cl.msu.edu> molin@cxc1.cl.msu.edu (Michael Olin) writes:

>>Loading
>>Atari Hard Disk Driver
>>AHDI 6.05c May 25, 1993
>>ACSI Devices:
>>Unit 0 - Identification unavailable
>>Unit 1 - Not responding
>>
>>Bootloaded
>>
>>The infamous 4 BOMBS

>Is there any chance that you have some corrupted program in the AUTO folder
>or an errant .ACC?

No, AHDI runs before it checks the auto folder and way before it gets to the
accs. The problem could be due to a bootsector on a floppy disc, or possibly a
corrupted copy of AHDI - try reinstalling it.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Windows. From the company that brought you edlin **

3511. Re: Virtual Ram on a Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 11:32:28 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CzM825.Gwt@exeter.ac.uk>
Source record: 176472

In article <seimet.785319446@acp5> seimet@chemie.uni-kl.de (Uwe Seimet) writes:

> >>3) Demo available?

> >Demo, however it could be an older version (as demo's tend to be)

> On ftp.uni-kl.de in /pub/atari/other_demos there is always a demo of the
> _current_ version of OUTSIDE, i. e. OUTSIDE 3.3.

Thanks, I'll grab that version and see if it's any better... :)
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

3512. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 11:40:20 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CzM8F9.H6H@exeter.ac.uk>
Source record: 176473

In article <CzH9KA.1yM@world.std.com> Lexicor@world.std.com (ysiu@lexicor.com) writes:

> Incidentally, Llamazap and Pinball Dreams for the Falcon are to be
^^^^^^^^^^^^^^!!!!!!

Where can I get Pinball Dreams???????/

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

3513. 3d cad program

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 11:40:42 UTC
From: rstolk@intgp12.ih.att.com
Message-ID: <CzM8Fu.Bo@nntpa.cb.att.com>
Source record: 176477

Yo, all you pro's out there

Can anybody tell me if there is a good (professional)
program to do 3d cad on my TT.
commercial ....pd ... shareware ....???

L8r.

Richard

3514. Re: Papyrus Vs Thats Write

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 11:42:39 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.99.000BB651@cam.ac.uk>
Source record: 176475

In article <3anohu$bh8@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I would appreciate any comments people have in these two programs.

That's write has IMO a worse user interface - but not everyone would agree with me, and Papyrus's does get in the way a bit on smaller screens (I'm used to 1024x768).

That's write can use printer's built in fonts as well as fonts sent as bitmaps from the computer in the same document (Calligrapher could use built in fonts in a special draft mode, but not mixed with graphic ones) which can be useful as it prints faster. The cost you pay for this is that the normal speedo scaler can't be used and it has it's own one built in instead - which is slower than that in NVDI and doesn't currently support TT or PS fonts.

It has a few other nice features like being able to specify for each style what the default style for the next paragraph will be, so after a heading it reverts to body text, but the styles still have two letter names!

In general I would say Papyrus is much nicer, TW perhaps more powerful and slightly faster.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Windows. From the company that brought you edlin **

3515. TT ram extention board

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 11:43:42 UTC
From: rstolk@intgp12.ih.att.com
Message-ID: <CzM8Kv.D2@nntpa.cb.att.com>
Source record: 176478

Hello ,

I,m looking to buy a TT RAM board (e.g. mighty mic)

who can help me

Cheers .. Richard

3516. Re: Teradesk 1.40 and ST-ZIP

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 11:49:34 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.100.000BD3D2@cam.ac.uk>
Source record: 176476

In article <3aobmc$7hb@lyra.csx.cam.ac.uk> Adrian Bridgett <apb25@cam.ac.uk> writes:

>Problem: ST-ZIP (and other programs too) don't work with
>version 1.40 - but they do work with 1.39.

>Teradesk seems to be passing blank parameters to these programs
>- they may be blank but the programs get confused.

>ST-ZIP for instance tries to open a ZIP file called ".ZIP"
>(or "." I think).

It may be passing a space, or have the length byte wrong, which the startup code for ST-ZIP interprets as a blank argument; or possibly it's trying to use ARGV but either does it wrong or ST-ZIP reads it wrongly. These are just guesses though.

What other programs suffer from this? Does it depend on what compiler they are compiled with - if so it's probably a problem with the startup code supplied with that compiler.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Windows. From the company that brought you edlin **

3517. SM124 problem :(

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 11:53:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199411211353.a28645@a2w.maus.de>
Source record: 176479

When I turn on my SM124 the raster goes black on white for some
seconds, clearing slowly from the bootom of the screen, leaving thin
vertical black lines for a few more seconds before it finally looks ok.

I'm pretty sure this ain't right <grin>.

Anyone know this problem?

If replying direct please be sure to use this address:

Ian_Taylor@a2w.maus.de

3518. Re: MAGIC/EASE?

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 11:58:05 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.101.000BF831@cam.ac.uk>
Source record: 176480

In article <3apn9t$q8m@news.uncc.edu> ralunsfo@uncc.edu (Russell A Lunsford) writes:

>I'm interested in more information on Magic and Ease. I have a Falcon, and
>am considering many options right now (OS-wise). A few questions, which I
>*think* I know the answers to, but am not positive..

>1. Completely MiNT compatible?

It doesn't run with MiNT installed, and it doesn't provide most of the new features of MiNT, although new versions apparently will (whether they will in a way compatible with MiNT I don't know)

>2. Falcon compatible?

Not the current version. Magic replaces the whole of the roms, not just gemdos and the aes; therefore the falcon version was not originally released as a lot of extra work was needed on the extra xbios calls. I think they decided not to bother with a Falcon release of version 2.0 and to release Falcon and ST versions of version 3.0 simultaneously.

>3. compatible with TOS/GEM apps?

It runs tos apps in a window which is nice but depends on them not doing nasty things like direct screen writes. GEM apps and text based TOS apps should run well as with MultiTOS, but non-gem graphical programs will not run so well.

>4. in English?

Yes

>5. projected price range/release date?

version 2.0 has been out for ages, I think 3.0 is scheduled for release this year some time.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Windows. From the company that brought you edlin **

3519. HELP Captain Blood

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 12:15:51 UTC
From: lonsdale@acri.fr
Message-ID: <1994Nov21.121551.17332@acri.fr>
Source record: 176490

Can anyone help me with Captain Blood. I've had the game
for about 5 years now and I resurrected it having forgotten
how infuriating it is. I can talk to the aliens for a while.
Sometimes I get a co-ordinate out of them. I may even
kill off a whole race, but I eventually always get to
someone who spouts a whole load of numbers and asks for
a code.

Can anyone give me any clues as to what I am supposed to be
doing. The manual I have got is very short and not too helpful.
I am looking for the numbers (clones). But I wouldn't recognise
one if I saw one.

HELPPPP.

Andrew

3520. Re: Atari and garage sales: was Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 12:24:04 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CzMAG5.960@hpbbrd.bbn.hp.com>
Source record: 176483

David Paul Forrai (gt1448b@prism.gatech.edu) wrote:
> It took Atari 4 years (from 1985 to 1989) to release TOS 1.4, which
> was basically a bug fix of TOS 1.0 (1.2) that would fit in 192k ROMs.

IMHO, this is one of the most important reasons, if not the most
important of all, why Atari got into so much trouble later on.
The time between 1985 and 1989 was essentially lost, at least
in terms of system software. In 1985, TOS was superior to *any*
OS on the PC, and it wasn't too far away from the MacOS. It had
an elegant UI for the time, it was quite fast (at least when you
compare it to Windows on a small PC), and it was a lean'n'mean
OS which everybody could understand and configure. A real beauty,
I'd say.

I never quite understood what was going on at Atari during those
four years. Maybe one day an ex-insider speaks up and enlightens
us, but personally I believe that they were simply overwhelmed
by the ST's initial success. They didn't manage the growth
properly. They should have turned the incoming bucks into R&D
money immediately, but not for out-of-focus projects such as
the Abaq, the various CD-ROM attempts, the STE, and whatnot.

> And despite this length of time, there were still bugs (although not
> as severe) and a smal but significant number of programs were
> incompatible.

One official reason for all the delays actually was that Atari
tried to avoid incompabilities, but I never bought that story.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

3521. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 12:45:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3aq4oc$qfm@bs33n.staffs.ac.uk>
Source record: 176491

Tommy Jonaeson (jonaeson@algonet.se) wrote:
: 2: Better graphics in obsession, (more cols), better than starball.
: (Better graphics consumes more memory, thus smaller board)

I'm a graphic artist and to be honest the graphics in Starball are of a very high quality. There is hell of a lot more animation in them for a start and they consist of more than static pictures which is all obsession is, a few static screens, two flippers and a ball, oh and don't forget the 1 bitplane score at the bottom.

: 3: Better drawn?!? Are you colourblind????

The Starball graphics have a very gigery appeal to them, they suit the gameplay very well. Therefore they are good graphics.

: 4: "more going on" are you on drugs? Compare the graphics quality!!!

Yes lets compare them: Obsession, a few pictures scrolled up and down. Starball - the background, the aliens, the animation, the rotating ball, the intro screens, etc...

: 5: You're correct, but do you want a shot-em'-up or a pinball game?

The idea with Starball is you get both. Obsession is pure pinball, no doubting that.

: 6: How do you rate games? You're like that lamer in a magazine I
: recently read, who rated modems by the number of diods on the front!

Games are rated on how much you enjoy playing them and I for one enjoy playing Starball a lot - I think that's why ST Format and ST Review rated it so highly, don't you think? Or are they lamers too?

: Regards, Tommy

Richard Davey
--
email here is hit and miss!
or: requiem@armory.com

3522. Power Supply Board

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 12:47:31 UTC
From: mu@pax.eunet.ch
Message-ID: <CzMBJ8.6Bw@eunet.ch>
Source record: 176497

As I have already had three times the power supply broken on different ST's which costs about 100.- to 150.- SFr. I am asking myself, if there is a possibility to fix this part myself.

My questions are now (manufacturer of the boards is Mitsumi):
- Are there any parts which are known to break?
- There are some Hitachi-parts on the board which I can't buy here. Are there any known replacements for these?

Thanks for any help.

Kurt

--
Kurt Mueller mu@fwe-tf.ch Eidg. Flugzeugwerk CH-6032 Emmen
Kurt Mueller mu@pax.eunet.ch Alpenstrasse 13 CH-6023 Rothenburg

3523. Audio-Master DAT interface for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 12:47:32 UTC
From: dsevee@CAM.ORG
Message-ID: <3aq4t4$t7m@ocean.CAM.ORG>
Source record: 176499
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Denis Sevee

3524. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 12:49:26 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3aq50m$qfm@bs33n.staffs.ac.uk>
Source record: 176492

popemerlin@delphi.com wrote:
: Requiem <cm3hirjd@bs47c.staffs.ac.uk> writes:
: >to whatever you want, a nice touch. For a fiver Starball is great. For
: >thirty quid Obsession will HAVE to be great. I've got the demo and its
: >nice enough but I keep getting the impression its trying so hard to be
: >like Pinball Dreams/Fantasies and never quite pulling it off... still
: >lets hope the full table set is good.
:
: Fiver for one table plus the cost a disk from a PD library = 6.50.
: If you want four tables 6.50 * 4 = 28.00 Obsession only costs 24.95. So
: which is better value for Money?
:
: Yes I am biased, but IMHO it is justified to be so.
:
: Phineas Pope

Fiver for one table, quid from any decent PDL or download it for free,
hardly a huge file is it? 500K at tops. Anyway what about the four (or
is it five) bonus levels in Starball? I'd say Starball is better value
for money actually, because if you don't like it you've only spent a quid
or so at tops. Anyway I'll reserve judgement until I see the finished
Obsession, I can't believe we are arguing over a game! We should be glad
that there ARE any!

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

3525. Re: 3d cad program

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 12:49:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3aq51n$k6b@golem.wcc.govt.nz>
Source record: 176495

In article <CzM8Fu.Bo@nntpa.cb.att.com>, rstolk@intgp12.ih.att.com (-Stolk,R.J.) writes:
>Yo, all you pro's out there
>
>Can anybody tell me if there is a good (professional)
>program to do 3d cad on my TT.
>commercial ....pd ... shareware ....???
>
>L8r.
>
>Richard

I thought there was only one Good CAD program, DynaCad from memory,
but I don't know if its still produced...

I don't think it was that cheap.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3526. Re: FOG> Stereo CAD Press Release

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 12:52:07 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3aq55n$qfm@bs33n.staffs.ac.uk>
Source record: 176352

Christian Roth (Christian_Roth@a2w.maus.sub.org) wrote:
: cm3hirjd@bs47c.staffs.ac.uk wrote:

: R>* Importation of PI1 format pictures for direct conversion to
: R>stereogram or as a backdrop to 3D object scenes.
: R> * Exportation in PI1 format of finished scene with backdrop if any.
: R> * Exportation in PI1 format of final stereograms for printing.

: Sounds like an interesting program, but why isn't IMG, the standard
: graphics-format, used?

Don't ask me man.. I only work here ;-)

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

3527. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 12:55:41 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3aq5cd$qgv@bs33n.staffs.ac.uk>
Source record: 176353

ysiu@lexicor.com (Lexicor@world.std.com) wrote:

: Incidentally, Llamazap and Pinball Dreams for the Falcon are to be
^^^^^^^^^^^^^^

That a fact? Poor old Obsession ;-)

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

3528. chess program wanted

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 13:00:00 UTC
From: Christian_Roth@a2w.maus.sub.org
Message-ID: <199411211500.a28622@a2w.maus.de>
Source record: 176494

Hi,

I am looking for a good chess program that runs on my falcon. I was previously using PsionChess but it refuses working on the falcon.
Please, could somebody tell me where to find something? PD, Shareware appreciated.

Thanks a lot,

Chris

3529. FORSALE: Atari ST/TT Software & Magazines

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 13:00:08 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3aq5ko$ai1@canopus.cc.umanitoba.ca>
Source record: 176496
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
=====================================================================
SOFTWARE
=====================================================================
Assempro Assembler Language.....$ 29.00 (no box)
OSS Personal Pascal.............$ 29.00 (no box)

Night Shift.....................$ 14.00 (cute fun Lucasfilm platform/action)
Paladin (rpg)...................$ 11.00 (excellent rpg game)
Firezone........................$ 6.00 (strategic war game)
TV Sports Football..............$ 5.00 (xlent Football game 1 or 2 players)

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

STart magazine:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total + 21 disks.....$21 + shipping

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ AtariTT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ Dr.Who SCTV Unix $ the subject: SEND INDEX
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

3530. Re: Poll: Are you going to the Birmingham/London Shows?

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 13:01:49 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3aq5nt$qgv@bs33n.staffs.ac.uk>
Source record: 176354

Mark Leair (aa338@cleveland.Freenet.Edu) wrote:
: If anyone has any information (the more the better) on these two shows,
: please drop it to me by e-mail...

: aa338@po.cwru.edu ...

: My publication, the CAIN Online newsletter, prints show dates and
: nformation...

Both where posted here on Usenet under the heading FOG> Atari UK Shows
they contained dates, places, etc...

Hope that helps, I don't have the files to hand so you'll have to search
them yourself :)

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

3531. Falcon Game Switch - help!

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 13:05:14 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3aq5ua$qgv@bs33n.staffs.ac.uk>
Source record: 176355

I downloaded the file SWITCH (not doc files with it) from an FTP site in the Falcon games section and when I run it, it depacks, then quits back to GEM. Nothing. Didn't get a thing on a VGA or RGB. Anyone like to tell me what the heck this is, if it works and if so - under which res/config?

Regards,

Richard Davey
--
email here is hit and miss!
or: requiem@armory.com

3532. Re: FALCON DEMO Problems

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 13:38:39 UTC
From: 895822ja@cent.gla.ac.uk
Message-ID: <895822ja.785425119@cent.gla.ac.uk>
Source record: 176368

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>Al Huyghe (ahuyghe@madwand.bison.mb.ca) wrote:
>: I have a question concerning some Demos i've been trying to run
>: unsuccessfully as of late. They are the Humans Demo, Plastik, Knockout
>: and the latest is the obsession pinball demo. My problem is the same
>: for all.
>: When i load the demo, the screen display is all garbled. Now i realize
>: that some of these demos may be RGB [...]
>[...] The Mugwumps superb Cycedelic
>Knockout demo will work fine on SVGA and RGB but your SVGA will have to
>be able to sync up to a pretty decent speed, not sure what though.

50Hz. (Yes, the same as an RGB monitor!) This is so they don't have to time the demo again for a 70Hz display. You can tell these demo crews are used to the 50Hz displays on the ST(E)s.

(Oh btw, if you want a superb demo, then there's a new one on one of the German FTP sites called "Xperience" which is really quite impressive!)

>Obsession is most certainly RGB only, it fails quite miserably on my VGA
>but it may work fine on the more advanced SVGA monitors.

I doubt that- Obsession is primarily an STE game, with some alterations to make it Falcon compatible, so I expect it'll be programmed around a 50Hz RGB display.

>Also never run
>NVDI or Warp before running demos, they will often not accomodate this.

Yes, a lot of demo coders are still thinking in terms of the old ST demos, where they could hog all the memory. You can only really do that if you're booting the demo stright from the disk. Talking of which, how come there's been no disk-loading demos on the Falcon? OK, it might be quicker to load from an HD, but the time taken to copy demos from a disk to a drive and de-arc them is most certainly not quicker!

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <895822ja@udcf.gla.ac.uk>|-
--|

3533. Re: SpeedRes Card

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 13:53:03 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.103.000DE2C2@cam.ac.uk>
Source record: 176500

In article <39qcvq$ea9@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>>In terms of graphics it isn't much better, but that little bit makes all the
>>difference, allowing 800x608x256 and 640x480x16bit.

>Thats no improvement at all - you can do 800*608*256 in software with a plain
>vanilla f030 4/16Mhz with out any extra hardware at all.

Oh, you're right, maybe it was 1024x768x256 then, I know it was better than
you can get without it.

> But the 640*480*16bit is an improvement.......

Yes, it might actually be usable.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** If at first you don't succeed, call it DOS 6.2 **

3534. Re: SpeedRes Card

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 13:55:04 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.104.000DEB5C@cam.ac.uk>
Source record: 176351

In article <CzGoop.K3w@westminster.ac.uk> avsec@westminster.ac.uk (Philip Shore) writes:

>If it is just a question of Bus-width could another accelorator card be used
>in combination with Blow-up ?

It has to speed up the bus, not just the processor. The only other card I know of that does this also comes with resolution enhancement software. As for using blowup with it, I think blowup stops you from using high dot clocks on 16bit because of the bus speed, if you hacked it to get rid of this then it probably would work.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** If at first you don't succeed, call it DOS 6.2 **

3535. Re: HP Deskjet questions

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 13:57:24 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.105.000DF55C@cam.ac.uk>
Source record: 176498

In article <1994Nov9.152640.8287@vax.sbu.ac.uk> mcnaugra@vax.sbu.ac.uk (Ross McNaughton) writes:

>3) Paper. Anyone know of a good compromise between plain paper and the over-
>priced HP Glossy stuff? Bleedproof marker paper seems to work well for CMY
>colour, but it doesn't like the black ink at all.

The best stuff I've tried is plotter paper, but I think that is even more expensive than the HP glossy stuff.

Try different brands of plain paper, some are much better than others. The stuff I'm using at the moment is very good but I can't remember what it's called.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** If at first you don't succeed, call it DOS 6.2 **

3536. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 14:07:56 UTC
From: vctec@westminster.ac.uk
Message-ID: <CzMF98.M33@westminster.ac.uk>
Source record: 176357

Christer Gustavsson (d2cg@dtek.chalmers.se) wrote:
: I study computer architecture right now and there haven't been one lecture
: where the lecturer haven't told how crappy he thinks the Intel processors
: are :-).

Lucky you. The computer centre where i work think that PCs, DOS and
Windows, are Gods gift to life! Makes me wonder if i am the only weirdo
at the place.

Dan
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3537. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 14:48:15 UTC
From: nj1@ukc.ac.uk
Message-ID: <10247@falcon.ukc.ac.uk>
Source record: 176356

In article <3a82u6$7lp@lyra.csx.cam.ac.uk> pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
>nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>>Llamazap is out. Got mine this morning :)
>Where from? An address and/or phone number would be useful.

16/32 are distributing it here in the UK, I can't remember their address offhand, but it's in most of the ST Mags.....

I'll dig it out for you if you can't find it....

Neil.

3538. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 15:12:17 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3aqdch$n06@turing.fwi.uva.nl>
Source record: 176363

cherborth@semprini.waterloo-rdp.on.ca wrote:

:In <Pine.SUN.3.91.941117130802.4368I-100000@CSOS.ORST.EDU>, James Wood writes:
:> I'm sure illiterate people have no use for the encyclopedias.
:>Doing an 8-page paper from the comfort of your bedroom and enlist the aid
:>of 3-4 sources without going to the library sounds appealing to me.
:>However, my point was not to debate the merits of Multimedia
:>encyclopedias, but to illustrate the vast array of PC software. Excuse
:>me while I interrupt this session to blast some bastards in a game of
:>PC DOOM. Have fun with whatever you can play that comes closest.
:
:Tonnes of software, all crippled because it runs on DOS. Tonnes of
:software, most of which is crap.
:
:Sure, a large software library is great (believe it or not, we've got
:one for the Atari, with new titles being released every week, even if
:they're not all commercial), but for some people, like myself, the
:drawbacks far outweigh it.
:
:NEXTSTEP comes with a multimedia encyclopedia. NEXTSTEP doesn't cripple
:your machine. NEXTSTEP actually does multitasking, _and_ it's got a
:fantastic interface. Oh, and Microsoft doesn't develope for it, one of
:the biggest advantages.
:

Chris, you are starting to sound like a religious fanatic.

--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| Mail for info about Ishido
Math department |
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

3539. Re: HELP Captain Blood

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 15:15:48 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3aqdj4$1ba@lyra.csx.cam.ac.uk>
Source record: 176359

lonsdale@acri.fr (Andrew Lonsdale) writes:
>Can anyone help me with Captain Blood. I've had the game
>for about 5 years now and I resurrected it having forgotten
>how infuriating it is. I can talk to the aliens for a while.
>Sometimes I get a co-ordinate out of them. I may even
>kill off a whole race, but I eventually always get to
>someone who spouts a whole load of numbers and asks for
>a code.

>HELPPPP.

Me too!
I managed to find a clone once, but that was by accident! One thing I do
like is that after a long time Blood's hand starts going all funny and
shaking.

Phil
[E-mail pd@mole.bio.cam.ac.uk]

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a *big* one I thought I'd mention it twice".

3540. Re: FALCON DEMO Problems

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 15:18:36 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Nov21.151836.15820@dmu.ac.uk>
Source record: 176370

In article <785094310snz@chowgar.demon.co.uk>, smoore@chowgar.demon.co.uk (Simon Moore) writes:
> In article <3aflon$odb@lyra.csx.cam.ac.uk>
> pd@mole.bio.cam.ac.uk "Phillip Davey (Path" writes:
>
> > Having said that, Humans is not the *best* demo in existance.
> > (That probably goes to Spacejunk)
> >
> > BTW I thought Spacejunk was going to be released as a game? What happened
> > to it?
> >
> > Phil
> > [E-mail pd@mole.bio.cam.ac.uk]
> > --
>
> Is Spacejunk worth the massive download time (I have to pay my own phonebill)

NO NO NO NO NO NO NO NO, in otherwords, NO.

It took me ages to download, fortunatly I did it at Uni, but it was still a waste of time.

Alan,

>
> --
> Simon Moore
> smoore@chowgar.demon.co.uk

3541. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 15:28:02 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Nov21.152802.19664@dmu.ac.uk>
Source record: 176371

In article <3aedli$i9v@aristotle.algonet.se>, jonaeson@algonet.se (Tommy Jonaeson) writes:
> Craig Graham (Craig.Graham@ncl.ac.uk) wrote:
>
> : In article <3ad4ln$3bu@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem)
writes:
> : >popemerlin@delphi.com wrote:
> : >: Obsession is nothing like the Pd game Starball. Obsession has a lot more
> : >: features including top quality stereo sound, graphics which are superior and
> : >: also a ball which obeys the Newtonian Laws of Gravity, not Starball gravity.
> : >:
>
> : I have to disagree here and say that I consider Starball to be technically
> : a better game than Obsession. I saw Starball first, and when I came to play
> : Obsession this is what I thought.
>
> : 1) Major gripe - the ball seems to be just superimposed on the playfield, a
> : plain un-involved bitimage. The reason (IMHO) that Starball's ball seems
> : to fit better is that if you look, there are lines on which are animated
> : to give the illusion of a rolling ball.
>
> : 2) Size. The playfield on starball is MUCH bigger, there simply isn't enough
> : of the table in Obsession.
>
> : 3) Graphics quality - the main playfield in starball is much better drawn (ok,
> : some of the bonus screens are a bit cheesy - esp. Llamaball, but I think that
> : was the intention).
>
> : 4) Scrolling is comparable on both, but Starball does have a lot more going on
> : besides a scrolling playfield (invaders, etc) which makes it technically
> : more impressive.
>
> : 5) Obsession is closer to a Pinball table than Starball, simply because of
> : the above (4). But it doesn't have the depth of play, as the number of bonus'
> : available is very limited.
>
> : 6) Attention to detail. In Starball, a lot of work has gone into the little
> : details like the bumpers at the bottom (they flash when hit, get gradually
> : more rugged, then explode). The little details like this are missing from
> : Obsession - if it is intended to be a top class pinball game, then small
> : things like ensuring that a rubber bumper will give a bit, then kick out
> : as a ball is pushed away would have improved what is currently a very static
> : feel.
>
> : Both are good games, but it is a shame, that Obsession didn't get that little

> : bit extra as the chance was there to make a damn fine pinball game.
>
> : >: Please do not compare Starball to Obsession, it is a bit like comparing a Mini
> : >: with a Merc.
>
> : Not really, as Starball has the trimmings, more a sort of Rover 620 with a base
> : model Ford. Both are sturdy built, and do the job - but the Rover has the extras
> : that make a real quality product. (Rover==Starball, Ford==Obsession).
>
> : >And you wouldn't be just a little bit biased at all... would you? ;-)
> : >For what its worth Starball is a completely different game, just coz they
>
> : Yeah - it's a shame, 'coz although Starball is great, it would have been nice to
> : have a definitive 'pure' pinball game as well.
>
> Sorry for quoting all this text, but I have to correct you on several
> accounts here....
>
> I'm a coder, and I know very well what is hard to do, and what is easy to
> do, and there is _NO_ doubt whatsoever that OBSESSION is the better game.
>
> 1: the ball in Starball moves very unrealistic, compared to Obsession.
> More math involved in obsession = Technically better.
>

I agree with that, although Pinball Dreams is better than both.

> 2: Better graphics in obsession, (more cols), better than starball.
> (Better graphics consumes more memory, thus smaller board)

That's true.

>
> 3: Better drawn?!? Are you colourblind????
>
Obsession wins.

> 4: "more going on" are you on drugs? Compare the graphics quality!!!

Well, there's more sprites in Starball compared to the demo level of Obs.

>
> 5: You're correct, but do you want a shot-em'-up or a pinball game?

Hmmmm.

>
> 6: How do you rate games? You're like that lamer in a magazine I
> recently read, who rated modems by the number of diods on the front!
^^^^^

Now I don't mean to be hard on you, but surely you mean LEDs, not diodes????
Maybe you're a little bit lame yourself ;-)

Alan.

>
> Regards, Tommy
>

3542. Re: File Search Util..#2..

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 15:30:49 UTC
From: haegar@uni-paderborn.de
Message-ID: <3aqef9$na5@news.uni-paderborn.de>
Source record: 176366
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>FSEARCH 7.4, where does one file this Program...??

I just grabbed it from micros.hensa.ac.uk:/micros/atari/tos/o/o177/fsearch7.lzh

Now it is also at ftp.uni-paderborn.de:/pub/atari/tools/util/fsearch74.lzh

Have fun
Thorsten
--
Internet : Thorsten_Boehm @ uni-paderborn.de
Mausnet : Thorsten Boehm @ pb.maus.de

3543. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 15:37:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.bXlqr4hot9U@semprini.waterloo-rdp.on.ca>
Source record: 176360

In <3akqtm$mu3@sat.ipp-garching.mpg.de>, Cornelius Krasel writes:
>Scott Flinn (flinn@cs.ubc.ca) wrote:
>[much stuff about computers in general and PCs deleted]
>
>> We are currently faced with the problem of choosing replacement equipment
>> for one of our first year undergrad labs, which is open 24 hours a day
>> (it currently has a network of aging NeXTs). Budgetary constraints,
>> combined with the fact that we don't want to subject first year students
>> to X in a lab full of cheap X terminals, have forced us to consider a
>> PC lab. In pursuing this possibility, we have solicited experience from
>> other departments who use a PC lab for first year computer science courses.
>> It would seem that supporting such a lab would require full time (i.e. 24
>> hour) staffing just to keep the machines running, since PC's crash so
>> often.
>
>Why don't you install Linux on your PCs? This gives you the opportunity
>of using them as full-fledged Unix machines, plus using them as Xterms,
>all for no cost! And, in contrast to Windows, Linux is _stable_! Have
>a look ... (Of course it depends on what you want to do with these
>machines.)

If they've already got NeXT systems in there, it would make much more sense to buy PCs (or HP 9000 700-series workstations) and run NEXTSTEP on them; they've already built up their NEXTSTEP administration experience, and it'll drop right onto the new hardware. They should be able to "upgrade" (usually for free, or little cost) to newer "fat" binaries that'll run on the older 680x0-based NeXT systems and the Intel-based NEXTSTEP systems.

Canon's object.station 41 is probably the only Intel-based PC I'd ever consder buying. It's designed specifically to run NEXTSTEP (hey, guess what's loaded on the disk when you buy it? NOT yet another copy of DOS/Windoze!) and wipes the floor with most of the Pentium systems out there, despite the fact that it's only got a '486dx"4"/100 CPU in it. The graphics and disk subsystems kick the ass of most of the crap they put into those "loaded" Pentium systems (IDE disks on a Pentium?!? give me a break!).

NEXTSTEP is still the only interesting GUI available; it's as much of a step-up from GEM as GEM was from GEOS on a C-64 and it'll even use your hardware the way it was designed to be used, instead of as a fast 8088...

Get the impression that I like NEXTSTEP yet? :-) Anyone else remember those happy rumours of Atari talking to NeXT around the time the Falcon was released?

--
------------------===------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3544. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 15:43:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ndBIYFrsAaI@semprini.waterloo-rdp.on.ca>
Source record: 176361

In <Pine.SUN.3.91.941117132045.4368J-100000@CSOS.ORST.EDU>, James Wood writes:
>On Tue, 15 Nov 1994, Chris Herborth wrote:
>
>>
>> Now try adding a video card that does better than VGA. Oh, it comes
>> with drivers? Now try doing it for OS/2, or WindozeNT or Linux and pray
>> you can find drivers for it. What, your DOS programs don't support
>> anything better than 80x25 on that card? And all your games still run
>> at 320x200x256 despite the card being able to pull off 1024x768x16-bit?
>
>
> I forgot to mention in my reply to this message of yours.....
>Does not this MEDUSA computer (or whatever) include a PC video card slot
>for these "terrible" video cards that you speak of??? I suppose it won't
>be a problem for a machine with the Fuji symbol on it, then?

You seem to have totally missed the point in your vacuous flaming. The
hardware on those video cards may be great, but the *software*
generally doesn't take advantage of it.

I'm sure your video card can handle 16-bit or 24-bit colour at some
resolution... do you have _any_ games that can use that mode? Didn't
think so.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3545. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 15:44:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ga2IP9aYfzg@semprini.waterloo-rdp.on.ca>
Source record: 176362

In <Pine.SUN.3.91.941117171548.325B-100000@CSOS.ORST.EDU>, James Wood writes:
>
>
>On Thu, 17 Nov 1994 graham@insignia.co.uk wrote:
>
>> DO THE MATH just make sure it's not on a Pentium
>> --
>> Greg Bernath gbernath@oucsace.cs.ohiou.edu
>>
>
>Don't worry.... I'm doing the math on a 486DX2/66 system now because
>motherboards are selling for $268 in Computer Shopper.

I'm surprised you're not doing it on a Sega Genesis then. You can get
them for under $100, and they've got lots of software.

Hmm, the software actually takes advantage of the hardware, too!

This is such a stupid thread.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3546. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 15:47:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.hQPVrfFFYDk@semprini.waterloo-rdp.on.ca>
Source record: 176364

In <3aknr0$2hk@nyheter.chalmers.se>, Christer Gustavsson writes:
>I study computer architecture right now and there haven't been one lecture
>where the lecturer haven't told how crappy he thinks the Intel processors
>are :-).

Intel says, "Registers... who needs 'em!"

>Christer, another computer scientist with an Atari Falcon.

I know several PC-owning people who have considered Falcons because they
want to do DSP work. It's usually just cheaper for them to pick up a
better DSP-equipped soundcard though (but then they try to get
programming information for them...).

It's a pity Atari's kept the Falcon and TT prices so high... who do they
think they are, Apple? IBM? DEC?

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3547. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 15:50:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Ys90rvpe&C2@semprini.waterloo-rdp.on.ca>
Source record: 176365

In <Pine.SUN.3.91.941117010940.24051D-100000@CSOS.ORST.EDU>, James Wood writes:
> Microsoft's operating systems are not perfect, but they are far
>from "awful." I find it difficult to believe that Microsoft's selling of
>its operating systems being "due to stupidity" and "selling crap to idiot
>americans." I rather find it more likely that you are out on a lunatic
>fringe. I suppose you'd attempt to reason that Microsoft's stupidity has
>made their name a household word and made the PC architecture by FAR the
>world's most popular - and $9 billion for Gates. Yes, I'm sure you're
>correct....Microsoft is a fledgling company based on stupidity....ha ha ha!

MS sells DOS and Windows because:

1) people don't know any better
2) momentum
3) it's "free" with their new PC

If the people who buy 95% of home computers knew *anything*at*all* about
computers, they certainly wouldn't be picking up a copy of DOS with
their shiny new 32-bit computer systems. If they had lots of DOS crap
that they needed to run (ie, they'd pirated DOS WordPerfect and Lotus
from work), they could choose OS/2 and still not have to worry about
"extended", "expanded" or "conventional" memory... it's all just a
couple of clicks away for OS/2, no fiddle with config.sys/autoexec.bat
and reboot...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3548. Re: Opinions on Microsoft Word and Word Perfect

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 15:58:25 UTC
From: A.G.Haigh-Hutchinson@bradford.ac.uk
Message-ID: <1994Nov21.155825.8030@bradford.ac.uk>
Source record: 176369

As far as I know there is not a WP for the ST available at the moment.

The latest (working) version for the PC is v6.00 - an apparently all singing

and all dancing one. The last one I used, before getting my Atari, was v5.02

Hope that is a help - the people to contact would be Microsoft or one of

their dealers!!

Buy a copy of the PC World magazine or similar - and you will find the

contact point you require.

Yours

Adrian


```
======================================================================
Adrian Geoffrey Haigh-Hutchinson. Mature Student at
University of Bradford,
Interdisciplinary Human Studies. England, Europe.
======================================================================
A.G.Haigh-Hutchinson@bradford.ac.uk aghaighh@bradford.ac.uk
----------------------------------------------------------------------
My opinions are fluid and exempt from intelligent discussion.
----------------------------------------------------------------------
Life interests me -- maybe one day I'll get the hang of it!
======================================================================
```

3549. 2nd CFV: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 16:11:43 UTC
From: rdippold@qualcomm.com
Message-ID: <comp.sys.atari.programmer-CFV2@uunet.uu.net>
Source record: 176372
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

LAST CALL FOR VOTES (of 2)
unmoderated group comp.sys.atari.programmer

Newsgroups line:
comp.sys.atari.programmer Programming on the Atari computer.

Votes must be received by 23:59:59 UTC, 28 November 1994.

After this CFV appears on news.announce.newgroups it will be sent to
the mailing lists lexicor-list, gem-list mailing list, gem-magazine.

This vote is being conducted by a neutral third party. For voting
questions only contact rdippold@qualcomm.com. For questions about the
proposed group contact Yat Siu <ysiu@lexicor.com>

CHARTER

Summary: a newsgroup for the discussion of programming on the atari
TOS or 8bit computer and any clones or otherwise

The proposed group will provide a forum for the discussion of
programming queries, discussions of techniques or anything else that is
related to programming on the atari for any language that exist on the
atari (scheme, gcc, c, basic, pascal, assembler etc.)

Justification:

There are currently several comp.sys.atari.* newsgroups, however
none cover the aspect of programming questions. Atari Computer systems
(8bit, 16 or 32bit and clones) have various development tools from other
third party developers, some of which are very good. Atari Users require
a forum where they can ask questions about programming in any language.

This new newsgroup is also meant to encourage programming on the
atari and asking questions regarding programming. Very often programming
questions are asked in other forums, but they either don't get a reply or
ignored because it is not related to the topic. Atari Computers have got
a user base of programmers who need to support each other on the usenet on
a more global scale, and it should also help third party developers for
atari development tools read and see what programmers use/require/want.

HOW TO VOTE

Send MAIL to: voting@qualcomm.com
Just Replying should work if you are not reading this on a mailing list.

Your mail message should contain one of the following statements:
I vote YES on comp.sys.atari.programmer
I vote NO on comp.sys.atari.programmer

You may also ABSTAIN in place of YES/NO - this will not affect the outcome. Anything else may be rejected by the automatic vote counting program. The votetaker will respond to your received ballots with a personal acknowledgement by mail - if you do not receive one within several days, try again. It's your responsibility to make sure your vote is registered correctly.

One vote counted per person, no more than one per account. Addresses and votes of all voters will be published in the final voting results list.

3550. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 16:13:48 UTC
From: heyd@cfcsc.dnd.ca
Message-ID: <heyd.2.000B3B35@cfcsc.dnd.ca>
Source record: 176367

>Well... I think there is something a little bit stupid about buying without
>investigating all the possible choices. For example, shortly after Windows
>came out there was another product that was hailed as "Everything Windows
>Should Have Been" by Byte (I think). I can't remember the product name though.
>Anyway, it was far smaller, far faster, far nicer to use, and, had all of the
>same features plus some. Problem was, the company had no money for advertising

Yes, I know exactly the product you are refering too, did everything Windows
did, but better, and on a 640K machine. Sound impossible? Look at the
operating and system requirements of any Atari program (ie. Papyrus)
and compare it to the equivalent MS-DOS/Windows program (ie.WordPerfect) mondo
kludge?

>(sound familiar?) and thus the product did not sell well. If the
'system' for >shopping was a bit different; if more people checked out all
options instead of>just shelling out $$$ for whatever has the most name
recoginition, then maybe a>lot better products would be the 'standards' today.

Windows is a marketing success story, not a programming success story.
Bill Gates rode IBM coattails to fame and fortune, then abandoned IBM to push
a DOSshell called Windows

>Maybe it is a bit like the
>American car thing. I was one of the people who refused to believe that
>American cards had become crap, and that the Japaneese had far superior
>quality. Of course, as it turns out, around 1972 American cars did begin a fast
>downward spiral that they are (I hope) just now pulling out of. Despite all
>information to the contrary, most americans still persisted in believing that
>American cars were 'best', and it took many years to turn that around. When the
>mass populace began to turn to Japanese cars more and more, it finally forced
>the Big 3 to begin making *better cars again*! That same principle would work
>for software and hardware if consumers were (collectively) sharp enough.

Unfortunately(?) people want to follow the herd, it's safer. Computers are a
scary thing for most people I've met. They are sure they won't understand
something and destroy everything, so it seems safer to get what everyone
else gets

>Of course, now everyone has realized that, in fact, the best cars
are old VW >Bugs, circa 1968 for example ;-)))))

>Anyway, if people started buying smaller faster operating systems, and smaller
>faster applications, even if the product did not have big name recognition,
>then pretty soon Microsoft and Apple and such would have to make their products
>smaller and faster to compete. The power of the (collective) informed consumer
>is something the Big 3 learned the hard way! I doubt Microsoft or Apple would

>be as stupid.

>_____
>|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

>"It's supposed to be automatic but actually you have to press this button."

> - John Brunner

3551. Re: MiNT 1.12 available in binary form!

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 16:21:23 UTC
From: vctec@westminster.ac.uk
Message-ID: <CzMLFn.9pE@westminster.ac.uk>
Source record: 176374

Edmund Ramm (dk3uz@isys-hh.Hanse.DE) wrote:
: avg@cwi.nl (Annius Groenink) writes:
: >or is Danny the first brave person to simply have the guts
: >to release it anyway?

: It is out. Hasn't got to do anything with 'guts' though. Eric previously
: forbade any distribution of MiNT binaries after version 0.95 or so. Had

I agree with Edmund. All previous versions of MiNT were not supposed to
be publicly distributed (on ftp, BBS sites) in binary form...however, I
think with MiNT 1.11, we were allowed to give the binary out to people
who asked...just not put it out to be publicly available. Eric himself
uploaded the new version of MiNT to hensa, and an announcement was made
on the MiNT mailing list that this could be distributed.

Annius, I hope you will grab MiNT from hensa. :-)

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3552. Re: Minix - Demo Version

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 16:24:23 UTC
From: vctec@westminster.ac.uk
Message-ID: <CzMLKn.A2o@westminster.ac.uk>
Source record: 176375

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:

: Oops! I forgot to bring in the disk.....sorry. It will be on HENSA, by
: Monday. Promise.

: I will make an announcement here.
i
Please see my other posting in this newsgroup, as to where Minix Demo
is at HENSA. Thjis was put on our server on Friday...

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3553. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 16:37:20 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3aqic0$65q@dux.dundee.ac.uk>
Source record: 176377

William Wong (wongck@lobby.ti.com) wrote:
: In article <3a1rs9$sce@aristotle.algonet.se> jonaeson@algonet.se (Tommy Jonaeson) writes:
: >It took me 3 days to learn MS-DOS/Windows and the hardware good enough to

: If you use an ATARI, I don't see why it takes you 3 days to learn how to use
: Windows. Most stuff are similar, click and drag etc. Infact, the program
: groups are great idea, having stuff that do the same thing together, otherwise
: the new Neodesk would not have followed them, right?

: I think the transition to use Windows is less than 2 hours as GEM really
: prepares you for it. It did for me, for that matter I can use X-windows
: without any help the first time.

I fail to see the argument about "Gem is better than windows" the reality
is the opposite. MS-WINDOWS may be buggy and slow at times but it offers
iconify, looks pleasant and is realtively easy to use, plus is is
standard across ALL pieces of software. For example take MS-ACCESS it
is very easy AND powerful to use. It combines an easy to use GUI with
the OPTION to move into marcos and database programming if you wish.
I have yet to see a powerful relation database for the Atari.

To be honest I would say both are pretty much equal. However I have
to say that the atari way of NOT making the GUI the operating system
is still MILES ahead of MS-WINDOWS. For example you can add in
fast, reliable pre-emptive mutlitasking and change the front end
very easily.

: Installation of DOS and windows is a breeze. They have auto install program
: that will do it for you in less than an hour. In fact most software that I
: have installed can be done in less than an hour.

On the Falcon (which I have) mosty software takes less than 5 minutes
to get up and running. Also it doesnt take up MEGS of disk space.

Have any of you windows users ever used Geoworks Ensemble? Well
try this and you will see how bad Windows really is. Ensemble offers
fast pre-emptive multitasking, Motif GUI and an excellent range of
BUILT IN APPS, whats more they are fast even on a stock IBM 286 machine.

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn

President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate of mail system hacking.
==========

3554. Spectre GCR & ST Replay Digitizer FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 16:57:16 UTC
From: troyc@bnr.ca
Message-ID: <3aqjhc$16j@bmerha64.bnr.ca>
Source record: 176376

I have the following item for sale. I have not used them for quite some
time, so they are just sitting around collecting dust:

1. Spectre GCR 3.0
All original software included
All Mac disks I have
PRICE: $200, shipping included

2. ST Replay 8 Sound Digitizer
All original software included
PRICE: $40, you pay shipping

3. PC Ditto II
All original software & hardware
I got this to work once, but then I switched to a Mega STE so I
cannot use this board. I cannot guarentee it works.
PRICE: Best offer, you pay shipping

Send email to:
Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3555. How connect 2.88 Mb drive to STE?

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 17:01:23 UTC
From: freddy@ccsun.tuke.sk
Message-ID: <3aqjp3$k5i@ccnews.ke.sanet.sk>
Source record: 176417

Hi!
What i must got to connect 2.88 Mb floppy disk to STE?
THX

3556. Re: MiNT 1.12 available in binary form!

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 17:23:20 UTC
From: gerrymon@Glue.umd.edu
Message-ID: <3aql28$97j@state.eng.umd.edu>
Source record: 176388

In article <CzMLFn.9pE@westminster.ac.uk>,
Denesh Bhabuta <vctec@westminster.ac.uk> wrote:
>
>I agree with Edmund. All previous versions of MiNT were not supposed to
>be publicly distributed (on ftp, BBS sites) in binary form...however, I
>think with MiNT 1.11, we were allowed to give the binary out to people
>who asked...just not put it out to be publicly available. Eric himself
>uploaded the new version of MiNT to hensa, and an announcement was made
>on the MiNT mailing list that this could be distributed.
>

How does one go about getting on the MiNT mailing list?

--Gerry

3557. Re: Virtual Ram on a Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 17:30:31 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.785439031@acp5>
Source record: 176373

cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:

>Thanks, I'll grab that version and see if it's any better... :)

If there are any problems send me an email. (There should be no problem at
all because it simply works as it is supposed to be.)

```
*************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
*************************************************************************
```

3558. lost mail

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 17:48:41 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Nov21.174841.5186@bay.cc.kcl.ac.uk>
Source record: 176390

If anyone sent me any mail today, I'll have lost it. Please be nice an<X
again :-)

```
ATB,
Simon
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac
Microsoft is not the answer. Microsoft is the question. NO is the answer <
```

3559. ST digest

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 18:08:06 UTC
From: foltin@cherokee.nsuok.edu
Message-ID: <CzMqDJ.Ivp@cherokee.nsuok.edu>
Source record: 176436

Would a kind soul please post or e-mail me how to get a
subscription to the st.digest.

Thanks in advance.

Bela Foltin

foltin@cherokee.nsuok.edu

3560. Tar files.

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 18:27:36 UTC
From: dw@dcs.ed.ac.uk
Message-ID: <CzMrA1.GBH@dcs.ed.ac.uk>
Source record: 176429

I've downloaded a lot of files recently some for the atari st and others for the UNIX system at university but a lot of the files are compressed using a method called tar. Is there anybody who can tell me how to uncompress .tar files on a UNIX system or an atari ST (either will do) and what programs I may need.

Also other atari files I've downloaded that are compressed with .zip have the last file corrupted is this the files or the download that have gone wrong?

Thanks.

3561. Re: 3d cad program

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 18:54:55 UTC
From: Lexicor@world.std.com
Message-ID: <CzMsJK.7z9@world.std.com>
Source record: 176383

In article <CzM8Fu.Bo@nntpa.cb.att.com>,
-Stolk,R.J. <rstolk@intgp12.ih.att.com> wrote:
>Yo, all you pro's out there
>
>Can anybody tell me if there is a good (professional)
>program to do 3d cad on my TT.
>commercial ....pd ... shareware ....???

There is Dynacadd, Cadans Cad, Technobox Drafter and of course for more the CAD 3D Animations there is our stuff, the Lexicor Software 3D Products. If you are interested or anyone else for that matter please email:

info@lexicor.com

if we knew what is is that you are looking to do exactly we could probably help you direct to other software as well.

Cheers

Yat @ Lexicor
ps: demo versions on ftp.std.com in /pub/atari/Graphics/Lexicor/Demosoftware

>
>L8r.
>
>Richard

3562. Re: Poll: Are you going to the Birmingham/London

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 19:12:43 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Nov21.191243.5187@bay.cc.kcl.ac.uk>
Source record: 176398

I'll be at the London show. If anyone who I don't know wants to say hi<X
(Sys Sols) to point me out :-)

ATB,
Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.acles + 5548
Microsoft is not the answer. Microsoft is the question. NO is the answer <

3563. Re: MiNT 1.12 now available at...

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 19:13:05 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3aqrg1$gkt@dux.dundee.ac.uk>
Source record: 176378
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mark Baker (mnb20@cam.ac.uk) wrote:
: In article <3aptci$qu@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

: >Also are the binaries set up for 68030 or just plain old 68000 code?

: 68000 - they work on my ST, If you've got a Falcon you could probably get it
: slightly faster still by compiling for '020.

Do I need GCC to do this or can I use something else?

Rod

--
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.
==========

3564. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 19:20:16 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3aqrtg$rlk@bs33n.staffs.ac.uk>
Source record: 176423

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: Can we refrain from all the BBS advertising here please, its just not done..!!

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

He says with a GEnie address ;-)
What's that if its not advertising?

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

3565. Xperience demo

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 19:25:33 UTC
From: krlawson@xgw2.xgw.fi
Message-ID: <3aqs7d$cni@t3.xgw.fi>
Source record: 176386

The xperience demo for the Falcon doesn't work on a TV because the demo's routines only check for a VGA and RGB monitor. Is there a path for this? If so where can I get it from?

btw. I did get it to partly run by loading the Warum demo first and then loading Xperience. The TV then gave a split screen which sometimes had colours and sometimes not.

--

****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

3566. Hi Soft!!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 19:26:16 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3aqs8o$gkt@dux.dundee.ac.uk>
Source record: 176379
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

If your a student and looking for a bargain, then get down to Hi Soft.
They offer a whopping 30% student discount. This meant I got Speedo
and Papyrus for LESS then the normal price of Papyrus on its own.
Total Cost: Speedo + Papyrus #112 ukp.

Having said that I wont be eating for 6 weeks to pay for it, but
who cares, I no longer have to suffer 1st Word Plus and its dread-
ed hyphens. At last different page sizes, graphics and DTPish
type facilities. Also at last I'll be able to get a bit more
USE out of my rather pricy Falcon.

I'd encourage ANYONE who this offer is open to to give it a bash,
Hi Soft offer a really good range of Atari Stuff. So if we want NEW
software for the Atari we can atleast buy it off them and give them
some encouragement top make new stuff. Whats more we save a few bob
at the same time.

Also if your keen to try before you buy Papyrus has a Demo, which I
believe can be FTP's from some places and is also available FREE from
Hi Soft.

Rod

--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.
==

3567. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 19:29:10 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3aqse6$gkt@dux.dundee.ac.uk>
Source record: 176380

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: In article <3aolla$lfn@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
: >I don't think Atari is going to lower the prices of the Falcon or the TT
: >because they have no interest in carving a niche in the computer industry
: >at this point. Everything is Jag-related.
: >
: > >> Mark <<

: Well from what I read here Atari are dumping Falcons in the UK
: for 300 Pounds, is that not cheap enough....

: Mind you this is the 1 meg version, these I think are the only
: ones that Atari made last befor it closed thire computer division
: down.....

No they haven't closed they're computer division down, but you are
right they are 1mb with no HD.

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.
==

3568. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 19:35:47 UTC
From: krlawson@xgw2.xgw.fi
Message-ID: <3aqsqj$cni@t3.xgw.fi>
Source record: 176381

James Wood (jamesw@CSOS.ORST.EDU) wrote:

: Intel has lots of competitors now. Games are becoming
: increasingly complex. DOOM is the first game that I find is less than
: acceptable on a PC less than a 486DX2/66. I suppose the fact that a
: 64-bit Jaguar is the necessary TV video game that is DOOM-capable speaks
: for the fact that the new games *ARE* processor-intensive by nature,
: rather than a secret Intel alliance. DOOM, I would say, is *THAT* much
: better than other games.

I think Doom works quite nicely with a 33 Mhz machine, nice enough to be
at least acceptable! Now with the new machines consumers' demands have grown
too.. and Doom isn't that brilliant. Really, it's not. I got bored of
playing it after a week. All it was was searching around endless corridors
for that damn missing key. Pretty boring.

--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

3569. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 19:44:30 UTC
From: krlawson@xgw2.xgw.fi
Message-ID: <3aqtau$cni@t3.xgw.fi>
Source record: 176430

James Wood (jamesw@CSOS.ORST.EDU) wrote:

: On Thu, 17 Nov 1994 graham@insignia.co.uk wrote:

: > >
: > They happened to be in the right place at the right time. The PC is not the most 'popular'
: > in the sense that people buy it because they like it. but the biggest seller because of market
: > domination due to corporate sales originally based on the reputation of IBM and bought by
: > managers who didn't know what they were buying.

: It's one thing to discuss how the Intel/Microsoft/ISA
: architecture was formulated eons ago. It's quite another thing to
: discuss which system gives you the most BANG for the BUCK in this day and
: age. Today, $1200 buys you a COMPLETE PC system with 486DX2/66Mhz
: processor, 8MB RAM, 256K cache, 420MB hard drive, 15" non-interlaced
: 1024x768 monitor with 32-bit local bus card to drive it, high-density
: floppy drive, mouse, keyboard, operating system, and all necessary
: accoutrements. That's $1200...today! (perhaps even less in the near future)

Wow, now that sounds brilliant.. pity I have yet to see a PC sound
system which is as nice as the Falcons. Oh, and having a big hardrive and
all that is pretty useless when you can fit approx. the same progs for the
Falcon in half the space or less. No, not even fiddling around for ages
with IRQs and the 640Kb limit makes me want a PC. (Let's hope IBM's
new OS is as good as it seems because previous OSes on the PC don't
exactly make me want to rush to my local PC dealer).

--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

3570. comms software questions

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 19:48:22 UTC
From: hallvart@ifi.uio.no
Message-ID: <3aqti6$219@holmenkollen.ifi.uio.no>
Source record: 176431

I'm soon going to lose my UNIX account here at the university and
I'm trying to find out how to connect comercially.

Unlike now, when I can sit for hours reading through newsgroups/mail
for free, I will have to use a modem and pay for the time passing by,
that's why I need an offline reader.

I know there are several available for the ST, but I don't know which one
would be the best suited.

The company supplying Internet will give me access to a UNIX machine
and they support these formats as offline: QWK, SOUP, ZipNews and
PopMail (Eudora).

I've heard from others on the net that QWK isn't that good a standard
for Internet, so what about the others? Which program would be best
suited for my STe to connect to the UNIX host machine for offline
reading?
Thanks.

Hallvard, Oslo, Norway (hallvart@ifi.uio.no)

3571. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 19:58:17 UTC
From: mdg@ukc.ac.uk
Message-ID: <422@stork.ukc.ac.uk>
Source record: 176382

In article <Rs9V0ro.popemerlin@delphi.com> popemerlin@delphi.com writes:
>Requiem <cm3hirjd@bs47c.staffs.ac.uk> writes:
>
>>to whatever you want, a nice touch. For a fiver Starball is great. For
>>thirty quid Obsession will HAVE to be great. I've got the demo and its
>>nice enough but I keep getting the impression its trying so hard to be
>>like Pinball Dreams/Fantasies and never quite pulling it off... still
>>lets hope the full table set is good.

Pinball Dreams has been converted by an old friend of mine 'Stewart Gilray',
it is being distributed by 16/32 PDL - it is an exact conversion of the amiga
version, which makes it about 10 times better than Obsession in my opinion.
Pinball Fantasies will also appear on the falcon at some point. You might even
see wolfenstein soon ... (hint hint).

Griff
--

3572. Re: 3d cad program

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 20:10:47 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3aqus7$4c7@whitbeck.ncl.ac.uk>
Source record: 176384

In article <CzM8Fu.Bo@nntpa.cb.att.com>, rstolk@intgp12.ih.att.com (-Stolk,R.J.) writes:
>Yo, all you pro's out there
>
>Can anybody tell me if there is a good (professional)
>program to do 3d cad on my TT.
>commercial ....pd ... shareware ....???
>

Well, I used to use Tom Hudson's CAD3D when I had an ST, but it dies the death on the Falcon.

A shame really, as I just tracked down a CAD3D to POVraytrace converter which could have provided me with quite a good budget system.....

Ce'la vie - I don't do much 3d work anymore anyway so I won't be buying a proper Falcon system (Inshape, Phoenix, Xenomorph, et al).

AutoDesk Animator was supposed to get released but never appeared.

Craig.

3573. Re: Falcon Game Switch - help!

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 20:14:04 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3aqv2c$4g9@whitbeck.ncl.ac.uk>
Source record: 176385

In article <3aq5ua$qgv@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>I downloaded the file SWITCH (not doc files with it) from an FTP site in
>the Falcon games section and when I run it, it depacks, then quits back
>to GEM. Nothing. Didn't get a thing on a VGA or RGB. Anyone like to
>tell me what the heck this is, if it works and if so - under which
>res/config?

No help, but I had the same problem with my machine :
F030 4/32Mhz with SVGA monitor.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

3574. Re: looking for cubase

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 20:32:36 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EKVUDBUQUp@dksoft.ping.dk>
Source record: 176419

In <3ao7oi$aea@whitbeck.ncl.ac.uk> Craig Graham wrote :

>Actually it's free - the latest Cubase versions are available via FTP
>(Steinberg give their blessing). They are no use to anyone who hasn't got
>a key already, as the copy protect is still there.

If he has an older version, (which i believe he said), then he'll need a
new Key as well. (Remember going from 2.0 to 3.0 ?).

>
>Try ftp.mcc.ac.uk - this has the latest cubase & cubase-audio versions.
>

I will, as i could need an new update myself 8-) I'm still at 3.01 8-/

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\---/-
\---/

3575. Re: UK/US TOS 2.06 image needed

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 20:42:26 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EKVUDBUSUp@dksoft.ping.dk>
Source record: 176420

In <4647JQVNJBSHEJCUSI@pplnet.com> blade01@pplnet.com wrote :

>They might not care very much - but if they DO decide to prosecute, both
>you and the person who supplied the file will be found guilty of
>copyright infringement.
>
>Why not just buy the ROMs and make your own image file? That's _legal_
>- and you can't accidentally erase the ROMs.
>

Hi Rich.. Sorry for butt in here.. But i have a question for you about you opinion above.. You say, why not buy... Well, if he chose to buy, who will have benefits of the money then.. I'll answer, it's not atari since they have already said they didn't care.. I'll tell you what is going on. The dealer copy the ROM's for sale as well, and if you find the guy above quilty of copy'ing the ROM, then you'll have to find the dealers quilty as well.

I have not seen any statement from Atari on paper about giving up TOS 2.06 but a company in Denmark got the right to do whatever they wanted with it as long as Atari Co. was kept out of responsebilities. As Atari said to them, we don't care what you do. Now this company copy and sell TOS 2.06, and they have never had any "legal" copy of it. It was a originally a copy of the German Tos 2.06, which they translated to danish.

Does this give them the right to copy and sell it, then a user can use exactly the same right.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\--/-
\--/

3576. "Monster"- where?

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 20:49:11 UTC
From: hallvart@ifi.uio.no
Message-ID: <3ar147$3lb@holmenkollen.ifi.uio.no>
Source record: 176387

Where can I find the big-screen emulator "MonSTer"?
I already downloaded it from aaue, but it didn't work-
the file was corrupt, and I can't find it elsewhere.
Anybody?

Hallvard, Oslo, Norway

3577. Re: "Monster"- where?

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 21:04:04 UTC
From: graham@insignia.co.uk
Message-ID: <CzMyIt.4GK@isltd.insignia.com>
Source record: 176389

In article 3lb@holmenkollen.ifi.uio.no, hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
>Where can I find the big-screen emulator "MonSTer"?
>I already downloaded it from aaue, but it didn't work-
>the file was corrupt, and I can't find it elsewhere.
>Anybody?
>
>Hallvard, Oslo, Norway

```
Well aaue is mirrored at ftp:/src.doc.ic.ac.uk/packages/atari. It also has "stretch" which
allows you
to specify the size explicitly.
```

3578. SoftPC - PC emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 22:14:56 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ar650$kco@nippur.irb.hr>
Source record: 176450

Hi !

I've heard about the new unreleased PC software emulator
called SoftPC. He's available on some Atari BBS's
(which ones - i don't know).
Can anybody download him from BBS and put it
on some ftp site ?

Thanx

3579. Re: mint

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 22:16:20 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3ar67l$p99@m.ehd.hwc.ca>
Source record: 176391

Sangrar Waheed (3ws5@qlink.queensu.ca) wrote:
: what in the world is mint?

Mint := Mint Is Not Tos
= = = =

The first of several multitasking operating systems for Atari
ST/e/TT/Falcon computers. Latest (binary) released version is 1.12 .

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

3580. Re: HELP Captain Blood

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 22:21:27 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ar6h7$pq4@golem.wcc.govt.nz>
Source record: 176392

In article <3aqdj4$1ba@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
>lonsdale@acri.fr (Andrew Lonsdale) writes:
>
>Me too!
>I managed to find a clone once, but that was by accident! One thing I do
>like is that after a long time Blood's hand starts going all funny and
>shaking.

Yes you have a Pirated copy, this is what happends to the simple copied ones....

>Phil
>[E-mail pd@mole.bio.cam.ac.uk]

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3581. Re: HELP Captain Blood

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 22:46:32 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3ar808$q0f@golem.wcc.govt.nz>
Source record: 176397

```
] >I managed to find a clone once, but that was by accident! One thing I do
] >like is that after a long time Blood's hand starts going all funny and
] >shaking.
]
]
] Yes you have a Pirated copy, this is what happends to the simple copied
] ones....
```

Not quite.

After a while, Bloods vitality starts running low, and his hand (the mouse pointer basically) gets more & more difficult to control.

Copied versions do this all the time, e.g. as soon as it loads up, it's impossible to control.

Even with the complete solution I still couldn't finish this game....

/-WELLS_S@IX.WCC.GOVT.NZ----I am not affiliated with the Government-\
\Capital Watch Services - For watches, clocks, batteries and repairs/
__ Willbank Court, 52 Willis Street, Wellington, New Zealand __/
If nothing can possibly go wrong, it will anyway - Murphy/
Steve Wells - Gratuitous Plugger & Honda GB-400 Rider/

3582. WANTED dead 520 ST

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 23:04:35 UTC
From: jhauser@beech.cs.berkeley.edu
Message-ID: <3ar923$9tr@agate.berkeley.edu>
Source record: 176395

I want a dead 520 ST, no monitor, for parts. E-mail me.

Better an unwanted child than an unpunished sex act.
John Hauser---jhauser@cs.berkeley.edu

3583. Autoboot trouble

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 23:18:24 UTC
From: vsnyder@math.jpl.nasa.gov
Message-ID: <3ar9s0$814@netline-fddi.jpl.nasa.gov>
Source record: 176396

I have Supra utilities version 4.00.

My 81 MB ESDI drive is connected by way of an Emulex MD-21.

Until recently I had two smaller MFM drives connected by way of Adaptec ACB-4000A.

The MFM drives would autoboot. The ESDI drive won't.

I've run SUPUTL, and it says it enabled autoboot. (I was careful to run it after booting from a floppy with only an AUTO folder with SUPBOOT.PRG in it. Nothing in the root. Especially no cache anywhere.)

I ran SUPEDIT, and of the partition tables, it says partition C: is a GEM partition with boot enabled, and D-G are GEM partitions with boot disabled.

The C: Boot sector has checksum = 0x1234.

I ran SUPFIND. It found SUPBOOT.PRG is version 3.11 in memory, on the floppy, and on the C: partition.

Send any ideas via e-mail.
--
What fraction of Americans believe | Van Snyder
Wrestling is real and NASA is fake? | vsnyder@math.jpl.nasa.gov

3584. Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-21 23:41:30 UTC
From: Rick Nolan <rickn@pointless.gen.nz>
Message-ID: <41122121745$6FC8@pointless.gen.nz>
Source record: 176310

Chris Herborth wrote in a message to All:

>
>Just think about a few year from now...a 486, really! I would have thought you
>would want at least a pentium.

CH> You _need_ a Pentium if you want to get reasonable
CH> floating-point performance. Not that it matters, since
CH> you're screwed if you run DOS/Windows anyway...

Reasonable performance yes,incorrect results also:-(

Cheers,
Rick

3585. Buying a printer(which?)

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 00:07:57 UTC
From: ao613@FreeNet.Carleton.CA
Message-ID: <Czn71A.EK7@freenet.carleton.ca>
Source record: 176418

I'm not going for a laser or color printer. Probably a 24 dot matrix
or an ink jet printer.
I will spend about $400 canadian.

I would like to be able to use the printer for business receipts as well
as printing out yer basic document.

I copied out the printer configurations available in my Wordwriter Program,
but am nervous about picking up a printer that doesn't match these
configurations exactly. (company and item #)

What's the important thing to remember to make sure the printer will be
atari compatible? I don't expect the sales people in some of the Toronto
computer stores to know the difference.

Thanks.
--
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3586. Re: Xperience demo

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 00:10:49 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <3arcu9$ggj@cri.ens-lyon.fr>
Source record: 176399

In article cni@t3.xgw.fi, krlawson@xgw2.xgw.fi (Kristoffer Lawson) writes:
>The xperience demo for the Falcon doesn't work on a TV because the demo's
>routines only check for a VGA and RGB monitor. Is there a path for this?
>If so where can I get it from?
>
I've tried to run Xperience on different TVs and it works very well.
But it doesn't work on some monitors (I don't remember which ones): one
gets scrolls.

You should boot with the CTRL key pressed.

Vincent Lefevre

3587. Re: Student Discounts

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 00:47:06 UTC
From: pmh@noddy.forestry.tas.gov.au
Message-ID: <pmh.86.2ED2048F@noddy.forestry.tas.gov.au>
Source record: 176400

In article <785371496snz@xciv.demon.co.uk> paul@xciv.demon.co.uk (Paul Civati) writes:
>Newsgroups: comp.sys.atari.st
>From: paul@xciv.demon.co.uk (Paul Civati)
>Path: pacit.tas.gov.au!newsroom.utas.edu.au!munnari.oz.au!spool.mu.edu!howland.reston.ans
.net!pipex!demon!xciv.demon.co.uk!paul
>Subject: Re: Student Discounts
>References: <3aijec$1ge@dux.dundee.ac.uk> <3ajjd5$b0m@golem.wcc.govt.nz>
>Organization: My bedroom somewhere in London, a PC and a phoneline.
>Reply-To: paul@xciv.demon.co.uk
>X-Newsreader: Demon Internet Simple News v1.29
>Lines: 24
>Date: Sun, 20 Nov 1994 22:44:56 +0000
>Message-ID: <785371496snz@xciv.demon.co.uk>
>Sender: usenet@demon.co.uk

>In article <3ajjd5$b0m@golem.wcc.govt.nz>
> sheppard_r@kosmos.wcc.govt.nz "Roger Sheppard." writes:

>> >Do any suppliers offer student discounts?
>>
>> My son is currently in possession of CUBASE LITE to try out as a student,
if he wants to purchase it the cost is only $80 (Australian/Student
Discount)which is around 35UKP (I think). I noticed in a copy of ST Review
that CUBASE LITE is selling in the UK for around 70 UKP.

Roger, ST Review is $12.75 here (usually 2-3 months old) with an additional
$1 or $2 if you want the current issue (covers airmail).
Peter Hopson

3588. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 00:58:27 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Czn9DF.1xr@cix.compulink.co.uk>
Source record: 176401

on.ca>
X-Newsreader: CixRead/CixComm

> Personally, there isn't a "personal" computer on the market that I'd
> buy right now. In the early '80s, the Atari ST and the Amiga where

I see this as problem as well. When I moved from my ZX Spectrum - the ST or Amiga were obvious choices. Now the ST is in decline - there is nothing obvious to upgrade to. The MSTE, TT and Falcon are all stopgap solutions (of different sorts). There is no obvious new machine to buy - unless you count the PowerMacs. Its a pity that these will be blown out of the water when IBM and Aplle *really* get their act together in 2 or so years time.

What about the PC? Well its another stopgap solution - running on inertia. True I ordered one today to *suppliment* my TT, but it not a solution in the way my original 1986 STM was.

:-|

Roland.

@CiX

3589. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 00:58:30 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Czn9DJ.1yH@cix.compulink.co.uk>
Source record: 176402

FC&ciD0cQ@semprini.waterloo-rdp.on.ca>
X-Newsreader: CixRead/CixComm

In message <H.eg.OUFC&ciD0cQ@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca said:

> I don't think anyone still sells TTs in Canada. Pity. And the price
> is a bit more than "not quite right", too... especially when you
> realise you have to add a graphics card to get a decent system.

The price is definately not *right*. OTOH I don't think things are as bad
as you think.

Fisrtly the graphics card is not *really* necesaary. TT-Hi is plently good
enough for most serious use - and TT-Med is pretty respectible if not very
impressive.

Secondly TT can be very good second had bargins. I paid the price of a
486 clone for mine - but they can be had much cheaper if you are not
too fussy about the spec.

Whether its actually worth buying a TT at this late stage in its life is
debatable - but that doesn't detract from the point that its still a very
nice machine.

:-)

Roland.

@CiX

3590. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 01:00:31 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <3arfrf$rvd@josie.abo.fi>
Source record: 176403

In <3ap3ki$hie@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:

> gaghon@nevada.edu (GEORGE GAGHON) writes:
>
> >What is happening in the market today is sad. We are losing the
> >freedom of selecting a computer that fits our discription of what it
> >should look like and run like.

Why? I don't think so. It _is_ true that we don't have direct equivalents to 486- or Pentium PCs made by Atari. But these comparisons disturb me, since the OS isn't the same, either. Falcon under Windows would be pretty awful, I guess. Just like those 386..486SX PCs. But TOS isn't Windows - fortunately. Falcon works quite happily even unaccelerated. With some Afterburner accelerator card (68040/66 MHz) it probably behaves like a dream.

Falcon _is_ reality. We can buy it - and it is a good computer, no matter what some people think about it. TT is reality, too. Accelerated to 48 MHz and equipped with a good graphics card, like new Spectrum cards (up to 6 Mb VRAM and huge resolutions, accelerated ;-), that machine is worth its price.

And then there are Medusa T-40, T-60 (68060 !!!), and Eagle Atari clones available. So, can we really say there's "no hope" ? I really don't think so. Our problem, however, seems to be this: we look at those PC technical specs (forgetting that Windoze _requires_ much more horsepower than TOS!), and feel that Atari is unusable old-fashioned, slow and so on. What matters is that the machine _works_. Atari compatible computers do work today. There are lots of fine programs available, and with OSs like Geneva, MiNT and MagiC (not forgetting Dextrous ;-), the future doesn't look bad either.

> The crunch comes when you NEED a faster machine but there is none
> available from the manufacturer you prefer. This is a result of the
> computer industry today: the most common brand computers is the
> fastest for the price. Apple is fighting back with the PowerPC line.
> But Atari could not keep up.
>
> Hence, they lose the enthusiasts with high-demand.
>
> And guess who keeps a model of computer alive? Those high-demand enthusiasts.
> Without high-demand enthusiasts doing software development, the userbase
> slowly fades away.
>
> I had buy a TT to continue GEM NetHack development. And I gladly paid for
> it. But then, when I had an even more demanding project, I had nowhere to
> turn. I started using the University's workstations to do more and more of
> the work my project demanded. Finally, I had to buy a Linux Pentium to
> continue development at home. And I gladly paid for it. If Atari had a

> high-end machine, I would have bought that and run 680x0 Linux. But there
> is nothing above a Medusa (which is not even made by Atari).

Why should it be made by Atari? Are all the PCs made by IBM today? And can you
really say that Medusa T-60 with 68060 processor (yes, it _is_ reality!)
isn't fast enough for you ?? Somehow I doubt that ;-) Especially, after
I saw Calamus running on both Medusa T-40 (68040) and on a 486-66 PC (under
Windows NT). Guess, which one worked _much_ faster..?

This is getting serious, if the PC world has really brain-washed us to measure
Atari computers on PC scale, don't you agree? If this goes on, soon we'll all
want a 786-PC because of its "raw power" - even though its OS and software
don't necessarily run any faster than Atari TT.

Disagree, if you want to - but somehow I feel that _we_ Atari owners lack
self-confidence. We don't have guts to be satisfied - we only complain...
:-(

By the way; when will the next (hopefully 68030-optimized ;-) NetHack be out ?
I really can't wait for that -

Don't surrender - fight back. Because otherwise all we'll have tomorrow will
be Windoze-PCs. And, I think, most of us bought an Atari because we really
did NOT want to buy a PC. That's something to think about, no matter what
kinds of 786-processors they develop. If we buy Atari-compatible machines like
Medusa, we support Atari computing. Even if Atari itself didn't care...
The PC world don't need IBM either, does it?

Tommi

3591. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 01:02:19 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941121164929.20979A-100000@CSOS.ORST.EDU>
Source record: 176404

On 19 Nov 1994, Kevan Winch wrote:

> > So if anybody thinks that the ultimate thing is to own a PC because
> > that's what everybody else owns, they have missed something. The lack of
> > individuality makes these people pathetic...
>
> JW<@> Heh. Walk into a COSTCO warehouse and see computer
> JW<@> software piled up to the ceiling - with SVGA graphics and SoundBlaster
> JW<@> sound....and new titles arriving daily...and none of it will run on
> JW<@> your computer. Call it lack of individuality.
>
> JW<@> Enjoy your individuality! I'll enjoy everything from Compton's
> JW<@> Multimedia Encyclopedia to LucasArts games on CD-ROM!
>
> This is not the area for childish 'my PC is better than your Atari' taunts,
> if you want that, go play in rec.sandpit.toys and stop wasting our time.

Why how sanctimoniously ambidextrous of you to make such a
suggestion, my dear Mr. Wench.

If your time is so valuable, might I suggest that you spend it
elsewhere. I am an Atari owner and I feel like posting here.
Rather than descend in on the conversation and condemn in such a pious
manner, why don't you dispute what I have said, if you believe it to be
false? On second thought, don't bother. Judging from your dialogue, it
appears doubtful that you will cogitate empirically. My mistake. Your
Atari is better than my PC.

James Wood

3592. Disk Drive for ST wanted...PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 01:22:39 UTC
From: trudeau@titan.ucs.umass.edu
Message-ID: <3arh4v$oo7@nic.umass.edu>
Source record: 176405

I know this is hard to believe, but I'm loking for an old SF354 singlle sided, single density drive for an Atari 520 ST. It is essentially the only computer in my parent's house, they don't want another one, and the two drives they have are so misaligned that they can no longer write to diskette. I would be interest in finding one or tow of these drives, even newer model if the price is right.

Thanks for your time, E-MAIL response preferred.

Dave T.

3593. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 01:30:15 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941121170453.20979B-100000@CSOS.ORST.EDU>
Source record: 176410

On Sun, 20 Nov 1994, Chris Herborth wrote:

> Depends; most PCs have pathetic disk performance... the Falcon can blast
> 2M/s _easily_ over the SCSI bus if the disk can perform that well.
> Unless you've got a PCI or VLB video-card, the graphics can be pretty
> bad, too (but the Falcon's graphics are incredibly slow, thanks to the
> stupid architecture).

What do you consider "pathetic" disk performance? How many people need file server data transfer rates for the machine sitting on their desktop??? "Most PCs" (as you put it) do not have the transfer rates of a server, but what is the handicap in that there is no overkill? Anybody who wants to discuss this reasonably will concede to the fact that while most 16-bit IDE interfaces are not the fastest in the world, they are a far cry from "pathetic." I might consider an 8-bit MFM interface "pathetic", but I find it totally outside the bounds of reason to state that "MOST" PCs are. It is relevant to mention that almost ALL new PCs have a 32-bit disk interface.

> >4) Better keyboard (Which is quite important.)
>
> Not on most clones I've seen. I've only found _one_ keyboard that's as
> good as my ST's keyboard (I _like_ the mushy, quiet keys), and that was
> an NCR keyboard that isn't made anymore... now they use those crappy
> clicky keyboards that most cloners use. It's only slightly better than
> the IBM PS/1 keyboard, which is TERRIBLE.

Keyboard feel is an entirely subjective attribute. However, I wouldn't EVER go so far in my opinion to say that Atari made decent keyboards. I've seen to many of them go belly up - like the 130XE keyboards which appear to be made of the same quality (have the same look and feel) as the ST. Then again, I don't think that MOST PCs have pathetic disk access, so I could be wrong.

> >5) Cheaper hardware.
>
> Not if you want a decently put-together system. A '486 or Pentium
> system with good components and reasonable amounts of disk and RAM (like
> 16M of RAM and 500M disk) costs as much as a similarly equipped UNIX
> workstation with better performance.

486DX2/66Mhz, 8MB RAM, 256K cache, 420MB HD, VESA LB HD controller, VESA LB 1MB graphics card, 15" flat screen .28dp NI 1280x1024 monitor, HD floppy, DOS/WINDOWS/MOUSE. $1237 pg. 10 Computer Shopper11/94

This isn't 16MB of RAM or a 500MB hard drive (close) - but don't try and tell me that I can get a UNIX workstation for PC prices. Name your source - one that I can verify as easily as Computer Shopper. I've seen 545MB IDE drives going for $258, so upgrading the 420MB drive would be minimal additional cost. RAM is appx. $40/meg so we're looking at another $400 to take 'er to 16MB.

>
> >6) More software available.
>
> Not if you run OS/2 or Linux or NEXTSTEP or any other operating system
> worth using. Sure, there's plenty of crap available for DOS, but DOS is
> a liability.
>
Anyone who fails to acknowledge the largest library of microcomputer software AVAILABLE ON THE EARTH must have their head somewhere where it shouldn't be. To fail to concede that ONE point about the PC.....just that ONE....makes a person so TOTALLY unreasonable that they should avoid discussion of computers altogether.

> These days, all
> you've got are PCs and Macs that aren't really that much different from
> the systems of 5-8 years ago. Sure they're faster, with better
> displays,

There's the contradiction of the week, folks. However, I'd like to add that besides being faster with better displays, they have enormous hard drives, and several times the RAM, full multimedia capabilities, local bus/VLB/PCI. No, I suppose I'm wrong. They had all that 8 years ago. My PC still has the same green-screen. We're just all been slipped hits of acid (unbeknownst to us, of course) and all the neat stuff you THINK you see is just an illusion. Right, Chris?

James Wood

3594. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 01:31:56 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941121173044.20979C-100000@CSOS.ORST.EDU>
Source record: 176411

On Sun, 20 Nov 1994, Chris Herborth wrote:

>
> The Canadian market is almost totally dominated by DOS-running PCs right
> now; even Macs don't have much marketshare up here. Truly sad.

Looks like even the micro users in Canada know where to get the
most bang for the buck.

Hurts, doesn't it??

James Wood

3595. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 01:41:29 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <3ari89$d5t@acmez.gatech.edu>
Source record: 176406

>Well... I think there is something a little bit stupid about buying without
>investigating all the possible choices. For example, shortly after Windows
>came out there was another product that was hailed as "Everything Windows
>Should Have Been" by Byte (I think). I can't remember the product name though
>Anyway, it was far smaller, far faster, far nicer to use, and, had all of the
>same features plus some. Problem was, the company had no money for advertising

I think this was called GeoWorks or something like that. It was a
very good product, written in assembly, and worked on an 8086. There
was much interest in the OS at the time. A coworker was interested in
becoming a developer but Geo never delivered the developer's kit. He
believes this was the main reason it was a failure in the market.
Remember too that HP introduced New Wave then. I think GEM/3 was
available too.
--
David Forrai
Internet: gt1448b@prism.gatech.edu

3596. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 01:49:07 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941121173601.20979D-100000@CSOS.ORST.EDU>
Source record: 176407

On Sun, 20 Nov 1994, Chris Herborth wrote:

>
> All those PCI and VESA LocalBus cards have 8088 BIOSes on them. Know of
> any 8088-based systems with PCI or VLB? You can't even get '386-based
> systems with PCI or VLB! So why don't they have '386 BIOS code?
> Because DOS only speaks 8088. The Pentium and '486 would be much faster
> without having to be 100% backwards compatible with the 8088... hell,
> Intel could've even added a few registers to them then. The 8Mhz 68000
> in my ST has more 32-bit registers than a 100Mhz Pentium does!

I know not enough about Pentium and 68000 internals to discuss
those terms. However, I'll take a broader perspective. Are you saying
that the (circa 1979) 68000 is superior? Faster? More advantageous??
- Than a 64-bit Pentium? Are you prepared to go public with this
discovery? I do not know whether what you say is true about "more 32
bit registers" inside your 8Mhz 68000 over a Pentium, but I'll put my
money on the Pentium to whip the stuffing out of a 68000, regardless of
how many registers it has. Perhaps it is on that fact you should focus.

> > What floating-point intensive applications do you run? What
> >floating-point intensive applications have you observed to be "pathetic"
> >on a 486? How many users methodically run floating-point applications,
> >anyway? You must be witness to it - so tell us WHICH ONES? As far as
>
> Almost any ray-tracer, for example. Plenty of people are getting into
> it these days, with the advent of excellent free tracers such as POV-Ray.
>
How does your 8Mhz 68000 crank out those ray traces? Probably
on par with a Pentium. I'm sure you can leave my DX2/66 in the dust,
since the floating-point capability of the 486 sucks the big one.

> >DOS machines go....It seems (in my humble experience) that much of the
> >software does NOT access the math co-processor capabilities anyway. With
> >all the DOS machines I've had prior to the 486 (which has math
> >co-processor internal, of course) I NEVER had a math co-proc and never
> >missed it.
>
> If FP performance wasn't so bad, things like TrueType and Adobe Type
> Manager could use the FPU; that'd speed up almost *every* application
> that uses fonts.
>

>
> If it runs DOS natively, your system is crippled; you'll only know about
> it if you know better, though.

A lot of people flip on their machines and DOS boots up. They load their application or they stack Windows on top of DOS and they load their application. They perform whatever they need to do with their application. Their computer is made more useful to them because exactly the piece of software that they need, either to maintain compatibility with the PC at work, or a specialty application out of a HUGE library is available to them. When they are done, they turn off their PC. (OK, so they might play a game of DOOM) Their computer has served them successfully. They are not fanatic. They don't give a ____ about the internal registers. They don't care whether some fanatic believes their system to be "crippled" because their system does what they want it to do. It does this with the largest available software library, and it does this with the "Most Bang for the Buck." They are satisfied. Need I say more? They paid $1237 for their system instead of $4800. They buy some software (since its available for the PC), then a cheap second car. They still haven't spent $4800. They are happy!

JW

3597. 8MHZ 68000 vs Pentium

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 01:54:22 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941121175124.20979E-100000@CSOS.ORST.EDU>
Source record: 176408

On Sun, 20 Nov 1994, Chris Herborth wrote:

> hell,
> Intel could've even added a few registers to them then. The 8Mhz 68000
> in my ST has more 32-bit registers than a 100Mhz Pentium does!

Forgot to mention....I've been playing 8-bit Atari games all day
on my 486 with "PC Xformer 3.0." It's a 32-bit program written in 32-bit
machine language. Funny, despite what you say, it seemed to run quite
well on my 486/66. No, I must be lying.

JW

3598. Geneva/Neodesk problem with opening windows

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 01:54:57 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1994Nov22.015457.145394@zeus.aix.calpoly.edu>
Source record: 176409

Hi, I know someone from Gribnif reads this group, but if someone else could help me then so be it. :)

When I open a window from the HD or floppy the window extends outside of the screen like this :

```
-------------
| |
| |-----------------|
| |_________________|
| |
|_____________|
```

^ ^
physical screen outside the border of PS

I checked the defaulty .inf and neodesk .inf files and both say the screensize is 640X480 which is what I am using (PTC1426). The problem is that the scroller bars, etc are unavailable to use because the screen doesn't stretch out that far, however using the X2 button the next window is within the physical boundaries. What can I do to make all of the windows stay within the specified screen size?

Also, a bit off subject but are there any good PD games to be found that will actually run on a TT? I have found a few , but they are few and far between...

Thanks,

*steve

arise from beneath the remains before schizophrenia and morbid visions create the new chaos a.d.

3599. Re: HELP Captain Blood

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 02:58:41 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <pE8UNKB.mindbomb_bbs@delphi.com>
Source record: 176412

Phillip Davey (Path) <pd@mole.bio.cam.ac.uk> writes:

>Me too!
>I managed to find a clone once, but that was by accident! One thing I do
>like is that after a long time Blood's hand starts going all funny and
>shaking.

Hehehee... count me into the club too, i even sent away for the 'better'
manual (i bought it on budget release) hoping to get some more clues, but
nope... I end up getting pissed off by the croolis ulv -v- croolis var thing
(not knowing which race to trust) and end up zapping planets, I love the
psycadelic effects <g>.

Galactic map - Activated! Ack! hehehe...

Ya think ANYONE has gotten anywhere meaningful except the programmers?

Andy

3600. Hermes UUCP e-mail

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 03:26:01 UTC
From: richardm@dogbox.manawatu.planet.co.nz
Message-ID: <3206Vc2w165w@dogbox.manawatu.planet.co.nz>
Source record: 176413

HELP!!!!!!!!!

I can't get my hermes uucp e-mail working! It doesn't help that there
are very few instructions on just how to set the thing up and a couple of
the docs are in German (which I don't speak/write...)

Can any1 help? I tried uupoint_l instead but that is the "light" version
and so I can't send which is no good for evaluation (I do actually
register shareware stuff =8-])

Any help would be most appreciated - at the moment I have to use an
online mail reader and it's a pain...

Please help?

Richard.

--
richardm@dogbox.manawatu.planet.co.nz (Richard Morris)
=== Users at this site are charged high mail fees. ===
Please don't send binaries without prior permission of the account holder.
(This is the default system sig. If you see this, assume a Usenet newbie)

3601. vt-100 emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 03:43:11 UTC
From: bseburn@vaxxine.com
Message-ID: <CznH00.L5r@vaxxine.com>
Source record: 176422

```
s > Reply-To: sheppard_r@ix.wcc.govt.nz
s >
s > From some one that does not know that ANSI does not = VT 100...
s >
s >
s > The best programs for VT 100 ate Uniterm and Connect, a lot of
s > listed don't support VT 100 at all, FZDT is one and is no longe
s > and you need a Key to use all its features..
s >
This is true abou ANSI not equaling VT-100. But don't count FZDT
out so quick. I use it.. its the ONLY thing I use (tried STorm..
what a pain)... anyway I use Freeze Dried in ANSI mode on a Internet
system that is set to vt-100.. I have only one very small problem,
and that is Gopher.. its puts a "B" in front of everything, still
works just fine, just has the "B" there. Other then that everything
works to perfection! Not having the KEY is not that big of a deal,
without it, you can't use the .do files... and other small things
like that, but thats about all. Don't get me wrong a true VT-100
would be better.. but if one has FZDT don't be afraid to use it! :-)

Brian...

___ Mountain Reader II - #Demo 001
```

3602. Re: Falcon Game Switch - help!

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 05:03:24 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3aru2s$30v@terminator.rs.itd.umich.edu>
Source record: 176416

re. SWITCH

It's RGB only. Pretty nice game though. Have you tried mine yet?

Dan Ackerman
aka baldrick@termiantor.rs.itd.umich.edu

3603. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 05:40:45 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3as08t$1fi@golem.wcc.govt.nz>
Source record: 176421

```
] Why should it be made by Atari? Are all the PCs made by IBM today? And can
] _really_ say that Medusa T-60 with 68060 processor (yes, it _is_ reality!)
] isn't fast enough for you ?? Somehow I doubt that ;-) Especially, after
] I saw Calamus running on both Medusa T-40 (68040) and on a 486-66 PC (under
] Windows NT). Guess, which one worked _much_ faster..?
```

The thing is, PC's etc. are supported by a huge quantity of companies, Atari compatibles are supported by comparitively very few, and the Medusa is hardly a fully standardised machine, I've still yet to see the full specifications of the thing.

```
] This is getting serious, if the PC world has really brain-washed us to meas
] Atari computers on PC scale, don't you agree? If this goes on, soon we'll
] want a 786-PC because of its "raw power" - even though its OS and software
] don't necessarily run any faster than Atari TT.
```

If you want to buy a new computer these days, it's basically a PC clown, or nothing. A shame considering they are so bad.

```
] Disagree, if you want to - but somehow I feel that _we_ Atari owners lack
] self-confidence. We don't have guts to be satisfied - we only complain...
] :-(
```

After using Atari's for years, we just expect something better than what we get if we buy a PC.

```
] Don't surrender - fight back. Because otherwise all we'll have tomorrow wi
] be Windoze-PCs. And, I think, most of us bought an Atari because we really
```

What is a tiny user base like Atari owners going to do to fight back against the PC's? The manufacturers of the hardware/software couldn't care less what the customers want. They *tell* the customers what they want, and the poor old consumer assumes they must be correct....

```
] _did NOT_ want to buy a PC. That's something to think about, no matter wha
] kinds of 786-processors they develop. If we buy Atari-compatible machines l
] Medusa, we support Atari computing. Even if Atari itself didn't care...
] The PC world don't need IBM either, does it?
```

PC's are available in pretty much every computer store all over the planet, how many stock Medusas? People aren't going to buy them if they don't have a use for the particular features, look at the Falcon, it was marketed (ahem) on a larger scale than the Medusa, and it has virtually faded into obscurity already (shame, I'd be quite happy to own one). We'll just either have to stick with what we've got, or join the masses and buy the machines which aren't going to become obsolete any time soon. The dreaded PC-clone.

I can't be bothered, I've never needed anything more than my STe, so that's what I'll stick with! Sure, I wouldn't mind if it was a bit quicker, and if I can ever afford it, maybe I'll try & find one of these STe Ad-Speeds, and maybe even a graphics card which will give me at least a maximum of 640*480*256 on my SC1224 monitor (IS there such a beast!?). But, for what I use it for, it's fine.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government Steve Wells. or City Council.

3604. Re: Buying a printer(which?)

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 06:42:09 UTC
From: hofman@nltv00.uni-paderborn.de
Message-ID: <3as3s1$3mi@btmplq.god.bel.alcatel.be>
Source record: 176424

In article <Czn71A.EK7@freenet.carleton.ca>, ao613@FreeNet.Carleton.CA
(Jeff Heeney) writes:
>
>I'm not going for a laser or color printer. Probably a 24 dot matrix
>or an ink jet printer.
>I will spend about $400 canadian.
>
>I would like to be able to use the printer for business receipts as well
>as printing out yer basic document.
>

I would suggest you buy an inkjet printer, because it has better quality
printouts than 24 dot matrix. The printouts look more like printouts
printed on a laer printer.

>I copied out the printer configurations available in my Wordwriter Program,
>but am nervous about picking up a printer that doesn't match these
>configurations exactly. (company and item #)
>

Printer commands are ussually the same in a range of printers from one
manufacturer.

>What's the important thing to remember to make sure the printer will be
>atari compatible? I don't expect the sales people in some of the Toronto
>computer stores to know the difference.
>

Buy a printer that has an Epson compatible command set.

>Thanks.
>--
>-------------------------------------/\----------------------------------
>-----
>
>----------------------------/\-----<\/>-----/\----------------------------
>>
>-------------------/\---<\/>---~</\>~---<\/>---/\-------------------
> --------------<\/><\/><\/><\/><\/><\/><\/><\/>--------------
>

regards, Peter

3605. SC1224 Color Monitors for Sale!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 07:05:42 UTC
From: bensmith@teleport.com
Message-ID: <3as586$7h9@linda.teleport.com>
Source record: 176425

I have a number of Atari SC1224 Color Monitors for Sale. I'm asking $125 each!

ALL interested Parties Reply in E-Mail to:

bensmith@teleport.com

or call Ben at (503)256-9974
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3606. ALL Computers and Electronics Swap Meet!! PLEASE READ THIS!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 07:52:12 UTC
From: bensmith@teleport.com
Message-ID: <3as7vc$9da@linda.teleport.com>
Source record: 176303
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,
comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti,comp.sys.ti.explorer

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3607. Re: vt-100 emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 07:54:01 UTC
From: aa113@cfn.cs.dal.ca
Message-ID: <CznsM2.GCI@cs.dal.ca>
Source record: 176426

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <19816PAWNNTSAYNGSJR@pplnet.com>, blade01@pplnet.com writes:
: >
: >
: >IS>So VT 100 is VT 100 and not ANSI...!!!!
: >
: >Uniterm is excellent; on that score you are correct.
: >
: >However, VT-100 is essentially monochrome ANSI (or ANSI is extended
: >VT-100, take your pick). Atari made a VT-100 term cartridge for the ST
: >which works great - if you don't need file transfer capability...

: Try using a ANSI comms program on a VAX machine, no it does not work,
: you do need real VT 100..

: The machine that I connect to is a VAX running VMS, and a lot of comms programs
: just don't work even when they state VT 100....

I have used ansi on a VAX running VMS, use VT 102 in your setup and it
should work fine. Although I could not do this with FZT, its ANSI was not
quite right.

3608. To Requiem

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 08:20:32 UTC
From: sallafra@col.bsf.alcatel.fr
Message-ID: <465@lacerta.sxb.bsf.alcatel.fr>
Source record: 176444

Laurent (Thadoss/DUNE) here,

I've tried to contact you by Email, but there's a problem, could you join me please ?

Thank you

Laurent Sallafranque,

sallafra@col.bsf.alcatel.fr

3609. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 08:33:04 UTC
From: Rod@ivecoft.demon.co.uk
Message-ID: <785493184snz@ivecoft.demon.co.uk>
Source record: 176427

In article <CzMF98.M33@westminster.ac.uk>
vctec@westminster.ac.uk "Denesh Bhabuta" writes:

> Christer Gustavsson (d2cg@dtek.chalmers.se) wrote:
> : I study computer architecture right now and there haven't been one lecture
> : where the lecturer haven't told how crappy he thinks the Intel processors
> : are :-).
>
> Lucky you. The computer centre where i work think that PCs, DOS and
> Windows, are Gods gift to life! Makes me wonder if i am the only weirdo
> at the place.
>
> Dan
> --
> Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
> ---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
> danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
> HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk
>
All this talk of pc's, dos & windoze makes me think that Bill Gates / Intel
has hired a hypnotist to work on the global population! Yawn Yawn!
Has anyone out there tried OS2 Warp? What do you think of it? Yes I know this
is an Atari NG but I use BOTH types machine and I know which one I prefer to
use (it HASN'T got Intel inside) Ha ha! I think we should all suck lemons for
breakfast!

```
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
| Rod Keen. Std disclaimer applies |
| to all comments made above |
| e-mail to Rod@ivecoft.demon.co.uk |
| |
| "Let no man be unworthy of the Angel |
| who stands over him" - Unknown. (from book by Stephen Donaldson) |
| |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

3610. kid software

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 08:38:21 UTC
From: meulenbr@prl.philips.nl
Message-ID: <meulenbr.785493501@cstw168>
Source record: 176435

Hi,

A few days ago I downloaded some new software from atari.archive for my (5 year old) twins. However, I have not been able to run programs like 1stmaths, deuce and trains on my TT using TOS 3.06 (even with 24 bit addressing effective). They start properly, but the cursor cannot be moved and the system locks up (no bombs). The programs run fine on my old 1040 ST (TOS 1.0). Does anyone have a suggestion on how to fix this? I fear that otherwise they'll end up in quarreling about who may use these programs.

Currently they are already familiar with the programs from kv_house, kv_me1st and the color program from fouryrs. (unfortunately some of the other ones are not useful, since we're not native english speakers).

They love these very much, so I would like to ask if anyone has additional .pi1 files for color.prg suitable for coloring (e.g. just a line drawing). Unfortunately I'm not really considered to be a creative person.

Furthermore they would also be interested in additional .dat files for kv_me1st. I've tried to send email to Ken Kressin, but never got a reply. A letter to the address mentioned in the .doc file came back with a note stating that it could not be delivered. If anyone has additional .dat files, a copy would be highly appreciated!

Thanks, on behalf of Ruud and Erik.
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

3611. Looking for ADPCM .WAV player

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 09:03:22 UTC
From: evgaster@hvsae01.ns-nl.att.com
Message-ID: <CznvtM.D2B@nntpa.cb.att.com>
Source record: 176432

I bought a world atlas cdrom. It contains loads of .WAV files. Most of the .WAV file players I have do not know how to deal with them. Only one managed to find out they were of the ADPCM type.

Could anyone please point me to a .WAV sound file player that knows about the ADPCM type .WAV format and works on a Falcon. Pointers to a description of the format would also be appreciated.

regards
Ed

ed.m.van.gasteren@ns-nl.att.com

3612. Looking for .AVI player

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 09:06:58 UTC
From: evgaster@hvsae01.ns-nl.att.com
Message-ID: <Cznvzn.D83@nntpa.cb.att.com>
Source record: 176433

I bought a world atlas cdrom which contain loads of .AVI files. Could this mean something like Audio, Video Interleaved?

Can anyone point me to a player of such files that works on a Falcon? Any pointers to a description of the format of such files would also be appreciated.

regards,
Ed

ed.m.van.gasteren@ns-nl.att.com

3613. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 09:07:40 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3asccs$5sa@percy.cs.bham.ac.uk>
Source record: 176434

vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>Christer Gustavsson (d2cg@dtek.chalmers.se) wrote:
>: I study computer architecture right now and there haven't been one lecture
>: where the lecturer haven't told how crappy he thinks the Intel processors
>: are :-).
>
>Lucky you. The computer centre where i work think that PCs, DOS and
>Windows, are Gods gift to life! Makes me wonder if i am the only weirdo
>at the place.

Probably. But at least you're (reasonably) sane.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3614. Re: Tar files.

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 09:40:32 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3aseag$1g0@mercury.dur.ac.uk>
Source record: 176440

David Wallace (dw@dcs.ed.ac.uk) wrote:
: I've downloaded a lot of files recently some for the atari st and others for the UNIX
: system at university but a lot of the files are compressed using a method called tar.
: Is there anybody who can tell me how to uncompress .tar files on a UNIX system or an
: atari ST (either will do) and what programs I may need.

The program you need is called tar (!). There are a number of utilities
available for both TOS and MiNT. GNU TAR is probably the best, though.

However, if you have a UNIX system handy, you will almost certainly have
tar available anyway. The standard syntax for untar'ing is

tar -xvf whatever.tar

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

3615. Re: Tar files.

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 10:07:37 UTC
From: cc103@city.ac.uk
Message-ID: <1994Nov22.100737.16897@city.ac.uk>
Source record: 176437

David Wallace (dw@dcs.ed.ac.uk) wrote:
: I've downloaded a lot of files recently some for the atari st and others for the UNIX
: system at university but a lot of the files are compressed using a method called tar.
: Is there anybody who can tell me how to uncompress .tar files on a UNIX system or an
: atari ST (either will do) and what programs I may need.

: Also other atari files I've downloaded that are compressed with .zip have the last
: file corrupted is this the files or the download that have gone wrong?

: Thanks.

Your university system should have tar on it. To extract the files use

tar -xvf <file>

replacing <file> with the file to process.

you can also get tar for the Atari's, I got it from Hensa's excellent Web pages
(I think the section was from the main page, called extractors, or something
like that) to use that just run the extractor (untar i think) giving the
filename at the dialog box.
--
Stephen Norman - Nogssoft Software
E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Life is a lemon and I want my Money Back

3616. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 10:08:31 UTC
From: mdg@ukc.ac.uk
Message-ID: <425@stork.ukc.ac.uk>
Source record: 176438

In article <3aedli$i9v@aristotle.algonet.se> jonaeson@algonet.se (Tommy Jonaeson) writes:
:>I'm a coder, and I know very well what is hard to do, and what is easy to
:>do, and there is _NO_ doubt whatsoever that OBSESSION is the better game.
:>
:>1: the ball in Starball moves very unrealistic, compared to Obsession.
:> More math involved in obsession = Technically better.
:>2: Better graphics in obsession, (more cols), better than starball.
:> (Better graphics consumes more memory, thus smaller board)
:>3: Better drawn?!? Are you colourblind????
:>4: "more going on" are you on drugs? Compare the graphics quality!!!

Sounds like you think that flash graphics == better game.

:>5: You're correct, but do you want a shot-em'-up or a pinball game?

ever heard of originality?

:>6: How do you rate games? You're like that lamer in a magazine I
:> recently read, who rated modems by the number of diods on the front!
:>Regards, Tommy

aha! the use of the word 'lamer' shows the true nature of this guy - I think
Tommy has been watching too many demos.

Obsession is a poor mans Pinball Dreams, Starball does not try to be Pinball
Dreams and since Pinball Dreams is now out on the Falcon then the death
of Obsession will be quick!

Griff
--

3617. Demon access fot the ST (512k)

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 10:23:05 UTC
From: 932907da@cent.gla.ac.uk
Message-ID: <932907da.785499785@cent.gla.ac.uk>
Source record: 176441

Can anyone help? I want to use my ST for reading/sending e-mail
via a manual modem. My ST is only 512k. Is there any software
which will allow me to do this.

Is it true that Demon access requires a 1 (or greater) meg machine?

Any help is appreciated.

Thanks.

Gareth Davies.

3618. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 10:26:48 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3ash18$16he@sat.ipp-garching.mpg.de>
Source record: 176442

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> I fail to see the argument about "Gem is better than windows" the reality
> is the opposite. MS-WINDOWS may be buggy and slow at times but it offers
> iconify, looks pleasant and is realtively easy to use, plus is is
> standard across ALL pieces of software.

Whether MS-Windows looks better than GEM is IMHO a matter of taste.
Personally, I prefer GEM with a decent shell (i.e. Gemini 2) although
it lacks some features of Windows (i.e. iconifying of windows). But
I think GEM usage is much more intuitive (since it's much more Mac-like).
GEM seems also more user-friendly to me than X-Windows.

One of the problems with GEM is that there are no real guidelines by
Atari for the user interface. Something like Apple Human Interface
Guidelines is missing. (There are some "de facto" standards created
by the Atari user community, I know. It's a shame that many programmers
don't stick to these standards.)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

3619. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 10:30:23 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3ash7v$16he@sat.ipp-garching.mpg.de>
Source record: 176443

```
Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> : Can we refrain from all the BBS advertising here please,

> He says with a GEnie address ;-)
> What's that if its not advertising?

It's an email address. I bet Roger does not get any money from using a
GEnie account. Go, get a dictionary, and have a look for the definition
of "advertising" :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */
```

3620. Undeleting program

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 10:40:59 UTC
From: Adrian Bridgett <apb25@cam.ac.uk>
Message-ID: <3ashrr$qra@lyra.csx.cam.ac.uk>
Source record: 176439

Does anyone know of a good undeleting program:
-fast
-works with 32MB paritions
-works with BGM partitions
-can undelete folders

I am using "undelete" which comes with KnifeST
but it is horrendously slow and cannot undelete
folders. Neither am I sure that it works on
32MB partitions.

Thanks for any help

3621. Re: Neodesk Vs Ease

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 11:30:39 UTC
From: ceebsm@bdgd4c10.caledonia.hw.ac.uk
Message-ID: <Czo2n5.9y1@cee.hw.ac.uk>
Source record: 176313

In article <3aen6d$hp4@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:=
>In article <3adcg3$dr0@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>
>I asked this on the net some weeks back, what are the good points
>of EASE, with reference to say TOS 2.6...
>
>So far no one reponce here at all, but I have been told that EASE is in GERMAN,
>not good for all those English people out there...

System Solutions in the UK sell an English version for...erm...*consults ST Review*...49.95 UK pounds (dunno what this is in NZ dollars)... but the demo originated in Germany so that could be a reason for it being in German!

>I could not see any good points from the Demo, but then I could have missed
>some thing being its GERMAN....!!!!

Do I sense a touch on xenophobia here? :)
--
+++ Barry S. Munro ++++++++++++++++++++++++++++++++++
+++ InterNet: ceebsm@clust.hw.ac.uk +++
+++ ceebsm@cee.hw.ac.uk +++
+++ URL: http://www.cee.hw.ac.uk/~ceebsm/ +++

3622. Re: Calamus and PostScript ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 11:31:35 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3askqn$dhp@infa.central.susx.ac.uk>
Source record: 176446

David Stevenson (djs@jet.uk) wrote:
: In <3a3jj0$r0e@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

: >Calamus can output EPS files. There's a module that does that.
: But it costs more than Calamus SL.

What does?!

The module doesn't cost more than SL itself!
steve

: --
: David Stevenson, JET Joint Undertaking +44 1235 465028
: Email: djs@jet.uk or hoagy@cix.compulink.co.uk
: - Disclaimer: Please note that the above is a personal view and should not
: be construed as an official comment from the JET project.

3623. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 11:34:51 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3asl0r$di5@infa.central.susx.ac.uk>
Source record: 176447

dpj@delphi.com wrote:
: Mark Baker <mnb20@cam.ac.uk> writes:
:
: >Why not? If a program is no longer supported, and has therefore been overtaken
: >by the competition (as Calligrapher had by Papyrus, TW3 etc) why not put it
: >ona cover disc?
:
: Well, for the simple reason that it was only a couple of years ago that
: the program sold for over $200. And now, someone is putting it on a
: mag cover disk? I understand that it doesn't contain all of the modules
: nor the manual, etc., so it sounds like the end user will have to pay
: almost full price to get the same as I did. Still, I don't like the
: idea of any commercial program being made "public" in this fashion. It
: just doesn't "sit right" with me.

The version given away was a very limited one -very few modules etc. The
upgrade list was as long as your arm, and what with U.K. prices for the
upgrades -you'd be better off buying Calamus S

Steve

: Dana @ STReport International Online Magazine

3624. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 11:47:22 UTC
From: vctec@westminster.ac.uk
Message-ID: <Czo3Ey.Bz1@westminster.ac.uk>
Source record: 176445

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: I fail to see the argument about "Gem is better than windows" the reality
: is the opposite. MS-WINDOWS may be buggy and slow at times but it offers

One of my PC only collegues saw some snapshots of the Falcon screen
today, and also of Ease running on a falcon...and was pleasantly
surprised. He asked me if that was really the falcon desktop...Next
thing he said was, 'Quite nice'. :-) And this is from a person who
knocks anything not PC/DOS/Windows.

Dan
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3625. Re: Undeleting program

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 12:03:32 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3asmmk$59c@golem.wcc.govt.nz>
Source record: 176449

In article <3ashrr$qra@lyra.csx.cam.ac.uk>, Adrian Bridgett <apb25@cam.ac.uk> writes:
>Does anyone know of a good undeleting program:
>-fast
>-works with 32MB paritions
>-works with BGM partitions
>-can undelete folders
>
>I am using "undelete" which comes with KnifeST
>but it is horrendously slow and cannot undelete
>folders. Neither am I sure that it works on
>32MB partitions.

The one I use is the Atari checkdisk 3, it has a file recover option
and is easy to use...

If you files were on a clean unfragmented partition, then you should
be able to recover them...

By the way it will be slow, there is no other way....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3626. Re: HELP Captain Blood

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 12:05:37 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3asmqh$t3e@lyra.csx.cam.ac.uk>
Source record: 176448

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>In article <3aqdj4$1ba@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk
>(Phillip Davey (Path)) writes:
>>Me too!
>>I managed to find a clone once, but that was by accident! One thing I do
>>like is that after a long time Blood's hand starts going all funny and
>>shaking.

>Yes you have a Pirated copy, this is what happends to the simple copied
>ones....

It is *NOT* a pirated copy!!! I have two copies of it. One I bought
separately and the other was part of a compilation.

I'm pretty sure the manual says this will happen anyway. I can't remember
the exact words, but the idea of the game is that Blood is dying and
needs to find the "numbers" (clones of himself) so he can zap them on his
ship, and so live a bit longer. If you wait long enough Blood gets in a
pretty bad state. If you wait a *really* long time, his hand shakes so
much you can't control it at all....

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a *big* one I thought I'd mention it twice".

3627. Re: 8MHZ 68000 vs Pentium

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 12:07:19 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3asmtn$33g@nyheter.chalmers.se>
Source record: 176301

In article <Pine.SUN.3.91.941121175124.20979E-100000@CSOS.ORST.EDU>,
James Wood <jamesw@CSOS.ORST.EDU> wrote:
>
>
>On Sun, 20 Nov 1994, Chris Herborth wrote:
>
>> hell,
>> Intel could've even added a few registers to them then. The 8Mhz 68000
>> in my ST has more 32-bit registers than a 100Mhz Pentium does!
>
> Forgot to mention....I've been playing 8-bit Atari games all day
>on my 486 with "PC Xformer 3.0." It's a 32-bit program written in 32-bit
>machine language. Funny, despite what you say, it seemed to run quite
>well on my 486/66. No, I must be lying.
>
James, I think you miss the point here! What Chris is saying is that the
Pentium could have done much better if it haden't inherited some of the ancient
architecture it has inherited.

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

3628. HELP! (ftpd telnetd)

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 12:41:28 UTC
From: pere@mccoy.ti1.tu-harburg.de
Message-ID: <3asoto$11f@rzsun02.rrz.uni-hamburg.de>
Source record: 176214

I'm running now MiNT v1.12 and mintnet v0.55 and everything seems to work fine on my 4M-STE.
But when I try to start the telnetd-daemon (telnetd from telnet-01.tgz) I get following meessage:

telnetd: getpeername: invalid function number.

When I try to start the ftp-daemon, a similar message appeares:

[date/time hostname] syslog: getpeername (ftpd from ftpd-03.tgz): invalid function number.

What's going on there?

Thank's in advance
Michael
\\|//
(^ ^)
----------oo0-(_)-0oo------
Michael Perezowsky |phone: +40/7718-2182
Technische Universitaet | fax: +40/7718-2911
Hamburg-Harburg |email: perezowsky@tu-harburg.d400.de
Technische Informatik I | www: http://bashir.ti1.tu-harburg.de/~pere/pere.html
---
"Let's see what's out there -- engage" Jean Luc Picard, Stardate 41153.7

3629. Re: Neodesk Vs Ease

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 12:44:35 UTC
From: djs@jet.uk
Message-ID: <1994Nov22.124435.17654@jet.uk>
Source record: 176302

In <3aen6d$hp4@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>So far no one reponce here at all, but I have been told
>that EASE is in GERMAN,
>not good for all those English people out there...
Surprise, surprise. More misinformation from Mr Sheppard.

The English version of Ease is sold by Systems Solutions, 01753 832212.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3630. Re: Neodesk Vs Ease

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 12:47:38 UTC
From: djs@jet.uk
Message-ID: <1994Nov22.124738.17752@jet.uk>
Source record: 176308

In <941120Z131916.783dbrewood@nest.demon.co.uk> dbrewood@nest.demon.co.uk (Daron Brewood) writes:

>In article <3ag8g3$p34@golem.wcc.govt.nz>
> wells_s@kosmos.wcc.govt.nz "Steve Wells" writes:

>> AFAIK, there isn't an English version of Ease, so that may be a problem.

>...Ease, 3.1c, it's much more stable than Neo 4 (I do have both).
Maybe, although the current (4.02) release of NeoDesk is greatly improved.
It hasn't crashed on me yet, the only real problems are that it gets the
window colours wrong (displays white on white sometimes!) but there is a simple
workaround. Gribnif know the problem, and have promised to fix it in the
next release.

>It [Ease] is just as powerful as Neo 4 IMHO ...
No way.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3631. Re: Geneva/Neodesk problem with opening windows

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 13:21:11 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-2211940821110001@flash.comm.mtholyoke.edu>
Source record: 176304

In article <1994Nov22.015457.145394@zeus.aix.calpoly.edu>,
smiller@farad.elee.calpoly.edu (Sepulturiad Soldier) wrote:

> Hi, I know someone from Gribnif reads this group, but if someone else
> could help me then so be it. :)
>
> When I open a window from the HD or floppy the window extends outside of
> the screen like this :
>
> -------------
> | |
> | |-----------------|
> | |_________________|
> | |
> |_____________|
>
> ^ ^
> physical screen outside the border of PS
>
> I checked the defaulty .inf and neodesk .inf files and both say the
> screensize is 640X480 which is what I am using (PTC1426). The problem is
> that the scroller bars, etc are unavailable to use because the screen
> doesn't stretch out that far, however using the X2 button the next window
> is within the physical boundaries. What can I do to make all of the
> windows stay within the specified screen size?

Seems that you somehow saved the initial window size (for the first
NeoDesk window opened) to be larger than the screen. The solution is to
drag the window off the left edge of the screen (yes, Geneva and NeoDesk
let you do this, but you have to toggle to appropriate FLAG in Geneva to
allow it). Then you can resize the window.

The other way to press the keyboard equivalent for the full size button
(check your Geneva Task Manager for the appropriate key), which will make
the window the size of the screen.

--
Rick Flashman Tel 413.247.5620
Gribnif Software Fax 413.247.5622
P.O. Box 779, Northampton, MA 01061-0779 rflashma@mhc.mtholyoke.edu

For information or technical support, contact "gribnif@genie.geis.com"

3632. v23INF1: Introduction to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 13:32:51 UTC
From: avg@cwi.nl
Message-ID: <Czo8Ar.8MM@cwi.nl>
Source record: 176307
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

Submitted-by: avg@cwi.nl (Annius Groenink)
Posting-number: Volume 23, Info 1

This article is posted twice a month. It gives a short introduction to comp.binaries.atari.st and describes how to submit binaries to the group.

I am always looking for suggestions on how to improve the usefulness of the newsgroup, and can be contacted at the following internet address:

avg@cwi.nl

Annius Groenink, Moderator.

ABOUT comp.binaries.atari.st

The moderated usenet group comp.binaries.atari.st contains publications or announcements of binary packages for Atari TOS computers. The publications on comp.binaries.atari.st may be freely distributed as long as no modifications are made to the packages. The packages may contain public domain software, shareware or demos of commercial programs.

THIS IS A MODERATED GROUP. YOU CANNOT POST TO IT BY YOURSELF. Read the instructions below for submitting material intended for publication on comp.binaries.atari.st.

SUBMITTING BINARIES FOR PUBLICATION

Items intended for posting or queries and problem notes should be sent to avg@cwi.nl. If you are on a UUCP-only site, you can send them to uunet!cwi.nl!avg. Note that comp.binaries.atari.st is not the correct place to ask general questions or to ask, "Does anyone have software that does X?" Post such requests to comp.sys.atari.st or comp.sys.atari.st.tech.

If you want verification of arrival, say so at the beginning of your submission, or in a cover note. I try to verify that a program works, and if I can't get it to work, I may hold up posting it for a couple of days. Please note that, except in rare cases, software without documentation will not be published. The backlog from receipt to posting varies from one to four weeks depending mostly on the set of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two separately. If I have to separate your sources from your binaries by hand, your submission will most likely sit on the back burner for a while, or be rejected outright.

Please include a description of your program at the top of your article. Look at old issues of comp.binaries.atari.st for examples of the sorts of descriptions I'm looking for. In general you should indicate what the program does, on what types of Atari TOS computers, whether your program requires a certain amount of on-board memory, a hard disk or a certain screen resolution. If necessary, I may rewrite or add to this information in order to make the postings to the group more uniform. I can't check your submission in all possible configurations, and see what works and what doesn't. Without a description, your submission is likely to be rejected.

If possible, submit your binaries in a Zoo 2.1 archive. I will generally check that everything in the archive is OK and that the files in the archive make sense on an ordinary Atari ST system (i.e. they are MS-DOS style files), unless the archive is specifically intended for use with an alternative file system such as Minixfs. If necessary, I will re-pack the binaries using Zoo 2.1.

If you are submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. But feel free to post demo versions. Submissions which I feel are of an excessively commercial nature will not be posted.

THE STRUCTURE OF COMP.BINARIES.ATARI.ST ARTICLES

There are two types of articles in comp.binaries.atari.st: "information postings" and "binaries". The binary postings are also called "Issues". The postings of type 'announcement' (history has only known 1) are no more supported, as we now have a group comp.sys.atari.announce for those. The type of a posting can be distinguished by the subject line:

Subject: v06INF1: Introduction to comp.binaries.atari.st

This first word in the title identifies this as the first info posting of volume six. Similarly, the subject line shown below:

Subject: v20i081 (binary): deadwrtr -- Ouija-word processor part01/01

identifies this as the 81st issue in Volume 20, and it's a binary posting. Large programs are broken up into smaller pieces, and have subject lines that look like this:

Subject: v20i041 (binary): pet -- CBM PET emulator part04/39

The "References:" line, if present, points to the previous part of a multi- part program, so that newsreaders (trn, tin, nn, etc.) which can

follow threads will recognize a large program as a single thread.

The first few lines of an article's body are auxiliary headers that look like this:

```
Submitted-by: jackt@atari.com (Jack Tramiel)
Environment: high resolution, tt
Posting-number: Volume 19, Issue 80
Archive-name: rsn
Supersedes: atw: Volume 10, Issue 10-15
```

"Submitted by" is the author of the program. If you have comments about the binaries published in comp.binaries.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site. This will usually be the same as the "From:" line in the article's main header.

Certain information about the system configuration required to use the program is given on the Environment: line.

```
Environment: 1meg, medium res, high res
```

This means that the program requires at least one meg of RAM and runs in medium or high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory. Examples:

```
high - runs in high resolution (monochrome)
medium - runs in medium resolution
low - runs in low resolution
1meg - needs 1 meg of RAM
ste - requires an STe
tt - requires a TT
```

The "Posting-number:" line repeats the volume/issue information for the aid of notes sites and automatic archiving programs.

The "Archive-name:" is the "official" name of this program in the archive. Large postings will have names that look like this:

```
Archive-name: desktop/part01
```

The "Supersedes:" header line, if present, indicates that the program replaces an earlier version.

REPORTING AND TRACKING BUGS AND PATCHES TO POSTINGS

Updates to programs are usually announced in comp.sys.atari.st. When large changes are made to a program, the entire thing will be reposted to comp.binaries.atari.st.

To report bugs, contact the person listed in the Submitted-by header. Often there is a contact address in a README file, too. I do not maintain the programs I moderate, so don't send your bug reports to me.

If the program documentation mentions some file that isn't included in the posting (for instance, a font editor's documentation might refer to some sample fonts), contact the submitter, not me. I post articles in their entirety, so if it isn't posted, I probably don't have it.

HOW TO OBTAIN OLD ISSUES

There is currently no officially documented archive for this group.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

3633. What is MAC SIMM for FALCON?

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 14:15:40 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <s925377.56.2ED1FD0C@mailserv.cuhk.hk>
Source record: 176336

I have just read from ST application (UK):

Gasteiner Technologies have announced the immediate availability of a 14 Meg Ram card for the Falcon. I t uses a single 16 Meg Macintosh SIMM(although only 14 meg can be addressed on the Falcon) and fitsneslty inside the Falcon's casing wihtout the need to cut the shielding. The Ram card cost uk pound 499 but users can trade in their existing 4 meg memory module and get 100 off the price.

Does anyone know what is a MAC SIMM? Is it the 72 pins ram, the one also use for PC? Or is it the outdated 30pins simm?

If it is the 72 pins, then things would be easier since one can get 72pins all arouind the world easily. And should be able to use in the future.

==========
Please mail to me directly if possible.
Good Luck!

Malcolm

s925377@mailserv.cuhk.hk

3634. Re: Calamus and PostScript ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 14:29:14 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.785514554@causeland>
Source record: 176319

kaps3@central.susx.ac.uk (Steven Constantine) writes:

>The module doesn't cost more than SL itself!

In the UK, SL costs 199 pounds, and the bridge module is still 200 pounds
(or something like that).

--

```
-------------------------------------------------------
|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
-------------------------------------------------------
```

3635. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 14:40:35 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3asvt3$h9j@whitbeck.ncl.ac.uk>
Source record: 176317

In article <3ap4h8$j4v@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>>performance. Not that it matters, since you're screwed if you run
>>DOS/Windows anyway...
>
>This is quite true. Windows is dog slow even on a 90MHz Pentium with
>a sh!t-hot graphics card, because it makes excessive use of the disk.
>(yes, even with caching, etc on - DOS just can't do sensible disk
>access).

>Running Linux on the other hand, you get full power out of such a machine.

I agree - we have loads of PC's at work, and they all run Windows. Not
small PC's - large, expensive, fast PC's (486DX2/66 and up). And I still
have to sit & wait for them to load things, watch while the system sits
still at random points, cry when it crashes, etc.

But one day, a guy at work fetched in his Linux CD to show the boss - wow,
the speed was incredible. Connected to out Sparc20 fileserver (just like all
the Windows PC's) it was faster in use than our other Suns. Add the virtual
screen driver (as fast & smooth as MonSTEr), and it's a genuine shit hot
workstation. I can honestly say after that, that PC's are blisteringly fast,
but running Windows (as most do) they are slower top use than an 8MHz ST.

Compare Calamus (even the old 1.09) to ANY windows DTP system, and you'll
see what I mean.

Of course, once Linux68K has it's X server going, we'll be able to do
a proper head to head (same OS, both platforms), and really see how much
the architecture slows down things in the real world (rather than the how
many MIPS benchmark world).

>Warwick

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
MMS Space Systems || Phone : (UK) 091 4105928
Stevenage,England.|| Snail-mail: 12 Ashvale Avenue, Kibblesworth, Gateshead,
|| Tyne & Wear, NE11 0XT, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3636. Atari St does not boot up

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 15:00:30 UTC
From: jns0978@is.nyu.edu
Message-ID: <3at12e$ol1@cmcl2.NYU.EDU>
Source record: 176321

My Atari 520 ST upgraded to a 1040 does not boot at all. The monitor shows nothing, but its on. My disk drive works but it is not receiving anything from the computer. Does anyone know what I can do to fix this? Thanks.

3637. Atari Lynx for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 15:55:28 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411221500.AA02401@ilmen.lanl.gov>
Source record: 176322
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale.computers.other,rec.games.video.atari

ATARI LYNX (color hand held game console) for sale:

My son wishes to sell his Atari Lynx complete with 4 or 5 game cards,
com-link cable, car cigarette lighter power adapter, etc. It's in
good condition and works just fine.

We are only looking at about $50 plus shipping so it's a good deal.
Would make a great Christmas present for kids (or yourself).

Sorry that I don't have the game titles with me right now but I'll
round those up tomorrow for anyone interested via email.

Sorry for the crossposts but I wasn't sure where to put this.

-Hutch-

3638. vt-100 emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 15:57:33 UTC
From: bseburn@vaxxine.com
Message-ID: <CzoEzx.2wx@vaxxine.com>
Source record: 176222

```
s > Reply-To: sheppard_r@ix.wcc.govt.nz
s >
s > From some one that does not know that ANSI does not = VT 100...
s >
s >
s > The best programs for VT 100 ate Uniterm and Connect, a lot of
s > listed don't support VT 100 at all, FZDT is one and is no longe
s > and you need a Key to use all its features..
s >
This is true abou ANSI not equaling VT-100. But don't count FZDT
out so quick. I use it.. its the ONLY thing I use (tried STorm..
what a pain)... anyway I use Freeze Dried in ANSI mode on a Internet
system that is set to vt-100.. I have only one very small problem,
and that is Gopher.. its puts a "B" in front of everything, still
works just fine, just has the "B" there. Other then that everything
works to perfection! Not having the KEY is not that big of a deal,
without it, you can't use the .do files... and other small things
like that, but thats about all. Don't get me wrong a true VT-100
would be better.. but if one has FZDT don't be afraid to use it! :-)

Brian...

___ Mountain Reader II - #Demo 001
```

3639. Re: MAGIC and NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 16:08:18 UTC
From: sa314@utb.shv.hb.se
Message-ID: <sa314.4.2ED21772@utb.shv.hb.se>
Source record: 176305

In article <CzGw87.8wA@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>From: ogal@cix.compulink.co.uk ("Ofir Gal")
>Subject: Re: MAGIC and NVDI
>Date: Fri, 18 Nov 1994 14:28:54 GMT

>>I'm planning to upgrade my STFM (Tos 1.4 4Mb 400 Mb Hdu) with NVDI, but
>> I'm very intringued by Magic that seems to be a TOS replacement promising, other
>>than multitasking, more speed too.
>>
>>My questions are: Do they work toghether ? Is there any benefit running both ?

>They do.

>>I understood that NVDI is primarily a GRAPHIC accelerator, what Magic
>>will speed up ?

>MagiC will also speed the display of dialogue boxes, windows, disk access,
>serial port, etc.

>--------------------------------
>Ofir ogal@cix.compulink.co.uk
>--------------------------------

Lotsa talk about Magic3.0. But when will it be released??
****
*-Christer Melander *-520st *
*-University of Bor&#65533;s *-520ste *
*-Sweden *-Falcon 030 *
*-Email:sa314@utb.shv.hb.se *-Jag... *
****

3640. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 16:13:58 UTC
From: sa314@utb.shv.hb.se
Message-ID: <sa314.5.2ED218C6@utb.shv.hb.se>
Source record: 176306

In article <422@stork.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
>From: mdg@ukc.ac.uk (M.D.Griffiths)
>Subject: Re: Obsession vs. Starball
>Date: Mon, 21 Nov 94 19:58:17 GMT

>In article <Rs9V0ro.popemerlin@delphi.com> popemerlin@delphi.com writes:
>>Requiem <cm3hirjd@bs47c.staffs.ac.uk> writes:
>>
>>>to whatever you want, a nice touch. For a fiver Starball is great. For
>>>thirty quid Obsession will HAVE to be great. I've got the demo and its
>>>nice enough but I keep getting the impression its trying so hard to be
>>>like Pinball Dreams/Fantasies and never quite pulling it off... still
>>>lets hope the full table set is good.

>Pinball Dreams has been converted by an old friend of mine 'Stewart Gilray',
>it is being distributed by 16/32 PDL - it is an exact conversion of the amiga
>version, which makes it about 10 times better than Obsession in my opinion.
>Pinball Fantasies will also appear on the falcon at some point. You might even
>see wolfenstein soon ... (hint hint).

>Griff
>--

We all have dreams.....

****

*-Christer Melander *-520st *
*-University of Bor&#65533;s *-520ste *
*-Sweden *-Falcon 030 *
*-Email:sa314@utb.shv.hb.se *-Jag... *

****

3641. Re: Doom & AvP not all that great

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 16:25:30 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <3at61q$mlh@charm.magnus.acs.ohio-state.edu>
Source record: 176309

>I think Doom works quite nicely with a 33 Mhz machine, nice enough to be
>at least acceptable! Now with the new machines consumers' demands have grown
>too.. and Doom isn't that brilliant. Really, it's not. I got bored of
>playing it after a week. All it was was searching around endless corridors
>for that damn missing key. Pretty boring.

I have to agree with this. I tired of Doom on the PC extremly quickly (Ultima Underworld is, IMHO, far superior). Aliens vs. Predators suffers from the same problem, too much action and very little intelligence. I hope something Dungeon Masterish comes out for the Jag RSN.

Those that have Jags have probably noticed that except for startup screens and such, everything seems to be done in 320x240 (approximately) instead of the full resolution, what a bummer. AvP is also *not* 24bit for the most part. It looks more like 8bit (look at the 'gradients' in the walls, rust spots etc... those would be extremely smooth in 24bit). Maybe the Jag can't really keep up with full-speed 24bit high-rez, or maybe they just didn't bother in AvP.

Just my 2cents worth...

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"In effect, applying the yardstick of extremism leads one to conclude that the human species itself is unlikely to last very long."
- Chad C. Mulligan

3642. Re: Demon access fot the ST (512k)

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 16:31:55 UTC
From: djs@jet.uk
Message-ID: <1994Nov22.163155.20819@jet.uk>
Source record: 176331

In <932907da.785499785@cent.gla.ac.uk> 932907da@cent.gla.ac.uk (Gareth Davies) writes:

>Can anyone help? I want to use my ST for reading/sending e-mail
>via a manual modem. My ST is only 512k. Is there any software
>which will allow me to do this.

>Is it true that Demon access requires a 1 (or greater) meg machine?
Don't know, but 1 Meg upgrade is only 10 quid (STe) or 35 quid (STFM),
from ST Review magazine.

There is a large active Atari community on CIX, which gives full Email
access, and an Internet gateway.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3643. Re: Calamus and PostScript ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 16:32:46 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3at6fe$im1@infa.central.susx.ac.uk>
Source record: 176332

HALL B J (cb170@city.ac.uk) wrote:
: kaps3@central.susx.ac.uk (Steven Constantine) writes:

: >The module doesn't cost more than SL itself!

: In the UK, SL costs 199 pounds, and the bridge module is still 200 pounds
: (or something like that).

Blimey! I stand corrected.

: --
: --
: |> | | WWW: http://web.city.ac.uk/~cb170
: |> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
: --

3644. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 16:45:02 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3at76e$26l9@sat.ipp-garching.mpg.de>
Source record: 176342

Morgoth (THIETAVUO@FINABO.ABO.FI) wrote:
> Why should it be made by Atari? Are all the PCs made by IBM today?
> And can you _really_ say that Medusa T-60 with 68060 processor
> (yes, it _is_ reality!) isn't fast enough for you ??

A 486DX2/66 comes for 3000,- DM. A Medusa costs more than twice of this.
That's the problem. (And you can run a decent, rather bug-free OS on the
PC: Unix.)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

3645. Re: Doom & AvP not all that great

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 17:50:25 UTC
From: graham@insignia.co.uk
Message-ID: <CzoK82.FH6@isltd.insignia.com>
Source record: 176347

In article mlh@charm.magnus.acs.ohio-state.edu, dhbutler@magnus.acs.ohio-state.edu (Panjandrum) writes:
>
>Those that have Jags have probably noticed that except for startup screens and
>such, everything seems to be done in 320x240 (approximately) instead of the
>full resolution, what a bummer. AvP is also *not* 24bit for the most part. It
>looks more like 8bit (look at the 'gradients' in the walls, rust spots etc...
>those would be extremely smooth in 24bit). Maybe the Jag can't really keep up
>with full-speed 24bit high-rez, or maybe they just didn't bother in AvP.
>
Sounds like VGA compatibility to me!

3646. COMPUTER GAMING SURVEY

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 18:01:54 UTC
From: lena3@vaxa.mdx.ac.uk
Message-ID: <3atbmi$ts@beta.qmw.ac.uk>
Source record: 176318

Computer Gaming Survey

Could you please take time to answer our questions about computer games, for a survey we are conducting. Thank you.

NB Questions can be answered by either the following format:-

1a, 2e, 3a, ... and so on until completion of question 12.

Or

Edit it by just marking a *** next to the correct answer for you ie:-

1) Are you?
a) ***Male b) Female

Details of where to send your answers are given at the end of this file.

AND THERE'S MORE ...

****
****
****
****** ****** ********** ***************************** **********
**** **** *** ** * *** *** ** ** ******* *
*** *** *** ** ** ** *** ** *** ***** **
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** ********** *** ** ***** *** *** ********* *****
*** *** *** ** ** ****** *** *** ************** ******
********* ** *** ** *** ****** **** ************** ******
********* ** *** ** **** ****** ***** ******* ******
*** **** *** **** ****** ****** ******* ******
*** **
****
****
****

1) Are you?

a) Male b) Female

2) How old are you?

a) under 12 b) 12 - 14
c) 15 - 17 d) 18 - 20

e) 21 - 23 f) 24 - 29
g) 30 - 39 h) 40 - 49
i) Over 50

3) Do you have a computer?

a) Yes b) No

4) If yes then is it a?

a) An IBM compatible PC b) MAC
c) Amiga/ST d) Console
e) Some other (i.e. 8 bit like com 64)

5) How long have you had your machine?

a) Less than 6 months b) 6 months to 1 year
c) Between 1 & 2 years d) Between 2 & 4 years
e) Between 4 & 6 years e) Over 6 years

6) How long have you been using computers?

a) Less than 6 months b) 6 months to 1 year
b) Between 1 & 2 years d) Between 2 & 4 years
e) Between 4 & 6 years f) Between 6 & 10 years
g) Over 10 years

7) If you had another computer previously then was it a?

a) An IBM compatible PC b) MAC
c) Amiga/ST d) Console
e) Some other (i.e. 8 bit like com 64)

8) What types of software do you spend alot of money on?

a) Business b) Applications
c) Games d) Other

9) Do you like computer games?

a) Yes b) No

10) What type of game do you most like to play?

a) Role-playing b) Puzzle
c) Adventure d) Beat-em-up
e) Simulations f) Platform
g) Strategy h) Shoot-em-up
i) Car Racing j) Sports
k) Other

11) How much do you spend on games per year in pounds (dollars)?

a) Up to £30 ($40)
b) £30 ($45) - £60 ($90)
c) £60 ($90) - £90 ($135)

d) £90 ($135) - £120 ($180)
e) £120 ($180) - £160 ($225)
f) £160 ($225) - £200 ($300)
g) £200 ($300) - £400 ($600)
h) Over £400 ($600)

12) Approximately how many games do you purchase per year?

a) 0 - 2 b) 3 - 5 c) 6 - 9
d) 10 - 14 e) 15 - 25 f) Over 25

Could you please forward your answers to one of the following addresses:-

Cecil@mdx.ac.uk or

Antoni1@mdx.ac.uk or

Colin7@mdx.ac.uk or

Myself:-
Lena3@mdx.ac.uk

THANK YOU FOR YOUR TIME AND HELP IN ANSWERING THE QUESTIONS IN THIS SURVEY FOR OUR PROJECT.

3647. Re: Ataris!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 18:09:59 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11221994.180959@empyr.dircon.co.uk>
Source record: 176311

U@> I have been given a whole pile load of Atari 520STs (2 of them). I
U@> have a 520STfm and we have a 520ST (1 meg RAM!!!) and another 520ST
U@> (512k) which I had but never used.
U@>
U@> Is there any chance of upgrading TOS

Yes, very easy. Just get the new chips and plug 'em in.

U@> ...or any chips so maybe we could
U@> get it up to STe specs?

Now, that's a different matter. In a word, not a chance. [ok so that's 3 !]
But IMHO, you don't really want to go to STe level do you ? All that
incompatibility with the older software, etc.

U@> Is there any reason why Atari designated the 354 to be single sided
U@> and the 314 to be doule sided?

Dunno.
___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

3648. Re: [Q]which modem should

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 18:10:01 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11221994.181001@empyr.dircon.co.uk>
Source record: 176312

H@(> I'm looking for a used modem for use with my Atari STE.
H@(> Which ones work well and which ones don't with the Atari's?
H@(> I'm looking around in the "modems for sale" newsgroups, but
H@(> I have no idea as to what to look for. Thought I'd ask here
H@(> first.

As far as I know, there are none that have any problems working with
Ataris. Just make sure that it is capable of at least 9600 baud data
speed (*make sure it is DATA speed, as some modems are capable of
9600 for FAX, but can only handle data at 2400*).
Note: this is not an essential requirement, but you WILL get sick of
a 2400 baud modem because it is so s-l-o-w !
Make sure it has some sort of error correction protocol, has autodial,
autoanswer and is Hayes compatible (usual standard things for most
modems these days) and you should be ok.
___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

3649. Re: To Requiem

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 18:40:05 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3atdu5$23l@bs33n.staffs.ac.uk>
Source record: 176334

```
laurent sallafranque (sallafra@col.bsf.alcatel.fr) wrote:
: Laurent (Thadoss/DUNE) here,
: I've tried to contact you by Email, but there's a problem, could you join me please ?
: Thank you
: Laurent Sallafranque,
: sallafra@col.bsf.alcatel.fr

I'll try, but email here is notoriously bad, sorry :(

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com
```

3650. Re: Neodesk Vs Ease

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 18:40:20 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941122Z184020.280dbrewood@nest.demon.co.uk>
Source record: 176242

In article <3ap0or$fl6@golem.wcc.govt.nz>
wells_s@ix.wcc.govt.nz "Steve Wells" writes:

> Is there an English demo so we can see for certain how good it is?

I'm afraid that as far as I know no plans have been made to produce an English demo.

> Can't exactly try before I buy... They'd make a lot more sales if
> they showed the general English-only-reading public what it was like.

I agree 100%

> Mind-you, I ordered Neodesk 4 ages before the demo was available, go
> figure! :)

Me too, and I must admit I still prefer Ease, but I have notified Gribnif of the problems I found, and I am assured they will be fixed with the next update.

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Audio/Photo CD. Beta tester. =
==

3651. Re: 8MHZ 68000 vs Pentium

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 18:48:53 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94326.134853STIRRE31@MAINE.MAINE.EDU>
Source record: 176314

James,
Just thought I'd point out that, well, and ST is a bit different than
an 8-bit Atari. Besides, a 486 emulator is coming out for the Falcon.
-scott tirrell

3652. Re: 8MHZ 68000 vs Pentium

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 18:52:33 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94326.135233STIRRE31@MAINE.MAINE.EDU>
Source record: 176315

Whooops! My follow-up to my own follow-up. I totally misread
James messege (sorry) so please disregard my follow-up to the post.
I thought that James had confused the 8-bit and ST line but, no, he didn't
and I feel just a bit foolish :-).
-scott tirrell

3653. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 19:00:38 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94326.140038STIRRE31@MAINE.MAINE.EDU>
Source record: 176316

Can we move this thread to comp.sys.atari.advocacy where it
belongs? Thanks.
-scott tirrell

3654. Re: Atari St does not boot up

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 19:40:12 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3athes$9lv@golem.wcc.govt.nz>
Source record: 176210

] My Atari 520 ST upgraded to a 1040 does not boot at all. The monitor
] shows nothing, but its on. My disk drive works but it is not receiving
] anything from the computer. Does anyone know what I can do to fix this?

Did it never work, or just stop operating one day?

Try lifting it about an inch above the desk and dropping it. It may sound
stupid, but it more often than not fixes the machine. (By shaking lose
any chunks of solder that may be bridging contacts, or re-seating
chips etc.) If it still doesn't work, then something is probably
fried, by the sounds of it, it's something to do with the RAM.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

3655. Re: Packet radio

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 20:09:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199411222209.a29142@a2w.maus.de>
Source record: 176320

Martin Vernon (martin@gw6hva.demon.co.uk) wrote on 16.11.94:

>> Is anyone here using an atari for packet radio?
...
>Yes, indeed - several in fact.
Amazing Martin, can you tell us a few more details such as:

How many people are doing this?

What is the data rate?

Where is the net available?

Do you need a license to transmit?

What does the radio hardware cost?

Is there an Internet gateway?

Enough questions? :)

Ian_Taylor@a2w.maus.de

3656. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 20:13:10 UTC
From: sjg@bilbo.ph.kcl.ac.uk
Message-ID: <1994Nov22.201310.5201@bay.cc.kcl.ac.uk>
Source record: 176211

```
In article <3aohke$hj1@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Ro
writes:
% Erling Henanger (erlingh@nova.pvv.unit.no) wrote:
% : Ersmith@netcom.Com,
% : In a message on 17 November, wrote :
%
% : er> TOS text 105% 77% (*)
% : er> TOS string 99% 173% (**)
% : er>
% : er> The only "noticeable" difference (normal humans generally can't notice
% : er> a 1 or 2% difference in performance) are the TOS text and string output
% : er> functions. MiNT is much slower than plain TOS when performing output
% : er> one character at a time, and much faster when outputting longer
% strings.
%
% : But - if you have a mint with the fasttext device built in
% : (compilation option), you get very fast gemdos text output;
%
% : (From NVDI gem_test without MiNT-1.11)
% : BIOS-Ausgabe : 80 % 100%
% : GEMDOS-Ausgabe : 79 % 100%
%
% : (From NVDI gem_test with MiNT-1.11 and /dev/fasttext)
% : BIOS-Ausgabe : 166 % 207% | NOTE THIS
% : GEMDOS-Ausgabe : 525 % 665% | NOTE THIS
%
% : Other than that - I agree wholeheartedly on your message.
%
%
%
% Where can I get this 'fasttext' device?
%
% My existing text output is too slow for words.
%
% Rod

Just compile with -DFASTTEXT (or FASTEXT, I'm not sure). It comes with.
Ke
kernel.
```

You also need to set CON=FASTTEXT (or...) in mint.cnf. Try that first,`@
aX@
already be compiled in.

ATB,
Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac`@
aX@
j@
Microsoft is not the answer. Microsoft is the question. NO is the answer <

3657. Re: Poll: Are you going to the Birmingham/London Shows?

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 20:42:33 UTC
From: nj1@ukc.ac.uk
Message-ID: <10262@falcon.ukc.ac.uk>
Source record: 176208

David Oakley (D.Oakley-SE1@cs.bham.ac.uk) wrote:
: Hello UK!

: As you will have probably read, there are two Atari ST Review
: shows on the 10th (Birmingham) and 11th (London) of December.

: Just a quick question or two then,

: Are you going to either show, which one, and why?

I'm probably going to the London show (why? because it's closer!), but it all depends on how well my finances hold out until then!!! :)

Neil.

3658. Re: Tar files.

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 21:04:05 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Czot6t.D6t@cix.compulink.co.uk>
Source record: 176348

In message <CzMrA1.GBH@dcs.ed.ac.uk>, dw@dcs.ed.ac.uk said:
> I've downloaded a lot of files recently some for the atari st and
> others for the UNIX system at university but a lot of the files are
> compressed using a method called tar.
> Is there anybody who can tell me how to uncompress .tar files on a
> UNIX system or an atari ST (either will do) and what programs I may
> need.
On Unix and Atari via GNU Tar:
tar -xvf filename

Iain

3659. Re: Trouble with floppy

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 21:09:23 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <3atmm3$q36@mailer.fsu.edu>
Source record: 176341

Robert Lantos (al743@FreeNet.Carleton.CA) wrote:

> I have been using an Atari 1040ST, that occasionally wipes out a directory
> (sometimes a subdirectory, sometimes the root) on the floppy. I don't believe
> the problem is in the application program, because it's happened with a
> number of different programs. Has anybody out there experienced similar
> troubles? Can anyone give me a clue where the problem may be? (It could be
> a bug in TOS, or it could be hardware problem in the drive.)

This sounds like the media change bug. I'm not sure if it is a software-only
bug (in which case a newer TOS should fix it), or if it depends on certain
drive mechanisms. Anyway, there is a file fmc.arc (force media change,
maybe lzh) on atari.archive.umich.edu (see the 0index file) that claims to
fix the problem. It should also have some text that discusses the phenomena
in depth, I would think. Good luck.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

3660. Re: Poll: Are you going to the Birmingham/London

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 21:18:00 UTC
From: paul@xciv.demon.co.uk
Message-ID: <785539080snz@xciv.demon.co.uk>
Source record: 176218

In article <1994Nov21.191243.5187@bay.cc.kcl.ac.uk>
sjg@phlem.ph.kcl.ac.uk "Simon Gornall" writes:

> I'll be at the London show. If anyone who I don't know wants to say
> hi<X> (Sys Sols) to point me out :-)

Ok, will do, I might be going myself..

> --
> >>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.acles + 5548> Microsoft is not the answer. Microsoft is the question. NO is the answer <

BTW you seem to be getting slight corruption in some of your msgs, as at the end of the sig above and the bit in the other two lines I've quoted..

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC I can't stop the dance, maybe this is our last chance? */
/* Owner "Beware of Trojans, they're complete smegheads!" - RD5 */

3661. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 21:59:17 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3atpjl$2sn@bs33n.staffs.ac.uk>
Source record: 176323

```
Christer Melander (sa314@utb.shv.hb.se) wrote:
: We all have dreams.....

But the chances of having pinball dreams are rather slim.
At least we can all be Obsessed :)

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com
```

3662. Re: HELP Captain Blood

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 22:05:46 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3atpvq$2sn@bs33n.staffs.ac.uk>
Source record: 176324

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: >I managed to find a clone once, but that was by accident! One thing I do
: >like is that after a long time Blood's hand starts going all funny and
: >shaking.

: Yes you have a Pirated copy, this is what happends to the simple copied
: ones....

Hmmm I hope you meant that above comment as a joke? I mean everone knows
that after a certain amount of time Capt. Blood's hand was SUPPOSED to
shake around!!!

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

3663. Re: Trouble with floppy

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 22:07:09 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3atq2e$7re@m.ehd.hwc.ca>
Source record: 176325

Robert Lantos (al743@FreeNet.Carleton.CA) wrote:

: I have been using an Atari 1040ST, that occasionally wipes out a directory
: (sometimes a subdirectory, sometimes the root) on the floppy. I don't believe
: the problem is in the application program, because it's happened with a
: number of different programs. Has anybody out there experienced similar
: troubles? Can anyone give me a clue where the problem may be? (It could be
: a bug in TOS, or it could be hardware problem in the drive.)

Just a thought, but it could be your floppy drive is getting out of
alignment.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

3664. GIF viewer for Atari STF

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 22:14:51 UTC
From: npetrlik@public.srce.hr
Message-ID: <3atqgr$oi6@nippur.irb.hr>
Source record: 176326

Hi !

I'm looking for GIF viewer for Atari STF (1M).
I'm not content with software that i have for that:
i've tried Photo Chrome 4 and Speed Of Light 3.0.
Photo Chrome 4 gives a good picture quality, but he's
slow (while processing) and not real time scrolling.
(if the picture is bigger than 320x200 for full
size (for example 720x480) i must pick a part
of picture for processing .. slow ..
Speed Of Light is a fast viewer, but has a bad
scroller (real time) and lower quality ...
but it's fast.

So, i'm asking You if somewherexists GIF viewer
with good quality picture and good scroller ?..

Thanx for any information,
Neven

3665. Re: mint

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 22:17:08 UTC
From: krlawson@xgw5.xgw.fi
Message-ID: <3atql4$j2u@t3.xgw.fi>
Source record: 176327

BLAIR DEAN (bdean@hpb.hwc.ca) wrote:

: Mint := Mint Is Not Tos
: = = = =

Isn't it Mint is Now Tos at the moment?

--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

3666. Re: [Q]which modem should I get?

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 22:18:42 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3atqo2$7re@m.ehd.hwc.ca>
Source record: 176328

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:
: I'm looking for a used modem for use with my Atari STE.
: Which ones work well and which ones don't with the Atari's?
: I'm looking around in the "modems for sale" newsgroups, but
: I have no idea as to what to look for. Thought I'd ask here
: first.

Stay away from MAC modems and get the fastest you can afford.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

3667. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 22:35:14 UTC
From: krlawson@xgw5.xgw.fi
Message-ID: <3atrn2$j2u@t3.xgw.fi>
Source record: 176329

James Wood (jamesw@CSOS.ORST.EDU) wrote:

: encyclopedias, but to illustrate the vast array of PC software. Excuse
: me while I interrupt this session to blast some bastards in a game of
: PC DOOM. Have fun with whatever you can play that comes closest.

I'd rather play Llamatron or Starball. Sorry.

--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

3668. Re: MAGIC and NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 22:35:46 UTC
From: msy@lafp.oche.de
Message-ID: <EKWODDYQ1UP@lafp.oche.de>
Source record: 176261

In <3af4q3$2ub@olivea.ATC.Olivetti.Com> Savino Grillo AB wrote :

>I'm planning to upgrade my STFM (Tos 1.4 4Mb 400 Mb Hdu) with NVDI, but

A GOOD Choice!

>I'm very intringued by Magic that seems to be a TOS replacement promising,
>other than multitasking, more speed too.
>
>My questions are: Do they work toghether ?

1. They work very fine together!

>Is there any benefit running both ?

Oh YES!

>I understood that NVDI is primarily a GRAPHIC accelerator,
>what Magic will speed up ?

Magic Speeds up the AES-Functions (i think so) and all GEMDOS-Routines
(i know it)...

With Magic you can faster work with you ST. And that WITH Multitasking.
Believe it or not...

MfG

Manfred SsYkor

3669. Re: Handling VA_messages in GFA

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 22:47:56 UTC
From: msy@lafp.oche.de
Message-ID: <EKWODDYW1UP@lafp.oche.de>
Source record: 176262

In <CzEs6w.9Kt@cee.hw.ac.uk> Barry Scott Munro wrote :

Hallo Barry,

>Hopefully one of you GFA experts out there can help me with this on
>this question:
>
>If I have a program running under MagiC (v 2.10) and I drop a file
>onto that program's icon on MagXDesk how would my program be able to
>find the name of the file being passed to it?

If you drop an File onto the DESKTOP-ICON, you get the Filename in
the Commandline! This is so under "normal" TOS and also under MagiC.

>I have an EVNT_MULTI() loop running which receives the VA_START as a
>message but where do I find the file's name from?

VA-Start are used, when you (or another program) wants to give the name
of a file to an STILL RUNNING application.

Dropping a file onto the Desktop-Icon of your GFA-Shel causes to start
the shell and give you the name in the cml...

If an Application still runnung you can pass the Filename via VA-START...

>Any help would be gladly received, but don't point me to ST-Guide's
>VA_ pages or Gemini as they don't seem to help me!

hehe... i think, you're on the wrong way... ;)

>Cheers,
>
>Barry

Ciao Manfred

MfG

Manfred SsYkor

3670. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 22:53:59 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11221994.225359@empyr.dircon.co.uk>
Source record: 176330

In message #216, James Wood <jamesw @CSOS. writes:

> Why how sanctimoniously ambidextrous of you to make such a
> suggestion, my dear Mr. Wench.
>
> If your time is so valuable, might I suggest that you spend it
> elsewhere. I am an Atari owner and I feel like posting here.
> Rather than descend in on the conversation and condemn in such a pious
> manner, why don't you dispute what I have said, if you believe it to be
> false? On second thought, don't bother. Judging from your dialogue, it
> appears doubtful that you will cogitate empirically. My mistake. Your
> Atari is better than my PC.
>
> James Wood

Oh Grow up.

VQWK 6.20 [Rev H - 04/04/94]

3671. Re: Megafile 60 problem

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 23:35:39 UTC
From: Bill Repetto <brepetto@delphi.com>
Message-ID: <Js8V9cb.brepetto@delphi.com>
Source record: 176207

Thanks for the help! I'm busy with some things at work right now, but
anks again!
Bill R.

3672. Herman

Newsgroup: comp.sys.atari.st
Date: 1994-11-22 23:57:09 UTC
From: julian@loose.apana.org.au
Message-ID: <3au0gl$6de@loose.apana.org.au>
Source record: 176344

```
Is anyone playing Herman?
I think it's a great but I'm stuck on level 8 :-(
Any help appreciated.
Thanks, Julian.
--
julian@loose.apana.org.au
```

3673. IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 00:13:36 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3au1fg$hoa@paul.rutgers.edu>
Source record: 176333

There's a rumor on c.s.atari.adv that Atari has decided to drop out of the computer business for good. Since any info one gets from an advocacy group is suspect, I have decided to come here for confirmation.

* Tom Trauth

3674. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 00:29:32 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EKXADAVU@ttgk.textlitho.nl>
Source record: 176215

In <Pine.SUN.3.91.941117132045.4368J-100000@CSOS.ORST.EDU> James Wood wrote :

>> Now try adding a video card that does better than VGA. Oh, it comes
>> with drivers? Now try doing it for OS/2, or WindozeNT or Linux and pray
>> you can find drivers for it. What, your DOS programs don't support
>> anything better than 80x25 on that card? And all your games still run
>> at 320x200x256 despite the card being able to pull off 1024x768x16-bit?
>
> I forgot to mention in my reply to this message of yours.....
>Does not this MEDUSA computer (or whatever) include a PC video card slot
>for these "terrible" video cards that you speak of??? I suppose it won't
>be a problem for a machine with the Fuji symbol on it, then?

The point is that almost every PC game runs in 320x200x256 because of the simple fact that the video card isn't able to put more than 64k of VRAM into the memory space the processor can access. I run a TSENG ET4000 card in my TT, which, by design of the ET4000 chip, can map the complete 800x600x256 into the processors memory space, on a PC this isn't possible because the VRAM is mapped as 1 Mb above the 1Mb system RAM in this mode. No PC I know of uses this technique. Any screen above 320x200x256 will have to swap 64k pages into the processors memory space, resulting in poor performance. (although the ET4000 card I use isn't speedy either, in a PC it is even worse) On a ST/STE/TT/Falcon the video ram is always a linear accessible space ('local bus' :-))

On the Medusa they use the same linear memory mapping system, so the choice of video cards will be restricted to only those cards that allow such memory mapping.

By concept the Ataris/Macs/Amigas are far more advanced than the PC's, on the PC's it's just patching up the old standards and put in faster and faster processors. Sysinfo programs rate the 486DX33 machines as being 4300 times the speed of an IBM PC, the videomemory has gone up from 4k to 1 Mb, this is 'only' 256 times greater, why isn't the screen whizzing about like the simpel text screens on a IBM PC 4.77 MHz ????? The answer is simple, bad design. Even the newest IDE drives mimic the old MFM controllers of the XT. Problem is, that even if you design something non standard for a PC, it quickly becomes one, just because of the thousands and thousands of users who buy such a (stupid) design. Look at the QIC tape streamers, these are just plain ridiculous (2 hours formatting a tape). Hooked up as parasites on a floppy controller, pretending being 250 Mb (=120 Mb)... Why not push SCSI streamers ? SCSI didn't become a standard on PC's as it did on Macs/Amigas/Ataris, why not ?
I bought a SCSI CD-ROM for about $300, for the PC you buy a so called IDE CD-ROM (don't try to hook it up to your HD IDE port though, because there

is no such thing as a standard IDE port) for less than $100.....

It's time that a new cheap and utterly good computer system is developed, just to shake the Microsoft/Intel monopoly.... Atari/Commodore/Apple all came close but not close enough.

If we go on like this, we'll be walking in Intel shoes, wearing Microsoft clothes... Naaaah, can't be true can it ?

Gert

--

-- --
Atari TT-Point
-- --

3675. Re: Megafile 60 problem

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 00:30:39 UTC
From: erkamp@janus.arc.ab.ca
Message-ID: <Czp2r4.FwK@arc.ab.ca>
Source record: 176213

In article <JG228B8.brepetto@delphi.com>, Bill Repetto <brepetto@delphi.com> writes:
>I recently got a Megafile 60 for my daughter's 1040 ST (stock version with
>TOS 1.0). My problem is that when I try to boot the machine I get:
>Loading
>Atari Hard Disk Driver
>AHDI 6.05c May 25, 1993
>ACSI Devices:
>Unit 0 - Identification unavailable
>Unit 1 - Not responding
>
>Bootloaded
>
>The infamous 4 BOMBS
>
>What do I have to change to get this working? Does the driver software need
>some new information (I bought the drive used from someone here on the net)
>specific to my system? Any help would be appreciated.
>Bill R.

I use AHDI 3.02 as I seem to recall the newer versions don't 'know' much about
these rather dated disk drives. You can use the newer versions of HDX though.

Bob Erkamp --> It Could Happen <-- A L B E R T A
erkamp@arc.ab.ca R E S E A R C H
http://saturn.arc.ab.ca/~erkamp/ C O U N C I L

3676. ST User Issues For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 00:32:47 UTC
From: sbaile1@mason1.gmu.edu
Message-ID: <3au2jf$44e@portal.gmu.edu>
Source record: 176335

I have many back issues of ST User magazine, with disks, for sale.
E-mail me if you're interested.

Matthew Bailey

3677. Re: FOG> Stereo CAD Press Release

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 00:38:26 UTC
From: geoff@damp.apana.org.au
Message-ID: <3au2u2$19s@frisbee.damp.apana.org.au>
Source record: 176337

Christian_Roth@a2w.maus.sub.org (Christian Roth) writes:

>cm3hirjd@bs47c.staffs.ac.uk wrote:

>R>* Importation of PI1 format pictures for direct conversion to
>R>stereogram or as a backdrop to 3D object scenes.
>R> * Exportation in PI1 format of finished scene with backdrop if any.
>R> * Exportation in PI1 format of final stereograms for printing.

>Sounds like an interesting program, but why isn't IMG, the standard
>graphics-format, used?

or better still, why not GIF or TGA to get 256 or true colour pics on a
Falcon. Any one want to write it???

Regards,

Geoff

--

I used to be indecisive, | Answers, abuse and replies to
but now I'm not so sure | geoff@damp.apana.org.au

3678. Re: Ataris!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 00:44:30 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Czp3E6.DFM@cix.compulink.co.uk>
Source record: 176338

In message <CzJy0A.GFy@cunews.carleton.ca>, ug940014@omega.scs.carleton.ca
said:
> I have been given a whole pile load of Atari 520STs (2 of them). I
> have a 520STfm and we have a 520ST (1 meg RAM!!!) and another 520ST
> (512k) which I had but never used.
>
> Is there any chance of upgrading TOS or any chips so maybe we could
> get it up to STe specs? I really want (for some unknown reason) to
> get this working.

TOS upgrades are no problem. Neither are RAM upgrades. You can even fit
a blitter if you want. It won't give the extra graphics are sound of the
STE though. OTOH its probably cheaper to buy a second hand STE than upgrade
an ST too much.

> Is there any reason why Atari designated the 354 to be single sided
> and the 314 to be doule sided?

I always believed it was 5 in the 354 for 500k and 1 in the 314 for 1meg.

:-)

Roland.

@CiX

3679. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 00:44:32 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Czp3E8.DG7@cix.compulink.co.uk>
Source record: 176339

In message <3arfrf$rvd@josie.abo.fi>, THIETAVUO@FINABO.ABO.FI said:
> This is getting serious, if the PC world has really brain-washed us
> to measure Atari computers on PC scale, don't you agree? If this
> goes on, soon we'll all want a 786-PC because of its "raw power" -
> even though its OS and software don't necessarily run any faster than
> Atari TT.

This is a comparison I thought I'd never have to do - but my PC will turn up at the end of the week and so I will see. My TT has more RAM and an FPU, but I sincerely hope the TT *thrashes* the PC. Actually even if it doesn't I still can't really lose.

> Disagree, if you want to - but somehow I feel that _we_ Atari owners
> lack self-confidence. We don't have guts to be satisfied - we only
> complain... :-(

I read in a magazine some years ago that high end machines (like the TT) had a much more significant value than pure sales. They inspired *confidence* in the ranks of ordinary ST owners. Knowing that serious people spent serious amounts of money on Atari equipment made then feel like the ST was taken seriously. Also these high end machines were an upgrade path which although 99% of ST owners were never going to take - still felt better because it was there.

This feeling has been lost IMO. Sure we now have the Falcon as well as the TT, but many people in this news group already have these powerful machines. Sure the Medusa is good - but how many have actually been sold? Also rightly or wrongly I suspect people feel a lot more wary about investing such large sums of money into Atari based equipment nowadays, *especially* from such a small 3rd part supplier.

> tomorrow will be Windoze-PCs. And, I think, most of us bought an
> Atari because we really _did NOT_ want to buy a PC. That's something

Also remeber that STs predate 'modern' PCs. In 1986 when I bought my ST, Windows was unheard of, and a powerful PC had a 12Mhz 286! The PC just wasn't a choice. I couldn't have afforded one even if I had wanted one.

> computing. Even if Atari itself didn't care... The PC world don't
> need IBM either, does it?

But there has to be a certain inertia before the instigator can drop out. Without Atari - there is precious little money in the Atari economy for R&D. Also unlike IBM, Atari *didn't* make it easy for clone manufacturers to make ST clones.

Roland.

@CiX

3680. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 00:44:33 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Czp3EA.DGs@cix.compulink.co.uk>
Source record: 176340

In message <H.eg.9mxLnYTOvSY@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca said:

> Most modern UNIX kernels are around 1M, aren't they? Now, when you

Well DEC Ultrix for the R3000 is about 3-4Mb. Not bad IMO considering it
can quite happily deal with a hundred or so users and all the other
associated stuff.

Roland.

@CiX

3681. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 01:37:52 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <3au6dg$tp@josie.abo.fi>
Source record: 176345

In <3as08t$1fi@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:

>] Disagree, if you want to - but somehow I feel that _we_ Atari owners lack
>] self-confidence. We don't have guts to be satisfied - we only complain...
>] :-(
>
> After using Atari's for years, we just expect something better than what
> we get if we buy a PC.

We get something better. For us, that is.. I prefer Falcon over a 486, and I don't think that's silly at all. Would you buy a turbo-charged Wartburg, if you could buy an Opel too? Yes; that Wartburg 686 GTi would have a lot more horsepower, all the luxuries one can imagine, and everybody would buy one (of course; it's nice to have a Wartburg 686 GTi!). But it _would_ still be a Wartburg, under its cosmetic and technical changes... And horrible to drive, even if very fast! I think "better" means "better to use"?

> What is a tiny user base like Atari owners going to do to fight back
> against the PC's? The manufacturers of the hardware/software couldn't
> care less what the customers want. They *tell* the customers what
> they want, and the poor old consumer assumes they must be correct....

Simple: buy what _WE_ want - not what THEY want us to buy... Thinking that way, we'd all drive Wartburg GTi, drink Coke, and eat Mc Donald's stuff. It's ridiculous, if we don't have any freedom of choice. Well, we do have - whether we believe it, or not. We still have, but how long?

> PC's are available in pretty much every computer store all over the
> planet, how many stock Medusas? People aren't going to buy them if
> they don't have a use for the particular features, look at the Falcon,
> it was marketed (ahem) on a larger scale than the Medusa, and it has
> virtually faded into obscurity already (shame, I'd be quite happy
> to own one). We'll just either have to stick with what we've got, or
> join the masses and buy the machines which aren't going to become
> obsolete any time soon. The dreaded PC-clone.

One has to start somewhere; Medusa and The Eagle (68040 machine, too) are only the beginning. And in some way, they're much smarter machines than "real" Ataris never were. They use graphics cards like PCs, and that forces programmers to use "legal" code. No more programs that can expect that "this machine has 640x400 monochrome graphics, I'm sure... Let's try. What? What is this? No screen memory where it should be?? More colors than 2??? HELP!"

And about the Falcon... Why do some of us think that Falcon "was" some kind of a disaster that came, saw and disappeared? Perhaps here in Finland things are a bit different - but _most_ of my friends use Atari, and most of them

(surprise) own a Falcon... I can easily count over 10 Falcons owned by people I meet regularily. And (again, surprise): I've yet to meet a dissatisfied Falcon owner. Yes, there are ones, too. But who do you want to believe? Do you think that I'm just one of those who "wasted their money on a useless computer, and now desperately want to prove themselves and the others that the thing isn't complete crap..." ?

I've noticed that most of people who dislike Falcon don't own one. Do you believe this? The bird _is_ easy to dislike at first sight; that clumsy box, only a 16-bit bus, 16 MHz, etc etc. But somehow it is a very charming computer to use... I've seldom seen people _in love_ with their computer, like many Falcon owners I know, are... Well, computing should be more than cold, hard numbers and business, too - shouldn't it?

> I can't be bothered, I've never needed anything more than my STe, so
> that's what I'll stick with! Sure, I wouldn't mind if it was a bit
> quicker, and if I can ever afford it, maybe I'll try & find one of
> these STe Ad-Speeds, and maybe even a graphics card which will give
> me at least a maximum of 640*480*256 on my SC1224 monitor (IS there
> such a beast!?). But, for what I use it for, it's fine.

Glad to hear you're satisfied. I wouldn't change back to my old accelerated Mega ST 4, even though it had a much better keyboard and more CPU power. Instead, I upgrade this bird - make it a better, faster, prettier computer. It takes money and time, I know - but for me, computing is a hobby among the more serious stuff. This is fun, after all =-) ! Well, mostly at least..

Greetings,

Tommi

3682. Atari items FORSALE and WANTED

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 01:42:02 UTC
From: daveh@netcom.com
Message-ID: <davehCzp622.IFA@netcom.com>
Source record: 176346

ST ITEMS FOR SALE / WANTED
----

o Spectra GCR with mac roms --- $180

Complete with box, manuals, disks and cables. This includes Mac OS disks and Mac manuals.

o SCSI 250M 1/4in Tape and 100Meg HD combo --- $320
This is a Wangteck tape drive that handles 250Meg 150Meg and 60Meg tapes. The HD is 100Meg Quantum. Both are installed in a Megafile case to match perfectly with a Mega ST. NOTE this unit has SCSI in and SCSI out but no host adapter. I can give details on how to obtain SCSI out from an ICD AdSCSI Micro (internal Mega HD) that requires no soldering or else you will need an ICD link or similar. I will even throw in an the external SCSI terminator that is worth about $50.

o Calamus SL. (Resent release DEC 94?) --- $150
Complete with manual box and disks. I have a few PD fonts on disk also.

o Atari Works and Speedo GDOS --- $55
No box but includes manual and disks.

o Migraph Hand Scanner with Touchup SW --- $65
Includes Touchup software and comes complete with disks, manuals and box.

I am looking for a few things for my setup, these include: 8Meg ram board for Mega ST, Graphics Card for the same or a processor accelerator. I might also be interested in a Falcon if one is going cheap enough. We can work out some sort of exchange if you have any of these.

Terms are prepay (I will trust a personal cheque) or COD and shipping will be extra.

Cheers,

Dave.

daveh@silvaco.com
daveh@netcom.com

Work: (408) 259 2050
Home: (408) 720 9509

3683. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 01:59:11 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <3au7lf$tp@josie.abo.fi>
Source record: 176201

In <3at76e$26l9@sat.ipp-garching.mpg.de> krasel@alf.biochem.mpg.de writes:

> Morgoth (THIETAVUO@FINABO.ABO.FI) wrote:
> > Why should it be made by Atari? Are all the PCs made by IBM today?
> > And can you _really_ say that Medusa T-60 with 68060 processor
> > (yes, it _is_ reality!) isn't fast enough for you ??
>
> A 486DX2/66 comes for 3000,- DM. A Medusa costs more than twice of this.
> That's the problem. (And you can run a decent, rather bug-free OS on the
> PC: Unix.)

In a way I think you're right, Cornelius. Most of us doen't use Unix (or even Linux), though.. So what's left is this: a fast PC with a very heavy, and not absolutely bug-free, slow OS. When doing some heavy counting (raytracing for instance), that requires lots of raw horsepower, a Pentium PC does have its advantages over any Atari in the same price class. 68060-Medusa is another story, though. It should have muscles enough to kick many P5 PCs in the ass - I don't know for sure..

But I don't think it's fair to compare Motorola and Intel-based computers side by side, using only PC benchmarks i.e MHz, megabytes, etc. It's the OS that counts. And TOS, though far from perfect, runs pretty nicely on much smaller machines than decent Windows-PCs are. One can multitask programs on a 16 MHz 68030 Falcon better than on a 486-33 PC with Windows. That counts too, I think. If we look at numbers (MHz etc..) most Atari, Amiga and even Mac computers are "losers". But they really don't _need_ that much hardware to work ok..

What do you think?

Greetings,

Tommi

3684. Re: Megafile 60 problem

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 02:02:28 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <EKXABEZMUp@warpcon.ersys.edmonton.ab.ca>
Source record: 176343

In <Czp2r4.FwK@arc.ab.ca> bob erkamp (fuzzy logic) wrote :

>
>I use AHDI 3.02 as I seem to recall the newer versions don't 'know' much about
>these rather dated disk drives. You can use the newer versions of HDX though.

Actually, if you use AHDI 6.061, it compensates for that. I
upgraded the Mega ST2 at work with AHDI 6.061 from AHDI 6.06 from
AHDI 3.02 (the reason for upgrading from AHDI 6.06 was that AHDI
6.06 took a VERY long time to let the hard drive autoboot. Anyway,
AHDI 6.061 flies. I really would recommend it.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

3685. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 02:15:14 UTC
From: dpj@delphi.com
Message-ID: <B0-Xdwa.dpj@delphi.com>
Source record: 176206

eva crouse <redhead@sys6626.bison.mb.ca> writes:

>Well I must inject here Dana, programs on Coverdisks is the best way of
>marketing, in my opinion. Many ST users that I know have purchased
>because they had the chance to demo the program before they decided.
>
>Eva Crouse @ Compu Ware

I can appreciate your opinion. However, users have had over two years to see this program up and running. Also, there is a demo of the program that is wide open to explore the many facets of it. Personally, it just sounds like an easy way for someone to get rid of existing stock and not give a damn about those users who paid full or near full price. If we were talking about a program that was 5-10 years old, I may agree with you and others.

-Dana

3686. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 02:17:55 UTC
From: dpj@delphi.com
Message-ID: <BY4UFgT.dpj@delphi.com>
Source record: 176220

Steven Constantine <kaps3@central.susx.ac.uk> writes:

>The version given away was a very limited one -very few modules etc. The
>upgrade list was as long as your arm, and what with U.K. prices for the
>upgrades -you'd be better off buying Calamus S
>
>Steve

Again, another reason why I think this cover disk thing is ridiculous!
A user would probably be better off buying the entire package rather
than in bits and pieces - probably cheaper in some ways.

-Dana

3687. Re: Does Atari still run a BBS?

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 02:20:18 UTC
From: dpj@delphi.com
Message-ID: <BY42IIS.dpj@delphi.com>
Source record: 176226

eva crouse <redhead@sys6626.bison.mb.ca> writes:

>You may want to call CatSCAN BBs in California. It is operated by Don
>Thomas of Atari Corp, although it is primarily a Jaguar based information
>service, he is kind enough to answer all questions.
>
>Phone: 209-239-1552
>
>
>Eva @ Compu Ware

You're right, CatSCAN is run by Don Thomas and has some good information
regarding the Jaguar on it. I'm a user there already, btw, but I wasn't
the one looking for Atari BBS. <<grin>>

-Dana

3688. Re: Power Supply Board

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 02:31:48 UTC
From: Volker Wedemeier <wede@x4u2>
Message-ID: <Pine.SGI.3.91.941123032432.25626C-100000@x4u2>
Source record: 176349

On Mon, 21 Nov 1994, Kurt Mueller wrote:

> As I have already had three times the power supply broken on different
> ST's which costs about 100.- to 150.- SFr. I am asking myself, if
> there is a possibility to fix this part myself.
>
> My questions are now (manufacturer of the boards is Mitsumi):
> - Are there any parts which are known to break?
> - There are some Hitachi-parts on the board which I can't buy here.
> Are there any known replacements for these?
>
> Thanks for any help.
>
>
>
> Kurt

Yes, the power supply in my brothers Mega ST 1 also blew about a year ago. He almost got himself a new power supply. Fortunately I did some fault checking on it before he did. It turned out, that it was only a blown resistor, cost: 20 cents.

Try measuring at different points with a voltmeter with the power supply taken out of your computer but switched on. When the power supply starts working suddenly (when you touch a certain solder point with your probes, you can hear when it's working from the humming noise it starts to make then), then it's likely you have the same problem. Then check all the resistors in the vicinity. Maybe you're as lucky as my brother was.

Volker

3689. Re: HELP Captain Blood

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 02:48:16 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <BazXNwQ.mindbomb_bbs@delphi.com>
Source record: 176350

Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> writes:

>>I managed to find a clone once, but that was by accident! One thing I do
>>like is that after a long time Blood's hand starts going all funny and
>>shaking.
>
>
>Yes you have a Pirated copy, this is what happends to the simple copied
>ones....

Don't be silly... its part of the game, the point is to find all the clones and regenerate yourself before Capt. Blood is no more, expired, cease to exist! The wobbly hand is because blood is low on essential fluids, about to pop his galactic clogs, if you will. It'll tell ya right in the manual if ya take a look! :)

Hehehe, helluva game! Andy

3690. Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 02:58:36 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <J68VtGU.mindbomb_bbs@delphi.com>
Source record: 176202

I remember a little discussion on this golden oldie a few months back, I recently bought a Mega with some software and this game was among the disks shoved in the box... I remember reading about it for my old-old sinclair spectrum - and now i have it and can't remember what I'm supposed to do.

Does anyone have a clue? All that I can get is an openig screen of the 'house' with a dude knocking on my monitor screen and a little dog walking up and down the stairs... <CR> brings up a window to type into - what am I supposed to type, Ive tried the obvious "Hello" etc... nothing.

I know the basic concept of the game, there being little men in the puter etc, but how do i communicate with them.

The games like (c)mid80's and do activision even exist? <sigh>

Andy

3691. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 03:04:08 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3aubf8$nrp@nermal.cs.uoguelph.ca>
Source record: 176203

```
: Well from what I read here Atari are dumping Falcons in the UK
: for 300 Pounds, is that not cheap enough....

Really? I wish they would do the same thing over here!

>> Mark <<
```

3692. FORSALE: Atari ST/TT Software & Magazines

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 03:08:50 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3aubo2$iub@canopus.cc.umanitoba.ca>
Source record: 176204
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
======================================================================
SOFTWARE
======================================================================
Assempro Assembler Language.....$ 29.00 (no box)
OSS Personal Pascal.............$ 29.00 (no box)

Night Shift.....................$ 14.00 (cute fun Lucasfilm platform/action)
Paladin (rpg)...................$ 11.00 (excellent rpg game)
Firezone........................$ 6.00 (strategic war game)
TV Sports Football..............$ 5.00 (xlent Football game 1 or 2 players)

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

======================================================================
MAGAZINES
======================================================================

Atari Interface Disks of the Month:
Oct'91 - Oct'92
*** 14 disks total with a wealth of useful & fun programs ***
Note: these are only the disks, not the magazines
Only $15 + shipping!

STart magazine:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total + 21 disks.....$21 + shipping

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ AtariTT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
```

University Of Manitoba, Canada $ Dr.Who SCTV Unix $ the subject: SEND INDEX
$$$

3693. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 03:38:37 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3audft$24m@darkstar.UCSC.EDU>
Source record: 176205

In <3au1fg$hoa@paul.rutgers.edu> trauth@paul.rutgers.edu (Thomas Trauth) writes:

>There's a rumor on c.s.atari.adv that Atari has decided to
>drop out of the computer business for good. Since any info
>one gets from an advocacy group is suspect, I have decided
>to come here for confirmation.

Nothing is ever "for good". If they feel they can get back into the computer business and make it profitable, of course they will! All the harping is just what careful, intelligent readers have known since before the introduction of the Jag. Atari is concentrating all $$ on the Jag right now. They cannot afford to be in the computer business at the moment.

~Chris

>* Tom Trauth
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

3694. John Townsends Replies...

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 04:29:51 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3augfv$eag@golem.wcc.govt.nz>
Source record: 176235

Good on you John, you gave it to them right between the eyes..

If you have any more problems with these stupid twits,

I will lend you my Double Barrel Pump Shot Gun...:-)

Atari R.I.P.

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3695. Before you go home for Thanksgiving

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 05:20:50 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3aujfi$rvc@usenet.INS.CWRU.Edu>
Source record: 176236
Cross-posted to: rec.games.video.atari,rec.games.video.misc,comp.sys.atari.advocacy,comp.sys.atari.st

Hi. A lot of you go home for Thanksgiving and then have a break until January. I ask that before you go home, capture the following Jaguar Letter Writing Campaign text-file and print it out.

Do the writing on the airplane or whatever. Just take the time to write.

Thank you everyone and HAPPY THANKSGIVING!

The text-file will be called: Jaguar NOVEMBER Letter Writing Campaign.

Len

--

3696. Re: MAGIC and NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 05:23:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199411230723.a48375@wi2.maus.de>
Source record: 176209

In article <3ag9mg$p34@golem.wcc.govt.nz>, Steve Wells
(wells_s@kosmos.wcc.govt.nz) wrote:
>] I understood that NVDI is primarily a GRAPHIC accelerator, what Magic will
>] up ?
>
>Magic speeds up TOS functions basically, by replacing most of them,
>it gives better/faster disk accessing and various other features.
>
>(Has anyone got a list of what Magic does!? I would like to know
>everything that goes on, as I know it has more than just an improved
>filesystem).

MagiC replaces the complete TOS. So it speeds up everything.

3697. Jaguar NOVEMBER Letter Writing Campaign

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 05:46:10 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3aukv2$22o@usenet.INS.CWRU.Edu>
Source record: 176216
Cross-posted to: rec.games.video.atari,rec.games.video.misc,comp.sys.atari.st,comp.sys.atari.advocacy

The following text-file is the NOVEMBER part of the 1994 Jaguar Letter Writing Campaign.

Some of you may think this is a waste of time because you think that companies aren't listening to what you have to say. If you feel this way, you are wrong. This is the ONLY way to let companies know that you want their games on the Jaguar 64-bit interactive multimedia system.

I don't know if many of you realize this or not, but since this campaign has taken place, things have been happening. One of the first companies that we have written was WMS Industries (Williams). Atari and Williams have made an agreement to make Defender, Joust, and Robotron for the Jaguar. These were some of the best games in the past and they will no doubt be hits in their new 3-D form.

Another company that we have written to thank for doing a great job with Wolfenstein 3-D and to encourage the company to do a great job with Jaguar DOOM is id Software. Do programmers work EXTRA hard knowing that people appreciate their work? Jaguar DOOM is getting incredible reviews and I wouldn't be surprised if our letters helped make it that good.

We are now hearing rumors about Mortal Kombat II for the Jaguar. Some people have claimed to know people that have actually played it on the Jaguar. Atari Corp. won't confirm it, but it is possible that all of the letters that we have written to get Mortal Kombat II for the Jaguar is actually working.

If we haven't actually seen results YET with all of the other letters we have written doesn't mean our letters aren't working. Letters from consumers asking for a company's product can really work on an executive's brain. If he has some extra capital coming up in the future and has to make a decision what to do with the capital, your letters will influence his or her decision. FACT: Letters make a difference.

And your letters are EXTREMELY important NOW. This is because it takes about ten months to make a game and get it to market. If companies sign to make games for the Jaguar now, we will all be playing that game by Christmas of 1995.

I also don't know if you all realize this or not, but a few minutes of your time now can result in Atari being around years from now. If these incredible games are available for the Jaguar by this time next year, the Jaguar will be the #1 selling game system in 1995. And if the Jaguar is the #1 selling system next year, Atari will be around for a long time.

But don't do it for Atari. Do it for yourself. Most of us kept posting messages to Usenet for the last few years when Lynx games were slow in coming.

We -never- wrote game companies asking them to make games for the Lynx.
The result was that not enough games were made for the Lynx and the Lynx didn't
take off like it should have. We now criticize Atari for the failure of
the Lynx just like we will be doing two years from now about the Jaguar IF
we do not write game companies now.

I urge you to write. The time is now. Don't think other people will write
because they won't. You have to take a few minutes from your already busy
life and write these letters. Yes, it is a pain. But it is something that
must be done.

Thank you. The following is the NOVEMBER portion of the 1994 Jaguar Letter
Writing Campaign. I will post the complete campaign in the next message.

Len Stys, 1994 Jaguar Letter Writing Campaign Organizer

****
********** NOVEMBER, 1994 **********
****

Virgin Games
Spectrum Holobyte
Psygnosis
Origin Systems

>>>>>>>>>>>>>>>>>>>>>>>>>> Virgin Games <<<<<<<<<<<<<<<<<<<<<<<<<<

Virgin Games is already a Jaguar developer, so this letter is mainly to
thank the company and to encourage them to make more titles for the Jaguar.
Virgin is suppose to be making Cannon Fodder, Demolition Man, and
Dragon for the Jaguar. The company is also planning to make a CD-ROM game
called Creature Shock for the Jaguar.

Virgin Games is known for making a popular PC CD-ROM game called:
The 7th Guest. It has also made Land of Lore, Dune II, and
Indy Car Racing. It will also be releasing 11th Hour and Command & Conquer
for the PC soon.

The mailing address for Virgin Games is:

Virgin Games
18061 Fitch Avenue
Irvine, CA 92714

The following is a list of things in which you may want to say in your
letter to Virgin Games:

Dear Sir or Madam,

1) How you enjoy Virgin Games' games.
2) How much you enjoy the Atari Jaguar.
3) How you are really happy that Virgin Games is making games for the
Jaguar.

4) How you feel that the Jaguar will be the video game system of the
future due to its high-performance/low-price.
5) How you would like to see other popular games such as The 7th Guest
(and name a few) besides the ones the company is already making
for the Jaguar.
6) How you would like to see the Jaguar modem and network features used
in Virgin Games' software (OPTIONAL).
7) How you will run out and buy Virgin Games' games when they are
produced for the Jaguar.
8) Thank you to the person for reading your letter and for producing
games for the Jaguar.

You may also want to FAX Virgin Games by the phone number: 714/833-8717.

>>>>>>>>>>>>>>>>>>>>>>> Spectrum Holobyte <<<<<<<<<<<<<<<<<<<<<<<

Spectrum Holobyte is famous for their Falcon flight simulator game.
The game can even be played through the modem on PCs. Spectrum Holobyte
has just released Fields of Glory and is rumored to be working on
Falcon 4.0.

Modem games is something that a game system must have if it will be
successful in the future. And Spectrum Holobyte is well-known for their
modem games. Falcon 4.0 sounds like it would be perfect for the
Jaguar.

The mailing address for Spectrum Holobyte is:

Barry J. Folsom, President
Spectrum Holobyte
2490 Mariners Square Loop
Alameda, CA 94501

The following is a list of things in which you may want to say in your
letter to Spectrum Holobyte:

Dear Mr. Folsom,

1) How much you enjoy Spectrum Holobyte games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the
future due to its high-performance/low-price.
4) How you would like to see Falcon 4.0 with voice-modem and networking
capabilities on the Jaguar.
5) How you would like to see Fields of Glory and other Spectrum Holobyte
games for the Jaguar.
6) How you believe Spectrum Holobyte games will be unbelievable when
using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Spectrum Holobyte games when they are
produced for the Jaguar.
8) Thank Mr. Folsom for reading your letter and for considering
producing games for the Jaguar.

You may also want to FAX Spectrum Holobyte by the phone number:
510/522-2138. But please keep in mind that sending a letter through
the U.S. Postal Service may be more effective.

>>>>>>>>>>>>>>>>>>>>>>>>>> Psygnosis <<<<<<<<<<<<<<<<<<<<<<<<<<

Psygnosis is a well known producer of video games. A few of Psygnosis'
popular games are Microcosm, Shadow of the Best II, and Puggsy. A recent
game is Hexx: Heresy of the Wizard. TThe company has also done Lemmings.

The mailing address for Psygnosis is:

Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139

The following is a list of things in which you may want to say in your
letter to Psygnosis:

Dear Sir or Madam,

1) How much you enjoy Psygnosis games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the
future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple
of Pysgnosis games).
5) How you believe Psygnosis games will be unbelievable when using the
graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Psygnosis games when they are produced
for the Jaguar.
7) Thank the person for reading your letter and for considering producing
games for the Jaguar.

You may also want to FAX Psygnosis by the phone number: 617/497-6759.

>>>>>>>>>>>>>>>>>>>>>>>>> Origin Systems <<<<<<<<<<<<<<<<<<<<<<<<

Origin Systems is a maker of many popular PC role-playing and action games.
The company is owned by Electronic Arts but may have freedom to develop
for any system it wishes. Some of the games that Origin makes are:
Ultima series (most recently Ultima VIII: Pagan), Wing Commander Privateer,
and just recently Pacific Strike. Origin will be also making Biforge
and Wings of Glory.

Since Origin Systems is a subsidary of Electronic Arts, there is no
specific person to write.

The mailing address for Origin Systems is:

Origin Systems
Attn: Production Teams
P.O. Box 161750

Austin, TX 78716

The following is a list of things in which you may want to say in your letter to Origin Systems:

Dear Sir or Madam,

1) How much you enjoy Origin Systems games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose two or three Origin Systems games).
5) How you wish the Origin Systems Production Teams will attempt to get these great games on the Jaguar.
6) How unbelievable Origin Systems games will be when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Origin Systems games when they are produced for the Jaguar.
8) A thank you to the person reading for reading your letter and for considering producing games for the Jaguar.

********** THANK YOU! **********

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3698. 1994 Jaguar Letter Writing Campaign (complete text-file)

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 05:55:06 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3aulg0$2hd@usenet.INS.CWRU.Edu>
Source record: 176217
Cross-posted to: rec.games.video.atari,rec.games.video.misc,comp.sys.atari.st,comp.sys.atari.advocacy

The following is the complete 1994 Jaguar Letter Writing Campaign text-file.
If you haven't participated in these campaigns, but wish to participate
now, you are encouarged to go through past months and write each company
mentioned a letter.

One letter you may wish to write is to Atari Corporation. It is good to let
Atari know that we are participating in these campaigns so they can take
steps to get these companies developing for the Jaguar.

Letters do work. But they only work if you write them and send them!
Do your part so that we can be playing some GREAT Jaguar games in the coming
years! Thank you!

****
********** SEPTEMBER, 1994 **********
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Atari Corp.
id Software
WMS Industries Inc.
Capcom USA Inc.
Electronic Arts Inc.

>>>>>>>>>>>>>>>>>>>>>>>> Atari Corp. <<<<<<<<<<<<<<<<<<<<<<<<<<

First, we will first be writing Don Thomas, Jr. at Atari Corp. to let him
know that we are participating in these campaigns. No, we aren't writing
to annoy him. We are writing him so that Atari Corp. knows the magnitude
of this letter writing campaign. If Atari Corp. knows that five-hundred
people will be writing Dynamix in October, the appropriate person at Atari
can contact this company on becoming a developer for the Jaguar during
this time. Do not expect a letter from Don Thomas, Jr. We are not
writing him for a response. We are only writing him to inform him of what
we are doing.

Atari's mailing address is:

Atari Corp.
Attn: Don Thomas, Jr.
1196 Borregas Avenue
Sunnyvale, CA 94089

Place the letters: C.A.I.N. at the bottom left side of the envelope so that
Atari will know what it is for.

Please use the following form letter:

(date)

(your address)

Don Thomas, Jr.
Atari Corporation
1196 Borregas Avenue
Sunnyvale, CA 94089

Dear Mr. Thomas,

I am writing you to inform you that I will be writing the following
game companies to encourage them to make games for the Jaguar.
I hope that my efforts will help Atari Corp. to sign these companies
to make games for the Jaguar.

The companies I will be writing are:

September: WMS Industries, Capcom, Electronic Arts
October: Sierra On-Line, Dynamix, LucasArts, NovaLogic
November: Spectrum Holobyte, Psygnosis, Origin
December: QQP, Broderbund, Konami

Thank you for reading my letter and for recording the number of
people writing these companies.

Sincerely,

(sign your name)

(print your name)

>>>>>>>>>>>>>>>>>>>>>>>>>> id Software <<<<<<<<<<<<<<<<<<<<<<<<<<

The letter to id Software should thank the company for producing
Wolfenstein 3-D for the Jaguar, encourage them to make Jaguar DOOM the
best that they can make it, and to encourage the company to make
QUAKE for the Jaguar.

id Software's e-mailing address:

Jay Wilbur, CEO
id Software
Town East Tower
18601 LBJ Freeway
Suite 615
Mesquite, Texas 75150

The form letter to Atari Corp. is the only form letter that will be used
in this campaign. This is because companies do not take form letters as
seriously as those that are originally written.

The following is a list of things which you may want to say in your
letter to id Software:

Dear Mr. Wilbur,

1) How much you enjoy Jaguar Wolfenstein 3-D.
2) How much you like id Software.
3) Thanks for making Wolfenstein 3-D for the Jaguar.
4) How you would like to see the best graphics possible for DOOM
on the Jaguar.
5) How you would like to see four-player or more networking capability
for Jaguar DOOM.
6) How you are excited about Jaguar DOOM coming out this year.
7) How you would like to see QUAKE made for the Jaguar.
8) Thank you to Mr. Wilbur for reading your letter.

Another thing which you may want to include in this letter is concerning
the Jaguar resolutions. id Software is using a lower resolution on the
Jaguar because they want to get the game as quick as Jaguar Wolfenstein.
I, personally, do not care if Jaguar DOOM is as fast as Wolfenstein.
One suggestion could be to make two modes (just like on the PC). One mode
is for higher resolution and slower speed. The other mode is for a lower
resolution, but higher speed.

>>>>>>>>>>>>>>>>>>>>>> WMS Industries Inc. <<<<<<<<<<<<<<<<<<<<<<

As of September 14, 1994, Mortal Kombat II is not being produced for the
Jaguar. And Acclaim has no plans to produce Mortal Kombat for the Jaguar.
But next year, WMS Industries will be able to release Mortal Kombat II for
any game system that the company wishes to release it for. The time is
now to let WMS Industries know that we want to see Mortal Kombat II and
Mortal Kombat III for the Jaguar.

Mortal Kombat II is by far the #1 most wanted game for the Jaguar
according to the Most Wanted Games for the Jaguar list by CAIN Newsletter.
If this game is released for the Jaguar, the Jaguar will be the most
wanted game system.

The mailing address of WMS Industries Inc. is:

Louis J. Nicastro, CEO
WMS Industries Inc.
3401 North California Ave.
Chicago, IL 60618-5889

OK. I don't think I have to remind you that you should write as neat and
as professional as possible to get the best results. If you certify your
letter, you may even reach the president with your letter.

The following is a list of things in which you may want to say in your
letter to WMS Industries Inc.:

Dear Mr. Nicastro,

1) How much you enjoy Mortal Kombat II
2) How you like the games that WMS Industries makes.
3) How you enjoy the Atari Jaguar.

4) How you think the Atari Jaguar is the only game system that will do
the game justice.
5) How you will run out and get the game for the Jaguar as soon as it
is released.
6) How you would also like to see Jaguar be the first system to get
Mortal Kombat III.
7) Thank you to Mr. Nicastro for reading your letter and for considering
making Moral Kombat II for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>>> Capcom USA INC. <<<<<<<<<<<<<<<<<<<<<<<

Capcom is known for producing the Street Fighter II series of games.
The company is also known for producing games such as The Great Circus
Mystery Starring Mickey & Minnie Mouse, Demon's Crest, and Saturday
Night Slam Masters. The company also does conversions of popular titles
such as Wizardry V and Eye of the Beholder.

Super Street Fighter II Turbo is second only to Mortal Kombat II on the
most wanted games for the Jaguar CAIN Newsletter listing. If the game
existed for the Jaguar, it would no doubt sell a lot of Jaguars. But
Capcom is not making Super Street Fighter for the Jaguar and no plans have
been announced to do so in the near future.

The strange thing is that Capcom is making Super Street Fighter II Turbo
for the 3DO platform. The game will even have better graphics than that
on the SNES and Genesis. But this only means that if Capcom will make a
version of SSFIIT for a much higher-priced system than there is a chance
that the company will be willing to make a Jaguar version.

The mailing address for Capcom USA Inc. is:

Scott Smith
Product-Development Coordinator
Capcom USA Inc.
475 Oakmead Parkway
Sunnyvale, CA 94086

The following is a list of things in which you may want to say in your
letter to Capcom USA Inc.:

Mr. Smith,

1) How much you enjoy Street Fighter at the arcades.
2) How you like the games that Capcom makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do
the game justice.
5) How you will run out and get Super Street Fighter II Turbo for the
Jaguar as soon as it is released.
6) Thank you to Mr. Smith for reading your letter and for considering
making Super Street Fighter II Turbo for the Jaguar.

You may also want to FAX Capcom USA by the phone number: 408/774-3995. But sending mail through the U.S. Postal Service may prove to be more successful.

>>>>>>>>>>>>>>>>>>>> Electronic Arts Inc. <<<<<<<<<<<<<<<<<<<<<<

Electronic Arts is the publisher of some incredible games such as: NBA Showdown, FIFA International Soccer, PGA European Tour Golf, NHL Hockey '94, Wing Commander, Super Wing Commander, John Madden NFL Football, Escape from Monster Manner, Twisted, Mario Andretti Racing, MLBPA Baseball, and many more! Electronic Arts also owns several other software companies that they may give the OK to develop the Jaguar for if they see there is a demand for Jaguar games.

Unfortunately, Electronic Arts is also a major backer of 3DO, a company that is a big competitor of Atari Corp. Electronic Arts is spending a lot of time and money on making games for 3DO that it could be spending on the Jaguar.

There is hope though! Electronic Arts is a licensee. This means that the company has Jaguar developers units. Electronic Arts' management just has to give the OK to make games for the Jaguar.

The mailing address for Electronic Arts Inc. is:

Lawrence F. Probst III, President
Electronic Arts Inc.
1450 Fashion Isle. Blv.
San Mateo, CA 94404

The following is a list of things in which you may want to say in your letter to Electronic Arts:

Dear Mr. Probst,

1) How much you enjoy Electronic Arts games.
2) How you have been buying Electronic Arts games for your computers since the company was started (if this is true).
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) The games that you would love to slee on the Jaguar (choose two or three Electronic Arts games--I'm choosing John Madden NFL Football!).
6) How you believe Electronic Arts games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Electronic Arts' games when they are produced for the Jaguar.
8) Thank you to Mr. Probst for reading your letter and a thank you for considering producing games for the Jaguar.

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****************************** OCTOBER, 1994 ******************************
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Sierra On-Line Inc.
Dynamix Inc.
LucasArts Entertainment Co.
NovaLogic

>>>>>>>>>>>>>>>>>>>>>>>> Sierra On-Line Inc. <<<<<<<<<<<<<<<<<<<<<<<<

Sierra On-Line is a company that is well-known for their role-playing games such as their Space Quest and Police Quest series. The company is also known for their latest hits in the PC world: Gabriel Knight, Aces Over Europe, and Leisure Suit Larry VI. Sierra On-Line is planning to release their new title, Phantasmagoria, very soon.

Sierra On-Line is definitely a company that needs to be developing for the Jaguar if the Jaguar CD-ROM is to become used. If Sierra On-Line starts making games for the Jaguar CD-ROM, several other companies will make games for it as well.

The mailing address for Sierra On-Line is:

Kenneth A. Williams, President
Sierra On-Line Inc.
P.O. Box 485
Coarsegold, CA 93614

The following is a list of things in which you may want to say in your letter to Electronic Arts:

Dear Mr. Williams,

1) How much you enjoy Sierra On-Line games.
2) How you have been buying Sierra On-Line games for your computer since the company started making computer games (if this is true).
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see Sierra On-Line producing several Jaguar CD-ROM games.
6) The games you would love to see on the Jaguar (choose two or three Sierra On-Line games).
7) How you believe Sierra On-Line games would be fantastic on the Atari Jaguar.
8) How you will run out and buy Sierra On-Line games when they are made for the Jaguar.
9) Thank you to Mr. Williams for reading your letter and for considering producing games for the Jaguar.

In my letter, I will also be encouraging Mr. Williams to make games which have the option of using a keyboard with the Jaguar. A keyboard can be created for the Jaguar and Sierra On-Line could work with Atari Corp. to produce one for it. The use of a keyboard in role-playing games help children learn words. This is something that Sierra has gotten away from in PC games.

I'm also writing Sierra to release HOYLE Card Games for the Jaguar.
I love this game and it would be great to see a modem feature being used
in the Jaguar version of this game.

>>>>>>>>>>>>>>>>>>>>>>>>>> Dynamix Inc. <<<<<<<<<<<<<<<<<<<<<<<<<

Dynamix Inc. is a game company owned by Sierra On-Line. This game
company makes many wonderful titles for the PC such as: Betrayal at
Kronder, Aces of the Pacific, and Front Page Sports Football Pro.
The company is planning to release: Front Page Baseball, Battledrome,
LodeRunner: A Legend, MetalTech: Earth Siege, Alien Legacy, and an
excellent reviewed game called Aces of the Deep (submarine game).

Dynamix Inc. is making some real great games and these games would be
a very good addition to the present Jaguar game library.

The mailing address for Dynamix Inc. is:

Alan Higginson
Executive Vice-President
Dynamix Inc.
P.O. Box 978
Oakhurst, CA 93644-0978

The following is a list of things in which you may want to say in your
letter to Dynamix Inc.:

Dear Mr. Higginson,

1) How you enjoy Dynamix games on the PC.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the
future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose two or
three Dynamix games--I'm choosing Front Page Sports Football,
Alien Legacy, and Aces of the Deep).
5) How you believe Dynamix games will be unbelievable when using the
graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Dynamix games when they are produced
for the Jaguar.
7) Thank you to the person for reading your letter and for considering
producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>> LucasArts Entertainment Co. <<<<<<<<<<<<<<<<<<

LucasArts is famous for making games based on popular movies. The company
has also has several popular titles out for the PC. Some of these titles
are: Star Wars Rebel Assault, X-Wing, Indiana Jones and the Fate of
Atlantis, Monkey Island 2: Le chuck's Revenge, and Day of the Tentacle.
And if there is any truth to the rumor of a new Indiana Jones movie,
LucasArts will probably make a great game based on this movie.

The mailing address for LucasArts is:

LucasArts Entertainment Co.
LucasArts Games Division
P.O. Box 10307
San Rafael, CA 94912

The following is a list of things in which you may want to say in your letter to LucasArts:

Dear Sir or Madam,

1) How much you enjoy LucasArts games.
2) How much you enjoy the Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games you would love to see on the Jaguar (choose two or three LucasArts games).
5) How you believe LucasArts games would be fantastic on the Atari Jaguar.
6) How you will run out and buy LucasArts games when they are made for the Jaguar.
7) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX LucasArts by the phone number: 415/721-3344.

>>>>>>>>>>>>>>>>>>>>>>>>>>>> NovaLogic <<<<<<<<<<<<<<<<<<<<<<<<<<<<

NovaLogic is known for its high-quality games on the PC. The president and CEO, John Garcia makes sure each game title released is of the highest quality. NovaLogic is known for producing Comanche: Maximum Overkill (a game title that rated high on the Most Wanted Games for the Jaguar listing from CANI Newsletter). The company also produced WolfPack (a submarine simulator) and UltraBots. The latest and greatest game from NovaLogic is Armored Fist. This game is highly praised by reviewers that have seen it.

John Garcia is interested in producing modem games and networking games in the future. NovaLogic's games would be a great addition to the Jaguar game library.

The mailing address for NovaLogic is:

John Garcia, President
NovaLogic
19510 Ventura Blvd.
Suite 200
Tarzana, CA 91356

The following is a list of things in which you may want to say in your letter to NovaLogic:

Dear Mr. Garcia,

1) How much you enjoy NovaLogic games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the
future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple
of NovaLogic games).
5) How you believe that NovaLogic games will be even more fantastic when
using the graphics and sound capabilities of the Jaguar.
6) How you would like to see NovaLogic games that use the Jaguar
voice-modem and networking capabilities.
7) How you will run out and buy NovaLogic games when they are produced
for the Jaguar.
8) Thank Mr. Garcia for reading your letter and for considering producing
games for the Jaguar.

You may also want to FAX NovaLogic by the phone number: 818/774-0684.
Please consider writing NovaLogic through the U.S. mail first and then
FAX NovaLogic.

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********** NOVEMBER, 1994 **********
****

Virgin Games
Spectrum Holobyte
Psygnosis
Origin Systems

>>>>>>>>>>>>>>>>>>>>>>>>>> Virgin Games <<<<<<<<<<<<<<<<<<<<<<<<<<

Virgin Games is already a Jaguar developer, so this letter is mainly to
thank the company and to encourage them to make more titles for the Jaguar.
Virgin is suppose to be making Cannon Fodder, Demolition Man, and
Dragon for the Jaguar. The company is also planning to make a CD-ROM game
called Creature Shock for the Jaguar.

Virgin Games is known for making a popular PC CD-ROM game called:
The 7th Guest. It has also made Land of Lore, Dune II, and
Indy Car Racing. It will also be releasing 11th Hour and Command & Conquer
for the PC soon.

The mailing address for Virgin Games is:

Virgin Games
18061 Fitch Avenue
Irvine, CA 92714

The following is a list of things in which you may want to say in your
letter to Virgin Games:

Dear Sir or Madam,

1) How you enjoy Virgin Games' games.
2) How much you enjoy the Atari Jaguar.

3) How you are really happy that Virgin Games is making games for the Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see other popular games such as The 7th Guest (and name a few) besides the ones the company is already making for the Jaguar.
6) How you would like to see the Jaguar modem and network features used in Virgin Games' software (OPTIONAL).
7) How you will run out and buy Virgin Games' games when they are produced for the Jaguar.
8) Thank you to the person for reading your letter and for producing games for the Jaguar.

You may also want to FAX Virgin Games by the phone number: 714/833-8717.

>>>>>>>>>>>>>>>>>>>>>>> Spectrum Holobyte <<<<<<<<<<<<<<<<<<<<<<<

Spectrum Holobyte is famous for their Falcon flight simulator game. The game can even be played through the modem on PCs. Spectrum Holobyte has just released Fields of Glory and is rumored to be working on Falcon 4.0.

Modem games is something that a game system must have if it will be successful in the future. And Spectrum Holobyte is well-known for their modem games. Falcon 4.0 sounds like it would be perfect for the Jaguar.

The mailing address for Spectrum Holobyte is:

Barry J. Folsom, President
Spectrum Holobyte
2490 Mariners Square Loop
Alameda, CA 94501

The following is a list of things in which you may want to say in your letter to Spectrum Holobyte:

Dear Mr. Folsom,

1) How much you enjoy Spectrum Holobyte games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) How you would like to see Falcon 4.0 with voice-modem and networking capabilities on the Jaguar.
5) How you would like to see Fields of Glory and other Spectrum Holobyte games for the Jaguar.
6) How you believe Spectrum Holobyte games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Spectrum Holobyte games when they are produced for the Jaguar.

8) Thank Mr. Folsom for reading your letter and for considering
producing games for the Jaguar.

You may also want to FAX Spectrum Holobyte by the phone number:
510/522-2138. But please keep in mind that sending a letter through
the U.S. Postal Service may be more effective.

>>>>>>>>>>>>>>>>>>>>>>>>>> Psygnosis <<<<<<<<<<<<<<<<<<<<<<<<<<

Psygnosis is a well known producer of video games. A few of Psygnosis'
popular games are Microcosm, Shadow of the Best II, and Puggsy. A recent
game is Hexx: Heresy of the Wizard. TThe company has also done Lemmings.

The mailing address for Psygnosis is:

Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139

The following is a list of things in which you may want to say in your
letter to Psygnosis:

Dear Sir or Madam,

1) How much you enjoy Psygnosis games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the
future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple
of Pysgnosis games).
5) How you believe Psygnosis games will be unbelievable when using the
graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Psygnosis games when they are produced
for the Jaguar.
7) Thank the person for reading your letter and for considering producing
games for the Jaguar.

You may also want to FAX Psygnosis by the phone number: 617/497-6759.

>>>>>>>>>>>>>>>>>>>>>>>>>> Origin Systems <<<<<<<<<<<<<<<<<<<<<<<<<<

Origin Systems is a maker of many popular PC role-playing and action games.
The company is owned by Electronic Arts but may have freedom to develop
for any system it wishes. Some of the games that Origin makes are:
Ultima series (most recently Ultima VIII: Pagan), Wing Commander Privateer,
and just recently Pacific Strike. Origin will be also making Biforge
and Wings of Glory.

Since Origin Systems is a subsidary of Electronic Arts, there is no
specific person to write.

The mailing address for Origin Systems is:

Origin Systems
Attn: Production Teams
P.O. Box 161750
Austin, TX 78716

The following is a list of things in which you may want to say in your letter to Origin Systems:

Dear Sir or Madam,

1) How much you enjoy Origin Systems games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose two or three Origin Systems games).
5) How you wish the Origin Systems Production Teams will attempt to get these great games on the Jaguar.
6) How unbelievable Origin Systems games will be when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Origin Systems games when they are produced for the Jaguar.
8) A thank you to the person reading for reading your letter and for considering producing games for the Jaguar.

****
********** DECEMBER, 1994 **********
****

QQP, Inc.
Broderbund
Konami
MicroProse

>>>>>>>>>>>>>>>>>>>>>>>>>>>> QQP, Inc <<<<<<<<<<<<<<<<<<<<<<<<<<<<

Many people are not familiar with QQP, but the company has released some pretty amazing games for the PC. Some of the games are: Solitaire's Journey, Merchant Prince, The Perfect General, Conquered Kingdoms, and their most recent--Origamo.

Most of the games that QQP makes either has to do with strategy or war. Strategy games are always popular, but war games have been restricted to PCs due to lack of a "save game" feature on video game systems. Jaguar can save games on its cartridges so this is no longer a problem in getting war games to home video game systems.

The mailing address for QQP, Inc. is:

QQP, Inc.
495 Highway 202
Flemington, NJ 08822

The following is a list of things in which you may want to say in your letter to QQP:

Dear Sir or Madam,

1) How much you enjoy strategy games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you love to see on the Jaguar (choose two or three QQP games).
5) How you would like to see these games make use of Jaguar's voice-modem and networking capabilities.
6) How you believe QQP games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy QQP games when they are produced for the Jaguar.
8) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>>> Broderbund Software Inc. <<<<<<<<<<<<<<<<<<<<

Broderbund Software is well-known for producing two games. The first game is a CD-ROM game called Myst. The second is the Carmen Sandiego series of games. The Carmen Sandiego is educational.

The mailing address for Broderbund Software Inc. is:

Edmund R. Auer, President
Broderbund Software Inc.
500 Redwood Blvd.
Novato, CA 94948-6121

The following is a list of things in which you may want to say in your letter to Broderbund:

Dear Mr. Auer,

1) How much you enjoy Broderbund Software's games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) How you would love to see Myst, Carmen Sandiego, and any other new Broderbund titles on the Jaguar.
5) How unbelievable Broderbund Software games will be when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Broderbund Software's games when they are produced for the Jaguar.
7) A thank you to Mr. Auer for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>>>>>>>> Konami Inc. <<<<<<<<<<<<<<<<<<<<<<<<<<<<

Konami makes several popular games. Among these are Double Dribble: The Playoff Edition, Lethal Enforcers 2, Batman the Animated Series, and a new game called Contra 4. The company has also made Rocket Knight Adventures, Teenage Mutant Ninja Turtles Tournament Fighters, Blades of Steel, Track & Field II, Top Gun: The Second Mission, and many others. Konami is also rumored to be developing Gradius for Sony's new PSX. Since Konami is already developing for other next generation systems, it may be more difficult to convince them to make games for the Jaguar. But Konami certainly does bring a lot of titles to a game system.

The mailing address of Konami is:

Konami Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510

The folowing is a list of things in which you may want to say in your letter to Konami:

Dear Sir or Madam,

1) How much you enjoy Konami games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a few Konami games).
5) How unbelievable Konami games will be when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Konami games when they are produced for the Jaguar.
7) A thank you to the person for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>>>> MicroProse Inc. <<<<<<<<<<<<<<<<<<<<<<<<

MicroProse is already developing Jaguar games so this letter will be mainly to thank MicroProse and encourage the company to make more of their games for the Jaguar. MicroProse is supposedly making Grand Prix, Gunship 2000, and possibly Star Trek: The Next Generation game. But MicroProse has made a lot of fantastic games for the PC that should really be made for the Jaguar. These include: World Circuit, Fleet Defender, Master of Orion, and Civilization. Civilization has already been made for the Falcon030 so it may not be too hard to convert the game to the Jaguar. Since Jaguar can save games on cartridge, it may be possible to make Civilization on the Jaguar. MicroProse is also making Across the Rhine, Colonization, and Masters of Magic.

MicroProse is indeed a very good company to have making Jaguar games. The quality has always been good and it would be nice for the company to make a lot of their games for the Jaguar.

The mailing address for MicroProse is:

Ronald J. Bueche, CEO
MicroProse Inc.
180 Lakefront Dr.
Hunt Valley, MD 21030-2245

The following is a list of things in which you may want to say in your letter to MicroProse:

Dear Mr. Bueche,

1) How much you enjoy MicroProse games.
2) How much you enjoy your Atari Jaguar.
3) How you are really glad that MicroProse is making games for the Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see other popular games besides Gunship 2000 and Grand Prix be made for the Jaguar (name a few of your favorite MicroProse games).
6) How you would like to see the Jaguar voice modem and network capabilities used in MicroProse games. (OPTIONAL)
7) How you will run out and buy MicroProse games when they are produced for the Jaguar.
8) Thank you to Mr. Bueche for reading your letter and for making games for the Jaguar.

You may also want to FAX MicroProse at the phone number: 410/771-1174. But only FAX MicroProse if you do not have time to mail the letter or if you have already sent mail to the company.

****
* *
********** LETTER WRITING CAMPAIGN FINISHED **********
* *
****

After you have done writing all of these companies, the letter writing campaign will be finished. If you have written all of these companies, the campaign will no doubt be successful and we will be seeing the games we want for the Jaguar very soon.

Please spread the word around about this letter writing campaign on online systems, BBSs, message areas, user groups, and any other place that you can help get the word out abuot this campaign.

Also, please tell your friends! It is very important to get everyone participating in this letter writing campaign!

********** THANK YOU! **********

--

3699. Best simms for STE upgrade?

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 05:58:19 UTC
From: hellman@teleport.com
Message-ID: <3aullr$l9u@sandra.teleport.com>
Source record: 176219

Hello All,
What simms are needed to take a 1 meg STE to 4 meg? Is there anything
special about the installation? Is there any software follow-up needed?
Does anyone know of on-line instructions for the upgrade posted
anywhere?
Thanks for any help.
Walter
--
hellman@teleport.com Internet Public Access User Hillsboro, Oregon USA

3700. Re: Hi Soft!!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 05:59:07 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <CzpHyK.9qt@cix.compulink.co.uk>
Source record: 176224
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In response to rmccall@mcs.dundee.ac.uk's message:

> Having said that I wont be eating for 6 weeks to pay for it, but who
> cares, I no longer have to suffer 1st Word Plus and its dreaded
> hyphens.

Is there any control of hyphens within Papyrus now? (cf HDDriver manua-
l).

8^{))

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #

3701. Re: What is MAC SIMM for FALCON?

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 06:16:15 UTC
From: sinclair@ins.infonet.net
Message-ID: <3aumnf$ppa@insosf1.infonet.net>
Source record: 176221

In article <s925377.56.2ED1FD0C@mailserv.cuhk.hk>, s925377@mailserv.cuhk.hk (Malcolm) writes:
>I have just read from ST application (UK):
>
>Gasteiner Technologies have announced the immediate availability of a 14 Meg
>Ram card for the Falcon. I t uses a single 16 Meg Macintosh SIMM(although
>only 14 meg can be addressed on the Falcon) and fitsneslty inside the Falcon'
>s casing wihtout the need to cut the shielding. The Ram card cost uk pound
>499 but users can trade in their existing 4 meg memory module and get 100
>off the price.
>
>Does anyone know what is a MAC SIMM? Is it the 72 pins ram, the one also use
>for PC? Or is it the outdated 30pins simm?
>
>If it is the 72 pins, then things would be easier since one can get 72pins
>all arouind the world easily. And should be able to use in the future.

Current desktop Macs use 72 pins..
>
>
>=====================================
>Please mail to me directly if possible.
>Good Luck!
>
>Malcolm
>

-Peter

>s925377@mailserv.cuhk.hk

3702. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 06:24:34 UTC
From: sinclair@ins.infonet.net
Message-ID: <3aun72$ppa@insosf1.infonet.net>
Source record: 176223

In article <3audft$24m@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <3au1fg$hoa@paul.rutgers.edu> trauth@paul.rutgers.edu (Thomas Trauth) writes:
>
>>There's a rumor on c.s.atari.adv that Atari has decided to
>>drop out of the computer business for good. Since any info
>>one gets from an advocacy group is suspect, I have decided
>>to come here for confirmation.
>
>Nothing is ever "for good". If they feel they can get back into the computer
>business and make it profitable, of course they will! All the harping is just
>what careful, intelligent readers have known since before the introduction of
>the Jag. Atari is concentrating all $$ on the Jag right now. They cannot
>afford to be in the computer business at the moment.

Not a chance, the economics are not there.. Atari could not make money before, why should it be different next time..

>
> ~Chris
>
>>* Tom Trauth
>--
> __ /\ __
> __\/__\/__
> _||_/
> /__||__\
> // \ | \\
> \|

-Peter

3703. Re: Packet radio software / hardware

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 07:06:48 UTC
From: Werner_Laass@traveller.fido.de
Message-ID: <2ed2ea3f%fido.de@p25.f20.n2000.z242.fidonet.org>
Source record: 176212

In a message of <12 Nov 94 01:39:19>, Mike Stramba (242:4900/99.0) writes:

MS> From: mike@io.org (Mike Stramba)
MS>
MS> Is anyone here using an atari for packet radio?
MS>
MS> If so, what software /hardware are you using?

Hallo Mike,

shure, we have some ATARI-users in our Anwender Kreis Atari
Freiburg, Germany, using ATARI for packet radio.

Here is the email-adress I promised:

mayklaus@mibm.ruf.uni-freiburg.de

The name is Klaus May, he uses" DIGIPOINT", you may find it in
internet , FTP.
Klaus May is waiting for your contact,
good by, Werner

My adress: werner_laass@traveller.fido.de

3704. Re: Hi Soft!!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 07:51:23 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Czpn5o.G9v@cix.compulink.co.uk>
Source record: 176230
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

>Is there any control of hyphens within Papyrus now? (cf HDDriver manua-
>l).

The next version will have a hyphenation exception list.

Ofir ogal@cix.compulink.co.uk

3705. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 08:48:22 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3auvkm$5pu@darkstar.UCSC.EDU>
Source record: 176234

In <3aun72$ppa@insosf1.infonet.net> sinclair@ins.infonet.net writes:

>Not a chance, the economics are not there.. Atari could not make money before,
>why should it be different next time..

Gee, maybe because they can make money with the Jaguar, then re-enter with enough money to support their product. I'm not talking a few weeks here, petey. it could take a year or two before they even consider re-entering. And, as we all know, marketing is the most important part of computer sales. They could havce crap coimputers and a crap OS and sell billions of them. Look at Apple. And, they had good machines a great OS and didn't sell them before because of Marketing. It is comploetely in the air. I'm not saying they will, but it is exteemely foolish to not say that is could happen. But, then again, you are the king of fools, peter.

~Chris

--
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3706. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 09:56:31 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3av3kf$gts@golem.wcc.govt.nz>
Source record: 176238

In article <3audft$24m@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <3au1fg$hoa@paul.rutgers.edu> trauth@paul.rutgers.edu (Thomas Trauth) writes:
>
>Nothing is ever "for good". If they feel they can get back into the computer
>business and make it profitable, of course they will! All the harping is just
>what careful, intelligent readers have known since before the introduction of
>the Jag. Atari is concentrating all $$ on the Jag right now. They cannot
>afford to be in the computer business at the moment.

Atari is out of the Computer business, and from what has been posted here for good...

Atari R.I.P... Long live the ACORN....!!!

> ~Chris
>
>>* Tom Trauth

```
*******************************************************************************
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
*******************************************************************************
```

3707. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 10:00:37 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3av3s5$gts@golem.wcc.govt.nz>
Source record: 176245

In article <3auvkm$5pu@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>In <3aun72$ppa@insosf1.infonet.net> sinclair@ins.infonet.net writes:
>
>>Not a chance, the economics are not there.. Atari could not make money before,
>>why should it be different next time..
>
>Gee, maybe because they can make money with the Jaguar, then re-enter with
>enough money to support their product. I'm not talking a few weeks here,
>petey. it could take a year or two before they even consider re-entering. And,

Did you not read the past post here, they are out for good....

Atari R.I.P. Long live the ACORN.....!!

> ~Chris

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3708. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 10:02:59 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Czpt90.3Gt@cix.compulink.co.uk>
Source record: 176244

>Again, another reason why I think this cover disk thing is ridiculous!
>A user would probably be better off buying the entire package rather
>than in bits and pieces - probably cheaper in some ways.

Get your calculator out. The Calligrapher offer in ST Review was MUCH
cheaper than the normal price!

Ofir ogal@cix.compulink.co.uk

3709. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 10:17:06 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3av4r2$h55@golem.wcc.govt.nz>
Source record: 176246

In article <3au1fg$hoa@paul.rutgers.edu>, trauth@paul.rutgers.edu (Thomas Trauth) writes:
>There's a rumor on c.s.atari.adv that Atari has decided to
>drop out of the computer business for good. Since any info
>one gets from an advocacy group is suspect, I have decided
>to come here for confirmation.

>* Tom Trauth

There have been posts here for the last week that Atari has been out of
computers, and from other peoples comments its for good...

In Fact one of the Atari bosses stated in a USA News Paper last year...

Atari.. R.I.P. Long live the ACORN....!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3710. Re: Doom & AvP not all that great

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 10:28:49 UTC
From: alenm@ifi.uio.no
Message-ID: <3av5h1$380@skalk.ifi.uio.no>
Source record: 176240

In article <CzoK82.FH6@isltd.insignia.com>, graham@insignia.co.uk (Graham Beint, 321) writes:
> In article mlh@charm.magnus.acs.ohio-state.edu, dhbutler@magnus.acs.ohio-state.edu (Panjandrum) writes:
> >
> >Those that have Jags have probably noticed that except for startup screens and
> >such, everything seems to be done in 320x240 (approximately) instead of the
> >full resolution, what a bummer. AvP is also *not* 24bit for the most part. It
> >looks more like 8bit (look at the 'gradients' in the walls, rust spots etc...
> >those would be extremely smooth in 24bit). Maybe the Jag can't really keep up
> >with full-speed 24bit high-rez, or maybe they just didn't bother in AvP.
> >
> Sounds like VGA compatibility to me!

Well the thing that makes AvP superior to other games is the resolution on
the texturemapping. I suspect AvP is at least 16 bit look at the Z shading
(every pixel is shaded) but the original digitized picture may be 8 bit to
save some space. Look at the walls when youre close up. It doesn't get
blocky, that's what's good about AvP. Nice game though. Good atmosphere
once you get into it, but it is to easy.In article <CzoK82.FH6@isltd.insignia.com>,
graham@insignia.co.uk (Graham Beint, 321) writes:
> In article mlh@charm.magnus.acs.ohio-state.edu, dhbutler@magnus.acs.ohio-state.edu (Panjandrum) writes:
> >
> >Those that have Jags have probably noticed that except for startup screens and
> >such, everything seems to be done in 320x240 (approximately) instead of the
> >full resolution, what a bummer. AvP is also *not* 24bit for the most part. It
> >looks more like 8bit (look at the 'gradients' in the walls, rust spots etc...
> >those would be extremely smooth in 24bit). Maybe the Jag can't really keep up
> >with full-speed 24bit high-rez, or maybe they just didn't bother in AvP.
> >
> Sounds like VGA compatibility to me!

3711. Re: Falcon Games?

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 10:32:24 UTC
From: vdleij@phil.ruu.nl
Message-ID: <vdleij-2311941132240001@ana-dyn-11.mac.phil.ruu.nl>
Source record: 176225

I hope nobody forgets PONG 2000, which will be commercially released soon by us.

--
Joost van der Leij,
Holland Game Design,
's Gravelandseweg 127,
1217 ER Hilversum,
The Netherlands.

e-mail: Joost.vanderleij@phil.ruu.nl

3712. Re: SpeedRes Card

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 11:18:22 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Nov23.111823.1517@cathy.ijs.si>
Source record: 176257

In article <CzDqsv.7uF@freenet.carleton.ca>,
Jack Kitowicz <ac382@freenet.carleton.ca> wrote:
>Does the Speed Resolution Card software let you have virtual resolutions
>like Blowup?
Yes. However, I do have a feeling that SRC virtual resolutions eat more memory
than BlowUp ones. This is a feeling, mind. I haven't tested it.

>Do any of the PD VS programs work with it?
I haven't tried any. Do you know of any good ones?

>If you switch the
>CPU and BUS back to 16MHz can you run Blowup?
Unfortunately, no. The hardware mods prevent this. You can still sue BlowUp with
the 25 and 32 MHz synchro, but as soon as you switch to external sync, things
go crazy. One of this days I must investigate if disconecting the video part of
SRC modification re-enables BlowUp.

P.S. While I don't use virtual resolutions much, I *L*O*V*E* BlowUps screen
saver (because it speeds the machine instead of slowing it down).

For those without BlowUp, check out Turbo Veille, a falcon screen blanker
available as t_veille on ftp.cnam.fr

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

3713. Looking for XR

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 11:21:09 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Nov23.112109.1518@cathy.ijs.si>
Source record: 176258

I am looking for Xavier Roche (sp?) author of turbo veille and Bird's wings.
None of the documentation I looked into lists where the author can be reached.

The reason I would like to reach him is I would like to translate the doc's
to t_veille to english so other people can use this great program.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

3714. Re: What is MAC SIMM for FALCON?

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 11:22:57 UTC
From: steve-j@teleport.com
Message-ID: <3av8mh$r9q@sandra.teleport.com>
Source record: 176256

In article <s925377.56.2ED1FD0C@mailserv.cuhk.hk>,
Malcolm <s925377@mailserv.cuhk.hk> wrote:

>I have just read from ST application (UK):
>
>Gasteiner Technologies have announced the immediate availability of a 14 Meg
>Ram card for the Falcon. I t uses a single 16 Meg Macintosh SIMM(although
>only 14 meg can be addressed on the Falcon) and fitsneslty inside the Falcon'
>s casing wihtout the need to cut the shielding. The Ram card cost uk pound
>499 but users can trade in their existing 4 meg memory module and get 100
>off the price.
>
>Does anyone know what is a MAC SIMM? Is it the 72 pins ram, the one also use
>for PC? Or is it the outdated 30pins simm?
>
>If it is the 72 pins, then things would be easier since one can get 72pins
>all arouind the world easily. And should be able to use in the future.

Yes, it is a 72-pin 16MB (4Mbit x 32/36) SIMM. There have been a few
Falcon030 RAM boards available for months that already will do that,
though, so Gasteiner's isn't the only one.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@teleport.com	their feet on anything with 'Welcome'
or steve-j@genie.geis.com	written on it." -- Andy Partridge

3715. Re: GIF viewer for Atari STF

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 11:26:04 UTC
From: steve-j@teleport.com
Message-ID: <3av8sc$rar@sandra.teleport.com>
Source record: 176227

In article <3atqgr$oi6@nippur.irb.hr>,
Neven Petrlik <npetrlik@public.srce.hr> wrote:

> I'm looking for GIF viewer for Atari STF (1M).
> I'm not content with software that i have for that:
> i've tried Photo Chrome 4 and Speed Of Light 3.0.
> Photo Chrome 4 gives a good picture quality, but he's
> slow (while processing) and not real time scrolling.
> (if the picture is bigger than 320x200 for full
> size (for example 720x480) i must pick a part
> of picture for processing .. slow ..
> Speed Of Light is a fast viewer, but has a bad
> scroller (real time) and lower quality ...
> but it's fast.
>
> So, i'm asking You if somewherexists GIF viewer
> with good quality picture and good scroller ?..

For a standard ST, SPEED OF LIGHT is about the best you're gonna
find for what you want.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@teleport.com	their feet on anything with 'Welcome'
or steve-j@genie.geis.com	written on it." -- Andy Partridge

3716. IMO & IMHO

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 11:30:52 UTC
From: ardoino@musical.fdn.org
Message-ID: <CzpxBG.CCx@musical.fdn.org>
Source record: 176228

```
d > It is just as powerful as Neo 4 IMHO and has a lot of nice
d > features.

I've search everywhere (even in a big text about slang on Internet), but I
can't understand the sense of 'IMO' or 'IMHO' I often read in this newsgroup.
Sure it can be very easy to understand, but if someone can help me and explain
what it is...

Thanks !

--------------------------
J.Jacques Ardoino (France)
ardoino@musical.fdn.org
--------------------------

... Practice safe HEX!
___ Mountain Reader II - #01234567
```

3717. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 11:30:55 UTC
From: steve-j@teleport.com
Message-ID: <3av95f$rbt@sandra.teleport.com>
Source record: 176286

In article <3au1fg$hoa@paul.rutgers.edu>,
Thomas Trauth <trauth@paul.rutgers.edu> wrote:

>There's a rumor on c.s.atari.adv that Atari has decided to
>drop out of the computer business for good. Since any info
>one gets from an advocacy group is suspect, I have decided
>to come here for confirmation.

It's SORTA true. Atari isn't bothering itself with computer stuff
right now while it's focusing on the Jaguar, but that doesn't mean
they won't get back into it in the future. That's about the most
positive way of looking at it (i.e. don't EXPECT anything computer-
related from Atari in the future!).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@teleport.com	their feet on anything with 'Welcome'
or steve-j@genie.geis.com	written on it." -- Andy Partridge

3718. Re: How connect 2.88 Mb drive to STE?

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 11:37:25 UTC
From: steve-j@teleport.com
Message-ID: <3av9hl$rdi@sandra.teleport.com>
Source record: 176290

In article <3aqjp3$k5i@ccnews.ke.sanet.sk>,
Jaroslav Kurimsky <freddy@ccsun.tuke.sk> wrote:

>Hi!
>What i must got to connect 2.88 Mb floppy disk to STE?
> THX

You need to make sure you have an AJAX floppy controller chip in
your STE, feed it a higher clock signal (I think it needs a 32MHz
clock for that), and then write your own software to format and
use the drive (unless someone already has done so). In other
words, it's probably not worth bothering with.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@teleport.com	their feet on anything with 'Welcome'
or steve-j@genie.geis.com	written on it." -- Andy Partridge

3719. Re: Looking for ADPCM .WAV player

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 11:40:14 UTC
From: steve-j@teleport.com
Message-ID: <3av9mu$rea@sandra.teleport.com>
Source record: 176291

In article <CznvtM.D2B@nntpa.cb.att.com>,
03172-gasteren <evgaster@hvsae01.ns-nl.att.com> wrote:

>I bought a world atlas cdrom. It contains loads of .WAV files. Most of
>the .WAV file players I have do not know how to deal with them. Only one
>managed to find out they were of the ADPCM type.
>
>Could anyone please point me to a .WAV sound file player that knows
>about the ADPCM type .WAV format and works on a Falcon. Pointers to a
>description of the format would also be appreciated.

I thought SAM did that? If not, 525 may be able to convert it --
the cryptic SOX program should be able to convert it almost for
sure!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@teleport.com	their feet on anything with 'Welcome'
or steve-j@genie.geis.com	written on it." -- Andy Partridge

3720. Help: mathematics on tt

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 11:50:43 UTC
From: yf16 <yf16@mailserv.uni-giessen.de>
Message-ID: <Pine.A32.3.91.941121183608.16081A-100000@felix.hrz.uni-giessen.de>
Source record: 176229

We study mathematics and search for
software being able to solve terms of statistics and numerical
math! It doesnït have to be public domain, just should cost below
200$. If anyone knows about such programs please call us.

Dani+Willi

Please use

yf16@mailserv.uni-giessen.de

3721. Help: 15" Monitor for high resolution on tt

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 12:04:11 UTC
From: yf16 <yf16@mailserv.uni-giessen.de>
Message-ID: <Pine.A32.3.91.941123125117.16990A-100000@felix.hrz.uni-giessen.de>
Source record: 176231

Hello
We are looking for a normal sized Monitor, wich can be connectet to an
Atari TT, using the TTL(?)Signal. It means monochrom, 1200x900 resolution
and frequenzy of 75 Hertz.

Dani+Willi

Please use

yf16@mailserv.uni-Giessen.de

3722. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 12:07:53 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3avbap$ctf@percy.cs.bham.ac.uk>
Source record: 176232

sjg@bilbo.ph.kcl.ac.uk (Simon Gornall) writes:
>In article <3aohke$hj1@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk
>(Rod McCall) writes:
>% Where can I get this 'fasttext' device?
>%
>% My existing text output is too slow for words.
>%
>% Rod
>
>Just compile with -DFASTTEXT (or FASTEXT, I'm not sure). It comes with.
>Ke
>kernel.
>
>You also need to set CON=FASTTEXT (or...) in mint.cnf. Try that first,`@
>aX@
>already be compiled in.

The main.c file hints that fasttext should not be enabled on a Falcon
although this comment may be out-of-date.

Anyway, Simon might have meant:
CON=U:\dev\fasttext

That's just a guess, I don't use it myself because I have a feeling it
does not apply when GEM is running, or when a graphic card is
installed.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3723. Atari Web Pages

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 12:14:24 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3avbn0$gbj@mserv1.dl.ac.uk>
Source record: 176233

```
Atari Web Pages Latest News
~~~~~ ~~~ ~~~~~ ~~~~~~ ~~~~

Version 1.0
~~~~~~~ ~~~

Date 22/11/92
~~~~ ~~~~~~~~

by

Mark Stephen Smith
~~~~ ~~~~~~~ ~~~~~

================================================================================

Foreword
~~~~~~~~

Hello and welcome to the first news item on the Atari Web pages. This document
will describe the Atari Web pages as provided by Mark Stephen Smith and will
inlcude a list of the latest updates for the month. Each month I hope to update
this text with the very latest additions and news on the Atari Web pages.

Hopefully these pages will provide an invaluable service to their users, but
they are still at an early stage and developing all the time. As such any
feedback and support you may have for these pages is more than welcome, it is
infact encouraged. The more input I get from its users the better, as then I
will know what is good and bad about these pages and can change them
approproately in the hope of increasing their value to their readers.

Now on with the show.

================================================================================

What are the Atari Web pages?
~~~~ ~~~ ~~~ ~~~~~ ~~~ ~~~~~

These are a collection of pages covering all formats of the Atari. In these
pages may be found the latest news, reviews, software for downloading, and
various other information and links to other places of interest to Atari users.

I have tried to make the structure of these pages easy to follow and as
intuitive as possible but there is still a lot of work to be done yet.

================================================================================

How do I access them and what is the Web?
~~~ ~~ ~ ~~~~~~ ~~~~ ~~~ ~~~~ ~~ ~~~ ~~~
```

First of all I shall look at what the Web is or to use its full name the World Wide Web. The Web is new way of accessing the Internet, unlike previous methods where you were required to enter commands into the program you were using the Web uses a more user driven method of getting around the Internet. This method is much more graphical than former methods and as such is much easier to get to grips with.

When using a Web browser (the name given to a program used to access Web pages) the control method usually consists of a point and click operation. A Web page will consist of text and graphics which are sometimes highlighted in some way to indicate that they are selectable and link to more information or a particular piece of data.

Such a link is reffered to as a hyperlink. In fact the whole system is a variation on hypertext and uses a script to create each page. Each script is written to a HTML (HyperText Markup Language) standard which contains the main body of text in the page and a few command tags for the browser as to how to format the page and what to do with links, etc.

Web pages may contain text, graphics, sounds, and animations, although the later two are normally supported through external software. It is also possible using the Web to gain access to newsgroups, ftp sites, and gopher services all through the one program. As such this makes this a very powerful tool for Internet access, and coupled with its ease of use this has suddenly became the big thing in the recent Internet explosion into the media.

Browsers can handle all properly written HTML scripts but may vary in operation when scripts are incorrect or contain mistakes. Browsers can be divided into to distinct types, graphical and text only. Popular graphical browsers include NCSA's Mosaic and the recent new browser NetScape. On the text side Lynx is the most popular textual browser (NOTE: text browsers don't show any form of graphics).

To access the Web you must either use one of the above mentioned browsers on a machine such as a Sun, PC or Mactintosh, or if you want to access it via your Atari you will need a copy of the Lynx browser as unfortunately there aren't any graphical browsers YET for the Atari.

Next month I will give full details on how to access the Web using the Atari.

==========

Where do I find the Atari Web page?
~~~~~ ~~ ~ ~~~~ ~~~ ~~~~~ ~~~ ~~~~

From your Web browser choose to open URL and enter the following address:

http://www.dl.ac.uk/MISC/ATARI/atari.html

If you can store a hotlist of addresses or something similar on your browser then it may be worth including this address for quick access in the future.

Once you've done that you should see my main page so I hope you enjoy it, and don't forget to write with your thoughts.
~~~~~

==========

What you will find in the Web pages every month.
~~~~ ~~~ ~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~ ~~~~~ ~~~~~

From the main menu you have several links available to you, some under miscellaneous and others specific to a particular machine, or collection of machines. First I will look at what will be in the Miscellaneous section.

****

Atari Related links, Documents, FAQ's and Newsletters
~~~~~ ~~~~~~~ ~~~~~ ~~~~~~~~~ ~~~~~ ~~~ ~~~~~~~~~~

First in the list are "Atari Related Links", these links are to other sources of Atari information or data (such as files, etc.).

There is a link to many of the major Atari holding FTP sites on the Internet. Links to several Web pages by different people on the Atari. This will grow as worthwhile sites come up. At the moment you can visit:

- HENSA to download Atari files (Moderated by Denesh Bhabuta)
- ZFC's Atari Pages by Annius V. Groenink. This has links to various Atari related places, along with talk of his own work on Edith and his new Drive U Project. Annius is also working on a version of the Mosaic browser for the Atari and the best of luck goes to him on that.
- Christer Gustavsson's Atari Gem Programmers Page. Very useful information for programmers grapling with Gem and the operating system. Also offers help via his questions answers page. Some links can be found to Atari related places.
- CAIN Atari Pages. CAIN is the Central Atari Information Network and they create a newsletter which is updately monthly on all things new to do with the Atari. There are also links available here.
- Martin Maisey's Atari Pages. Contains information (downloadable) on programs written by himself for the Atari. Again there are links to other Atari places.

This section has one or two more candidates for the near future when more work has been done on the owners pages.

Documents
~~~~~~~~~

Useful documents will appear in here. At the moment there is:

- Atari FTP List by Hallvard Tangeraas (essential for the latest news on who provides Atari FTP sites). This is updated in theses pages almost as soon as Hallvard changes it.
- Atari TOS Desktop Survival Kit by Thomas J Hopper. An essential guide to getting the most out of your DESKTOP.INF and NEWSDESK.INF files.
- Recommended list of software for the Atari by Denesh Bhabuta. List compiled by Denesh for me of his best software for the Atari (updates coming soon). Mostly PD and Shareware, this list contains links to download most of the software mentioned.
- Information on picture formats by Dave Bagget. Lots of information on the format of different picture files for the Atari.
~~~~~~~~~

FAQ's (Frequently Asked Questions)
~~~~~ ~~~~~~~~~~ ~~~~~ ~~~~~~~~~

Useful FAQ's will appear here. At the moment there is:

- Atari ST SLIP FAQ. This is a guide to connecting your Atari to a network. All you want to know about networks and the Atari.
- Atari CD FAQ. Information on getting and using CD's on the Atari. Regular updates to this can be found in my pages.
- GDOS FAQ by Gerd Castan. Got a question on GDOS then this is the place to look.

Newsletters
~~~~~~~~~~~

Although there may be more to come the following newsletters are updated promptly as I receive them:

- CAIN Newsletter containing the latest Atari news.
- HENSA Newsletter containing the latest updates to the HENSA Atari archive.

****

Questions and Answers
~~~~~~~~~ ~~~ ~~~~~~~

Submit your questions to here and get them included in this page. Answers are open to anyone who has something valid to say, and help is provided to me on Programming and Music questions by several knowledgeable sources. Please support this section, only by your interaction and questions will it survive. All answers are included in this page for anyone else with the same question and answers are also sent back to the person who submitted the question for those without Web access.

If you feel you have an expertise in a particular area concerning the Atari and would be willing to answer questions on that area when and if I submitted them to you, then please let me know and you can join the team. Programming and Music are fairly well covered and I can cover Graphics programs, help with Technical questions would be appreciated.

****

Reviews
~~~~~~~

Here I hope to include reviews of Atari products both new an old. So far I have the following reviews:

- Kobold review by Andy Curtis (ST Format)
- Flash 2 review by Frank Charlton (ST Format)

There are several reviews on the way by the above mentioned people aswell as some by myself (waiting to get hold of Apex Media for the Falcon). This section should hopefully include around ten or more reviews by Christmas.

Again if you feel you would like to submit reviews for inclusion then please write to me. Please note these pages don't include Lynx and Jaguar Reviews, as they are contained within their own pages.

****

Updates and Information on these Web Pages
~~~~~~~ ~~~ ~~~~~~~~~~ ~~ ~~~~~ ~~~ ~~~~~

All updates and news on the Atari Web pages goes in here. Previews of whats to come soon are included and new items or updates to the pages are listed according to date with the most recent being first. Most updates contain links to the new material for instant access.

Other things to be found in here are the number of accesses to the Atari pages. At the moment this is out of date, but I hope soon to have this updated on either a monthly or even weekly basis.

****

This now concludes the Miscellaneous section. Now onto the Other Pages. These pages are specific to a particular machine, or collection of machines. These are going to go through some major changes and you can expect a fair number of changes to be made to these in the next month or so.

****

Falcon Page
~~~~~~ ~~~~

This will contain information and files relevant to the Atari Falcon, currently this page is divided into the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

In here expect to see any news or previews that come my way, whether they be small descriptions or full features with pictures. At the moment there is:

- Apex News. This contains some information I got on Apex Media for the Falcon when I spoke to Douglas Little on the phone a few weeks back. Not very detailed unfortunately, but I'm waiting on my copy of Apex to give a full review so expect that to be rectified soon.
- Dextrous News. Small description of some of the features of Dextrous with a picture. Only at an early stage of development, if I hear more it will go in here.
- Towers II : Plight of the Stargazer. Pictures and description of this great looking Falcon only sequel to Towers. Expect the demo soon.
- Newsletters from HENSA on Falcon section of archive.

Misc
~~~~

Miscellaneous information on the Falcon, including:

- Falcon Demo FAQ. List of Demos for the Falcon, including some form of information on each.
- Compatibility list of games with Falcon.
- Compatibility list of applications with Falcon.

New Software
~~~ ~~~~~~~~

The latest Falcon/enhanced software available for download. Major revisions to be done with updates here. At the moment the following software is included, with more to come:

- Play MPEG v0.68 by M.D.Griffths (shareware)
- Speed of Light v3.5 (shareware picture viewer)
- FOG issue 6 diskmagazine for Falcon
- Scape a planetary landsacpe generator.
- Digital Tracker demo of commercial version.
- Obsession 1 level demo.

Other software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth using on the Falcon.

- Backward v2.52. For compatibility with the ST. Please send any versions which are newer than this.
- MultiBlow. Configurable overscan utility.
- Starball. Excellent pinball game (Falcon enhanced).
- Berzerk. Excellent version of Berzerk (Faster on Falcon).

****

Atari ST/STE/TT/Mega STE Page
~~~~~ ~~~~~~~~~~~~~~~~~ ~~~~

This will contain information and files relevant to all the above mentioned Atari formats, currently this page is divided into the following areas:

News
~~~~

In here expect to see any news or previews that come my way, whether they are small descriptions or full features with pictures. At the moment there is:

- Newsletters from HENSA on TOS section of archive.

New Software
~~~ ~~~~~~~~

The latest (most recent versions) software available for download. Major revisions to be done with updates. At the moment the following software is included, with lots more to come:

- Speed of Light v3.5 (shareware picture viewer).
- ST Zip v2.6. Latest version of ST Zip.
- Obsession demo. 1 level of this great pinball game.
~~~

Other Software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth having on the Atari.

- Ozone. Good platform/puzzler.
- Starball. Excellent pinball game.
- Berzerk. Excellent version of Berzerk.

****

Lynx Page
~~~~ ~~~~

All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News
~~~~

News on the Lynx and related material. At the moment there is:

- Lynx Summer Steal Deal Extended to the Fall. News of price reductions for a limited period.

Reviews
~~~~~~~

Reviews for just about every Lynx game ever released will appear in here. All reviews are by Robert Jung. At the moment the following reviews are included:

APB Awesome Golf Baseball Heroes
Batman Returns Basket Brawl Bill and Ted's
BlockOut BattleWheels Blue Lightning
California Games Checkered Flag Chip's Challenge
Crystal Mines II Dino Olympics Dirty Larry:Renegade Cop
Dracula the Undead Double Dragon Desert Strike
Electro Cop European Soccer Chal. Ultimate Chess Chal.
Gauntlet:3rd Encounter Gordo 106 Hard Driven'
Hockey Hydra Ishido : Way of Stones
Jimmy Conners' Tennis Joust

Other Lynx Stuff
~~~~~ ~~~~ ~~~~~

Other items of interest to Lynx owners. At the moment there is the following:

- Lynx FAQ

New Software Anouncement
~~~ ~~~~~~~~ ~~~~~~~~~~~

Currently holds news of Bouble Trouble and Super Off-Road for the Lynx. Expect reviews soon.

****

Jaguar Page
~~~~~~ ~~~~

All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

All the latest news and preview information I can find related to the Jaguar. Although empty at the moment expect this to fill up very soon (lots to come).

Reviews
~~~~~~~

A collection of reviews from different sources, hopefully I will be contributing more to this section myself. Reviews so far include:

Aliens versus Predator Raiden Tempest 2000
Cybermorph

There are many more reviews to come.

Other Jaguar Stuff
~~~~~ ~~~~~~ ~~~~~

Miscellaneous information on the Jaguar. Information included presently is:

- Jaguar FAQ
- Raiden Tips
- Jaguar Game Cheats
- Kasumi Ninja FAQ
- Ultra Vortex FAQ

Other Jaguar Pages
~~~~~ ~~~~~~ ~~~~~

Other pages specific to the Jaguar included in here. Currently there is:

- Atari Jaguar Homepage by Nils Jacobsen

There are others that will be included, some containing more recent news, but the one above is the most organised and intuitive one I've came across.

****

8 Bit Atari Page by Ivo van Poorten
~ ~~~ ~~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~~~

Not maintained by me these pages cover the 8 bit formats of Atari machines and are very comprehensive. Nearly everything you could hope to find is contained within these pages.

****

What to expect in the future
~~~~ ~~ ~~~~~~ ~~ ~~~ ~~~~~~

Some structural changes are likely to appear in the next months. I will be introducing an announcements page where you can tell the World of anything you have to announce. Please send news of updates to your programs, Atari stuff for sale, and any other Atari announcements here (NOTE : Commercial companies should send information on products to be included in here and in the news sections).

Also coming soon will be a monthly editorial. In this I will try and sum up the month past and to give my opinions on how I saw things for Atari at that time. Hopefully I will be able to look back over many good developments in my pages and summarise them as they happened.

There is an outside possibility of starting a programmers and MIDI section in these pages but this is as yet undecided. I will judge whether or not to do this based on the kind of response I have. I do not want to repeat any of the good work done in these fields however by other Web page writers such as Christer Gustavsson.

More support is needed for the questions and answers pages, although initially successfull people just stopped posting their questions. Although the odd one is still coming and answers are still forthcoming. Please support this, it is of benefit to anyone who uses it.

The Jaguar section should have a lot more news, pictures and reviews in the future. I now own a Jaguar and will soon be writing a review for Aliens vs Predator. I have tracked down a fair bit of news and am in contact with a few companies now and hope to get news from them on there products.

Extra pictures will appear due to my recent access to a colour scanner, enabling me to scan the latest pictures before the exist elsewhere on the Internet. I also hope to slowly get all the maps for AvP into these pages somehow?

Both the ST and Falcon sections should contain much more news in the future, along with more of the best PD/Shareware, and PD/Shareware reviews. I should have several demos hopefully in the near future for games coming out on these formats.

The Lynx section is to continue to get reviews and I will update the news as and when I get it.

Expect more links to Atari related pages in the future, aswell as links to all the Atari related newsgroups. There will be more newsletters, documents, updates to the FAQ's, I hope to include AEO soon also.

Expect further reviews from Andy and Frank, along with myself (watch out for the Apex Media review). Hopefully I can include more screenshots, and do a few program tutorials.

Last but not least, after Christmas I may set up a feedback page, where you can send your feedback via a Web form. Until then please write with your ideas, critisms, comments, submissions (software, news, reviews, questions, etc), to me and don't forget that I am now the official maintainer of the Atari FTP list originally by Hallvard Tangeraas. All updates to this list should now be sent to me.

Thank you and see you with the updates to these pages next month!

++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.dl.ac.uk/MISC/ATARI/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creater and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

3724. Need Help for STPascal+

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 13:11:51 UTC
From: anker@stud.uni-sb.de
Message-ID: <3avf2n$afn@stud.uni-sb.de>
Source record: 176237

Hi there!

I have problems including libraries into Pascal executables. How can
I link pastrix to my source codes???
Can anybody send me a source code?
(I work with ST Pascal Plus ver2, quite old, I know, but where is something
new???)
Besides, I'd Like to know if there is a Borland-compatible Compiler for the
ST.

My eMail-address is anker@stud.uni-sb.de

Andreas.

3725. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 13:35:10 UTC
From: Matija.Grabnar@ijs.si
Message-ID: <1994Nov23.133510.1520@cathy.ijs.si>
Source record: 176255

In article <3ad6an$r16@mercury.dur.ac.uk>,
M J Maisey <M.J.Maisey@durham.ac.uk> wrote:
>When MiNT 1.11 is released in binary form (very soon) it will work with
>the ROM AES, apparently even with memory protection switched on.
Well, I don't know about version 1.11, but something called MiNT 1.12
(yes, one-twelve) has appeared on several of the major ftp servers.
The three archives contain source, docs and BINARIES.

I tried it, and somehow it _seems_ considerably faster than the old MiNTs,
but that could be because I haven't run it for so long.
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

3726. Re: Falcon Game Switch - help!

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 14:12:17 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3avik1$6p3@bs33n.staffs.ac.uk>
Source record: 176239

Dan Ackerman (baldrick@terminator.rs.itd.umich.edu) wrote:

: re. SWITCH

: It's RGB only. Pretty nice game though. Have you tried mine yet?
^^^^^^^^^^^^^^^^^^^^^^^^

Which is???????

Richard Davey
Falcon Owners Group (UK)

3727. MicroProse Grand Prix for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 14:18:05 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3aviut$6p3@bs33n.staffs.ac.uk>
Source record: 176259

Someone was supposed to be contacting me about buying this but never did in the end, so its still available for 20 quid including postage, refund available if it doesn't work on your set-up. Oh and its original of course, boxed, manuals the lot.

You must be in the UK though, I ain't shipping abroad, sorry.

Richard

3728. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 14:20:48 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3avj40$6p3@bs33n.staffs.ac.uk>
Source record: 176297

What is your little comp person called? Mine was Franklin, he was dead cute and a piano master! :)

I think you have to ask him to do things, ie PLEASE WATCH TV etc...
You can get him to write you letters, just ask him, but remember to put the PLEASE on there. Also press the CONTROL and various keys and you can deliver stuff to him, food, records, post etc... and make his phone ring, when he sits down to answer it you can tickle him - no, really you can!!

:-)

Aaaah nostalgia

Richard Davey

3729. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 14:22:35 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3avj7b$6p3@bs33n.staffs.ac.uk>
Source record: 176300

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: Obsession is a poor mans Pinball Dreams, Starball does not try to be Pinball
: Dreams and since Pinball Dreams is now out on the Falcon then the death
: of Obsession will be quick!

: Griff
: --

You can't say that Griff as you have not seen the FALCON version of
Obsession. And what about all those STE owners who want a pinball game?
Dreams won't be for them, hence they buy Obsession.

Richard Davey

3730. freely distributable desktop for MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 14:25:35 UTC
From: ksinner@solaria.mil.wi.us
Message-ID: <ksinner.785600672@solaria.mil.wi.us>
Source record: 176108

Is there a freely redistributable (freeware or shareware) desktop
that can sit on top of MiNT and provide multi-tasking benefits?

3731. Re: Falcon Game Switch - help!

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 14:29:05 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3avjjh$h88@terminator.rs.itd.umich.edu>
Source record: 176292

>Dan Ackerman (baldrick@terminator.rs.itd.umich.edu) wrote:

>: re. SWITCH

>: It's RGB only. Pretty nice game though. Have you tried mine yet?
^^^^^^^^^^^^^^^^^^^^^^^^

>Which is???????

>Richard Davey
>Falcon Owners Group (UK)

Sorry that does look confusing. I wan't talking about any of my
own programs but the falcon game Mine, it's up on cnam and I think
a.a.u.e., It's VGA compatible.

Dan Ackerman
aka. baldrick@terminator.rs.itd.umich.edu

3732. Kobold

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 14:50:53 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <Czq6Ku.232@freenet.carleton.ca>
Source record: 176266

Has anyone used Kobold yet? Will it significantly improve file operations even if you are not using MagiC? Can it run in conjunction with Neodesk, Geneva, regular TOS 2.05 or Multitos? Is it worth buying? Thanks!

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

3733. Hensa logo

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 14:57:54 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3avl9i$712@bs33n.staffs.ac.uk>
Source record: 176241

Don't you all think the Lancaster University logo on the Hensa web pages looks remarkably like a Fuji logo on acid? X-)

Richard Davey

3734. Re: TOS 1.62 -> TOS 2?

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 15:22:31 UTC
From: dba@jet.uk
Message-ID: <1994Nov23.152231.17489@jet.uk>
Source record: 176243

In <199411202329.a36051@m4.maus.de> Peter_Missel@m4.maus.de (Peter Missel) writes:

>>|> _ALL_ STEs have two-chip TOS ROMs located at $E00000 and can all be
>>upgraded
>>to
>>|> TOS 2.06 by replacing the ROM chips and flipping two jumper wires.
>>|>
>>|> bye, Peter
>>
>>Could someone tell me what jumper wires that sould be flipped, please...

>They are located close to the ROM chips. They are zero ohm resistors standing
>upright, with the wire coming out of the upper end soldered down directly
>beside it. On the other side of the resistor, there is a free solder pad.
>Remove the wire from its position and solder it to the previously free one.

TOS ROMS

ATARI STE (Tos 1.6, 1.62, 2.06)
These have 32 pin I/C holders.

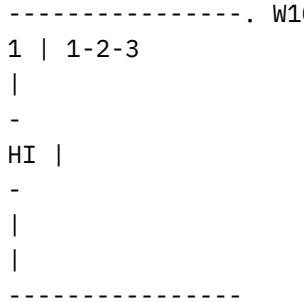
My 1.6 and 2.06 tos versions were both the same type (32 pin type 27C010A)
Here follows the jumper settings for other ROM/EPROM types:
From the STE Computer Field Service Manual (C302481-001 REV A Aug 91)

ROM Jumper settings:

ROM/EPROM Part type W102 W103 W104
27256 Don't care 1 and 2 N/C
27512 2 and 3 2 and 3 N/C
571001/27C1000/531000 2 and 3 2 and 3 2 and 3 (the default setting)
27010/571000/27C1001 1 and 2 2 and 3 1 and 2

The jumpers are located next to the HI eprom

W104 W103
1-2-3 1-2-3



regards
--
_. ._____. ._____
_| |___. .__. ._____. ._____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3735. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 15:28:42 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <2ed3608e@p1.f20.n2000.z242.fidonet.org>
Source record: 176124

...message from Tommy Jonaeson to whitbeck.ncl.ac.uk :

TJ> I'm a coder, and I know very well what is hard to do, and what is
TJ> easy to do, and there is _NO_ doubt whatsoever that OBSESSION is the
TJ> better game.

Obsession may be the better game as long as it wants - it doesn't run at all on
my TT, whereas Starball does.

(Not that I usually use my TT as a games machine; I have a 486 for that task -
but it's nice to have sort of a distraction without having to plug the monitor
to another machine.)

/\|ex.
ab@traveller.fido.de

3736. Re: Ataris!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 15:33:00 UTC
From: Gerrit_Meyer@ol2.maus.de
Message-ID: <199411231733.a4354@ol2.maus.de>
Source record: 176117

Iain Bennett wrote:

IB>Is there any chance of upgrading TOS or any chips so maybe we could
IB>get it
IB>up to STe specs?

No, it's Im-Po-Ssi-Ble !

Best regards,

Gerrit

(Do _never_ send me anything but mails <16Kb !!!!)

3737. Re: vt-100 emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 15:53:28 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3avoho$ntv@mailer.fsu.edu>
Source record: 176247

System Admin (bseburn@vaxxine.com) wrote:
> ... anyway I use Freeze Dried in ANSI mode on a Internet
> system that is set to vt-100.. I have only one very small problem,
> and that is Gopher.. its puts a "B" in front of everything, still
> works just fine, just has the "B" there. Other then that everything
> works to perfection!

It is likely that if you set your TERM environment variable to ansi (as opposed to vt100), this problem will go away. On a UNIX system, this is often done in .login or .profile in your home directory (setenv TERM ansi). After doing this, FZT should work with no bobbles, but you won't get some of the nifty text attributes that vt100 has (underlining, etc.). This is a relatively small loss.

The "B" that you are seeing is probably part of a vt100 control sequence that is not supported or different in ansi. Thus, if you tell the other end to speak only in "ansi" language (via the terminal variable), you should not have this problem.

While it is quite true that vt100 is the vastly prefered terminal type to emulate for UNIX modeming, just about any UNIX system will support many other types of terminal emulations. Take a look at /etc/termcap (or the equivalent on your system), there should be hundreds of entries for various types of terminals. Some terminals have more capabilities than others (various text attributes, for example). In many cases, vt100 is the "default" terminal type, because it is so popular (for example, many login scripts will try to figure out what kind of terminal you are really on, and default to vt100 if they cannot). Telling a UNIX system that you have something other than vt100 is relatively easy, and can be automated as described above.

So, basically, if FZT or other non-vt100 program is your favorite, you can set things up so that it works just as intended on virtually all UNIX systems, with the only loss being some fancy text attributes (man pages don't look as nice, for example, due to lack of underlining). Most important, you can eliminate any weird garbage that incorrect terminal types will produce.

Hope that helps.

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****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

3738. A few News

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 16:00:23 UTC
From: iagaw@cluster1.urz.uni-halle.de
Message-ID: <9411231600.AA36528@cluster1.urz.uni-halle.de>
Source record: 176248

This week the first issue from a new german Atari-Mag came out, and
there were some interesting news.
1) The Eagle is available soon.
Specs: 68040 with 32/64 Mhz, ACSI,SCSI,parallel,LAN,VME,Midi-Ports;
up to 14 MB ST-RAM, and 256 MB Fast-RAM; price 3498 DM.
Later a 68060-version will come out.
2) 4 new Atari-CD's will come out soon.
3) It is quite possible that Atari will be at CEBIT-95;
4) they had some kind of "rumour-page" in the magazine, and there
they were talking about a new Atari-computer called "Milan"

3739. Re: Undeleting program

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 16:14:44 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3avppk$ntv@mailer.fsu.edu>
Source record: 176276

Adrian Bridgett (apb25@cam.ac.uk) wrote:
> Does anyone know of a good undeleting program:
> -fast
> -works with 32MB paritions
> -works with BGM partitions
> -can undelete folders
>
> I am using "undelete" which comes with KnifeST
> but it is horrendously slow and cannot undelete
> folders. Neither am I sure that it works on
> 32MB partitions.

IMHO, the best package for this kind of thing is Diamond Edge. It can do two kinds of undeletes (either of which meet your requirements above, except perhaps "fast", as that is a relative term). The first is a standard FAT table undelete, where some clusters may have to be reconstructed. The second (mirror undelete) is essentially the same, but has a bit of help. Edge comes with a program called Diamond Mirror, which is very similar to Norton Image. It is an auto folder program that will save your current FAT table and directory sector entries for your partitions into small files (this is quite fast, about 3 seconds for my 5 partitions). You can tell it to do so on every boot, once a day, or once a week, for whatever partitions you desire. Anyway, if you delete a file, and it happened since the last "mirror" of that partition, you are guaranteed to be able to find all clusters that had to do with that file, due to the information the mirror program saved (of course, if you have used any of those clusters since the delete, you still have a problem, but that is true in all cases). So, it is a standard undelete with a bit of help :-). The idea is that Mirror undeletes have a higher chance of success than regular deletes.

Diamond Edge is a great package, I recommend it highly. In addition to undeletes, it has extensive ability to fix damaged disks, guard against disaster (saving critical info into small files on a floppy, which can be used to quickly recover from a partition or bootsector corruption), optimized (defraggment) your partitions, make incredibly fast partition-to-partition copies, partition and surface scan disks, etc. etc. It is about as close to the Norton style PC/Mac utilities as does exist on the ST/TT/Falcon, and appears to be rock-solid. Anyone who has valuble info on their hard drive should own this package, IMHO.

I am in no way connected with Diamond Edge (Oregon Research), other than as a satisfied customer.

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* Mickey Boyd * Office Phone: (904)644-7167 *
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* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

3740. Re: HELP Captain Blood

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 16:22:11 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CzqAsz.3x1@exeter.ac.uk>
Source record: 176249

In article <pE8UNKB.mindbomb_bbs@delphi.com> Ansy Maccallum <mindbomb_bbs@delphi.com>
writes:

> (not knowing which race to trust) and end up zapping planets, I love the
> psycadelic effects <g>.

Yep, that hyperspace effect is the best I've seen in any game...

> Ya think ANYONE has gotten anywhere meaningful except the programmers?

:) I finished it.

Big hint - make friends with a Buggol (code friend friend)
Then you can ask him anything and he will tell you...
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

3741. Re: Virtual Ram on a Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 16:24:16 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CzqAwG.43A@exeter.ac.uk>
Source record: 176272

In article <seimet.785439031@acp5> seimet@chemie.uni-kl.de (Uwe Seimet) writes:

> >Thanks, I'll grab that version and see if it's any better... :)

> If there are any problems send me an email. (There should be no problem at
> all because it simply works as it is supposed to be.)

:) Yep I've been giving the 3.3 demo a hammering and it seems to be very
stable.
Is there an English version available?
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

3742. Re: Buying a printer(which?)

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 16:33:42 UTC
From: bign@iac.net
Message-ID: <3avqt6$npl@great-miami.iac.net>
Source record: 176250

Jeff Heeney (ao613@FreeNet.Carleton.CA) wrote:

: I copied out the printer configurations available in my Wordwriter Program,
: but am nervous about picking up a printer that doesn't match these
: configurations exactly. (company and item #)

The printer configs in Wordwriter are easy to edit for most printers but too limited for most modern printers. Still one can embed printer codes in documents but WordWriter doesn't support templates so that could be a problem to do over and over. Personally, I upgraded to That's Write 2 (then 3) and haven't regretted the expenditure ($179 US) [Plug: You can use Speedo Fonts without buying Speedo 'cause its built-in to That's Write!].

: What's the important thing to remember to make sure the printer will be
: atari compatible? I don't expect the sales people in some of the Toronto
: computer stores to know the difference.

To my knowledge, any printer capable of Epson or IBM emulations will work fine on an Atari. Of course others will as well if you have an appropriate driver. I've got a Citizen GSX-130 (24 pin) (<$200 US)

--
Bign@iac.net is Todd Hogarth

Finger for Modem Sale Info

3743. Lyster address for Olaf Kaiser

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 16:40:33 UTC
From: alfasoldt@aol.com
Message-ID: <3avra1$48t@newsbf01.news.aol.com>
Source record: 176251

Olaf Kaiser, here's Stu Lyster's address: s.lyster@genie.geis.com

Al

3744. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 16:53:18 UTC
From: sa314@utb.shv.hb.se
Message-ID: <sa314.6.2ED3737E@utb.shv.hb.se>
Source record: 176252

In article <3atpjl$2sn@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>From: cm3hirjd@bs47c.staffs.ac.uk (Requiem)
>Subject: Re: Obsession vs. Starball
>Date: 22 Nov 1994 21:59:17 GMT

>Christer Melander (sa314@utb.shv.hb.se) wrote:
>: We all have dreams.....

>But the chances of having pinball dreams are rather slim.
>At least we can all be Obsessed :)

>Richard Davey
>Falcon Owners Group (UK)
>--
>email here is hit and miss!
>or: requiem@armory.com

I didnt mean that we all have pinball dreams. Just that we all have wait for
falcon games to appear, but they never do... :(

3745. Re: Best simms for STE upgrade?

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 16:53:40 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3avs2k$ntv@mailer.fsu.edu>
Source record: 176253

Walter Hellman (hellman@teleport.com) wrote:
> What simms are needed to take a 1 meg STE to 4 meg?

30 pin, 8 or 9 bit 1mb SIMMs, at least 150ns or less (you would find it hard to find any SIMMs that are slower than 120ns or so, so that last part is easy).

> Is there anything
> special about the installation?

Absolutely easy. See below.

> Is there any software follow-up needed?

If you want to use a 2.5mb configuration (two 1mb SIMMs, two 256k SIMMs), then there is a special order the SIMMs must be plugged in, plus you need a small auto folder program to fix an MMU bug. The program is called SIMM FIX, and is available on atari.archive.umich.edu in /Utilities/Tosfixes, or perhaps /Ste. The text file that comes with it should describe the ordering.

My suggestion would be to just jump right to 4mb. You just fill all available slots with 1mb SIMMs and you are done, no hassle.

> Does anyone know of on-line instructions for the upgrade posted
> anywhere?

1. Unscrew the screws on the outer edge of your case, except for the three that hold the floppy drive on. As you do each screw, note if it is a long one or a short one (I wrote a little "L" or "S" next to each screw hole as I did it). I think all the external ones are long, but this is a good idea in any case. The ones that hold the floppy in are really long (about 1" or so), so you'll know if you hit one of them by mistake. Use tweezers to remove the screws one at a time, don't flip the machine over and shake (you will be cured of this urge after loosing your 100'th screw or so :-).

2. Flip machine over (it was upside down for the above step, of course). Remove top of case (rotate it off the floppy drive front face. Locate keyboard connector plug, unplug it, and lay keyboard to side (you can also just rotate it out of the way, though if you knock it off the table it has a greater potential for damage). You cannot plug the keyboard in the wrong way, so no worries.

3. From the front, centered and slightly to the left on the big metal heat shield inside the computer, you will see a small metal plate held on with short screws (remember to note the length of them and put them back in the same holes latere). Remove this plate, and you will see your existing SIMMs. I think it is right in front of the power supply. There is only one such plate, so you cannot miss it. You will see your existing

SIMMs.

4. SIMMs have a hole on each side of them, and the SIMM sockets have small plastic fingers that slip into these hole to secure the SIMMs. Using a small pointed tool, carefully push the fingers out of the holes and tip the SIMMS back for removal. You must start with the rearmost SIMM, because they only top one way. The side with the chips on it is "front", for SIMM orientation. After they have been tipped back enough, they just pull straight out at the same angle to which they are tipped. Before you pull one out, note how deep it is in the socket. This will help you judge your insertion depth (no jokes, please) in step 5.

5. Insert your new SIMMs, in the tipped-back position. Here is where a lot of folks have problems: Make sure you push them down fully into the socket while in the tipped-back position. You should hear them "crunch" a bit as the 30 pads on the SIMM make contact with the little feelers in the bottom of the socket. Note that you must insert the SIMMs in the reverse order you took them out.

6. Rotate the SIMM into the upright position, until the little fingers click into the holes.

That's it! Don't be a goober and put the rearmost SIMM in first (which prevents you from inserting the other ones, I always seem to do this :-).

Also, the only time I use a static wrist cable is with memory installations. With SIMMs, you can just be careful and avoid touching any of the pads on the bottom. Memory is quite static sensitive, so handle them carefully (SIMMs are much easier to deal with than chips, hence their popularity).

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* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

3746. Re: SoftPC - PC emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 16:54:28 UTC
From: sa314@utb.shv.hb.se
Message-ID: <sa314.7.2ED373C4@utb.shv.hb.se>
Source record: 176254

In article <3ar650$kco@nippur.irb.hr> npetrlik@public.srce.hr (Neven Petrlik) writes:
>From: npetrlik@public.srce.hr (Neven Petrlik)
>Subject: SoftPC - PC emulator
>Date: 21 Nov 1994 22:14:56 GMT

> Hi !

> I've heard about the new unreleased PC software emulator
> called SoftPC. He's available on some Atari BBS's
> (which ones - i don't know).
> Can anybody download him from BBS and put it
> on some ftp site ?

Not very legal i think.....

3747. Re: To Requiem

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 18:31:20 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EKXSCIUQUp@dksoft.ping.dk>
Source record: 176284

In <3atdu5$23l@bs33n.staffs.ac.uk> Requiem wrote :

>laurent sallafranque (sallafra@col.bsf.alcatel.fr) wrote:
>: Laurent (Thadoss/DUNE) here,
>: I've tried to contact you by Email, but there's a problem, could you join me please ?
>: Thank you
>: Laurent Sallafranque,
>: sallafra@col.bsf.alcatel.fr
>
>I'll try, but email here is notoriously bad, sorry :(
>
>Richard Davey
>Falcon Owners Group (UK)
>--
>email here is hit and miss!
>or: requiem@armory.com
>

I wonder why.. This is a report i got from you system you connect to:

From armory.com!mmdf Wed Nov 19 23:05:17 1994
Received: from dkuug by ic1.ic.dk with UUCP id AA20646
(5.65c8/IDA-1.4.4j for Kim@dksoft.ping.dk); Sun, 20 Nov 1994 16:57:26 +0100
Received: from deepthought.armory.com by ns.dknet.dk with SMTP id AA10236
(5.65c8/IDA-1.4.4j for <Kim@dksoft.ping.dk>); Sun, 20 Nov 1994 16:53:55 +0100
From: deepthought MMDF Mail System <mmdf@armory.com>
Date: Sun, 20 Nov 94 7:05:17 PST
To: Kim@dksoft.ping.dk
Subject: Re: FOG
Message-Id: <9411200705.aa16399@deepthought.armory.com>
X-Charset: ISO_8859-1
X-Char-Esc: 29

Your message (id <EKUPECUQUp@dksoft.ping.dk>)
was received on deepthought.armory.com by the following
users, or their agents:

requiem

As you can see, i tried e-mail you (I've tried many times now). And the
system you connect to do receive the messages.

Your move!

Kim

--

```
/-------------------------------------------------------------------------\
-/-------------------------------------------------------------------------\-
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
| The scandinavian board when you | 5 Atari computers including a Falcon. |
| have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
| CD-Roms online Free download limit.| Many years of experiences. |
-\-------------------------------------------------------------------------/-
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```

3748. My WWW page

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 18:51:36 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Nov23.185137.5220@bay.cc.kcl.ac.uk>
Source record: 176260

Just to announce my WWW page has been rejuvenated. I've actually found<�X
day to spend on putting more than my name in there :-)

Anyway, URL is http://www.ph.kcl.ac.uk/~sjg/home.html

Have a look...

ATB,
Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.acles + 5736
Microsoft is not the answer. Microsoft is the question. NO is the answer <

3749. Re: Open letter to John Townsend

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 18:59:01 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3b03dl$f8c@osiris.wu-wien.ac.at>
Source record: 176281

John Townsend (John_Townsend@taligent.com) wrote:
: In article <3a2d96$ar5@osiris.wu-wien.ac.at>,
: h9250467@idefix.wu-wien.ac.at (Alfred Radauer) wrote:

: |Hi John!
: |
: |Ihave been reading with interest your comments on Atari computers,
: |especially the one where you critisised that TOS would not stand up to its
: |competitors, in terms of features, networking etc.... I got an old German
: |Atari newspaper here that states that a certain, high rankingAtari person,
: |a system programmer for Atari, namely John Townsend, has quitted Atari for
: |Taligent software. If you are not that person and anything inthat last
: |sentence is wrong, I will by all means excuse myself and ask for apologies.
: |But if you are that person (which I think is highly probable), then I am
: |little bit puzzled.

: Yes, that is me. I left Atari to join Taligent in March of 1993. I was at
: Atari from September 1987 to March of 1993. I did everything from
: Technical Support for Atari products to COMDEX shows to system
: builds to development on pieces of TOS.

: |
: |I mean, if someone is haveing a job at a company, he has to stand up
: |usually in the morning, get to work at around 8,9,10 am and stay till in
: |the afternoon. I assume you also did this, I also assume that you got paid
: |for doing work for quite a period of time at Atari. Now, on the other
: |hand, I am looking at TOS/GEM, which is a work mainly done by DR and the
: |things Atari did with it. Now, during the period you worked at Atari, the
: |things the system programmers did, were:
: |some bugfixes and adaptations to STE and TT
: |TOS2.06 desktop
: |modular control panel

: I worked on lots of things. The Atari eXtensible Control Panel, a number of
: control panel modules, the SetMode() video driver stuff for the Falcon030,
: more testing code that you can possibly imagine, and lots of other things
: that I cannot and will not discuss with you.

: |Considering what other programmers did during the same time, I kindly ask:
: |WHAT DID YOU DO AT ATARI ALL THE TIME?
: I certainly didn't flame people on the net about their work, thats for sure.
Well, you did not flame them directly (see below)
: |drinking coffee? playing games? I think the amount of work you did at
: |Atari gets you a pure "F" , a 5% score at most. If you critizise Atari TOS
: |(which, BTW and to your knowledge of Atari computers has nothing to do
: |with "Magic or so") , then you are ciritizising your own work.

: No, I am saying that TOS hasn't managed to live up with the rest of the
: world when it comes to features in the operating system. And I challenge
: you to prove that it has. It doesn't have networking software built-in,
: it doesn't have online help, it has a very basic graphics system, it doesn't
: have email support available. There are so many things that the Mac and
: PC can do that TOS can't that it makes it really hard for TOS to compete
: with these operating systems.
Agreed, but to a 100% only when it comes to TOS. There exist programmers,
however, that have managed to build at TOS compatible operating system
called "magic" that is very powerful. It has most of the features
available that you have (in your original posting) crititizsed as lacking,
i.e. in v3 loadable file systems (a mac filesystem is already there).
preemptive multitasking (which neither Windows nor MacOS do offer); the
"basic" graphic system NVDI 3.01 is, IMHO, one of the best graphic systems
available, certainly a lot better than Windows GDI. All the tools that
would provide for Online help are readily available as Public domain or
sharemware (1st Guide, ST Guide) and are of very good quality. I also
doubt there are shells on the PC that can compare to Gemini, Ease or
Neodesk4. It is true, howver, that
a) you do not get all of the tools in one box and have to "flick" the
system together
b) that there are currently no decent networking facilities available.
However, Kay Roemer has said that he will port his MintNET to Magic3, when it
comes and the docus will be made available to him (and I do not doubt that
they won't)
Magic will also be available for the Macintosh, so there is no reason to
depend on Atari at all.
When it comes to development, I think Magic will take a way somewhere
between a commercially produced OS and an OS with many shareware
programmers working on it, just like Linux (which, IMHO, outperforms all
commercial OS Apple, IBM and MS are currently offerning).
OK, maybe not that much programmers- but still.
To say to you: TOS is not Magic; and I think any statements referring to
magic whilst speaking about TOS is a hidden "flame" against the Magic
programmers or at least showsa lack of knowledge.

: In a way, yes.. I guess I am critical of my own work. The way I look at it
: is that I am critical of the history of TOS. Yes, I was a part of that history.
: No, I didn't have any decision making abilities during that history. I had
: little or no input into what direction TOS went. It was decided at higher
: levels than the system programmers group.

: |One of
: |Ataris biggest mistake was not to fire people like you (there are still
: |some left.....) earlier, people , who do nothing, consume money, much
: |erlier.

: Oh that's rich. You don't even know my (except that you read my name
: in STReport) and you are saying that Atari should have fired me? I bet
: I can find people right here on this newsgroup that will disagree with
: you. You are entitled to your opinion, even if its wrong. I worked very
: hard for Atari and I did what I was told to do. If you don't like that, then

: that's your problem.
I do not know about STReport. I read your name once in a German mag.

: |It is a shame, that a company as Atari has to, because you were
: |incapable, buy tghe kernel for the operating system from someone else, who
: |programmed in his freetime. What was your commitment to the Atari system
: |software? Now let us assume, youare far from being a decent programmer:
: |Why did you not at least document existing OS functions? Why no support?

: I was no responsible for documenting Atari's OS functions. Atari told the
: system programmers group that there were people taking care of this. In
: addition, Atari had a full-time member of the team that was responsible for
: documenting our work. I cannot and will not be blamed for something I
: didn't have control over. And I did support people. I supported them more
: than you can possibly comprehend. I did support on GEnie, CIS, Delphi,
: BIX, email, Mail, the net.. you name it.. I was there. In fact, for a great
: part of my time at Atari.. I was the ONLY one who was there. So, don't talk
: to me about support. I have done more for Atari users in that area that you
: could ever even think of doing.
Well, if your follow up to the discussion would not have been that
emotional against Atari users ("remain in the past" and the likes) and
your comments about Magic being that utterly wrong, my follow-up wouldn't
have been as emotional either.

: |Now, after you quit Atari, you appear in discussion groups, now, when
: |nobody actually needs you and your comments.

: I have just as much right as you do to post my opinions and comments
: in this forum.

: |It also puts a bad light on Taligent, if they hire you. It is quite a
: |time, when i had a discussion with a person, who dows not like Atari (and
: |his arguments are objective) about futuere operating systems and he was
: |shocked to hear, that programmers from Atari were working on Taligent. I
: |suppose you atari newsgrouop activities take place during your freetime
: |and not during working hours at Taligent, don't they?

: I work long hard hours at Taligent (I just finished a major untaking that
: rquired me to work for 2 months straight without a day off.. that's not my
: record.. the record was the Falcon030.. I spent an entire summer working
: 12, 14, round the clock days to get the Falcon030 out the door.)

: Not to mention that my posts clear say that I do not speak for Taligent. If
: you are foolish to base your opinion of Taligent on my comments about
: TOS and Atari's computer products, then I feel sorry for you.

: Using your logic, Atari didn't have good people. Atari had really good
: engineers. They didn't have enough of them though. Take a look at Apple.
: They have hundreds of engineers working on System 7 and System 8.
: Microsoft has hundreds working on Chicago. Atari can't compete with that.
: They only have a hand full of people and no matter how good they are,
: they can't compete with work that Apple and Microsoft can produce. There
: just aren't enough hours in the day.

I do not doubt they had good engineers, however, their performance in
mainating an OS was of much pooroer quality than the development on the
hardware side.

: |Now, as Taligent is
: |far from being finished and far beyond schedule, and I even can guess the
: |reason (Townsend and Co.) I will glady buy Microsoft shares, because
: |whatever you are doing there at Taligent, if you are working the same way
: |as with Atari, it cannot be of acceptable quality.

: This comment doesn't even deserve a reply. You are nothing more than
: a person looking to bait me into an argument about something you know
: nothing about.
I never intended to bait you into an argument involving Taligent, I wanted
to know about your work at Atari. This comment was just an emotional
sideline, again, because you seemed to tell the people, who still use
Ataris or better Atari compatible operating systems that they are
"dreaming", or just merely "stupid" to do so and "not to see reality". If you
didn't mean that and you are not that careful with the tone and the
vocabulary you use, then why should the others?

: |Sincerely yours,
: yeah, right.

: --
: -- John Townsend "I want something, I just don't
: Taligent, Inc. know what it is!"

: Disclaimer: I don't speak for Taligent, I speak for myself.

3750. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 19:15:02 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EKXSCIUSUp@dksoft.ping.dk>
Source record: 176285

In <John_Townsend-1411941000520001@townblue.taligent.com> John Townsend wrote :

>Yes, I did write that post. And no I didn't "slag" my previous employer.
>I didn't say anything bad about Atari. I simply said that Atari's computer
>products are a thing of the past. I don't think Atari will be producing
>computers any longer.
>
>Think about this for a moment.. Look at Atari's actions. It hasn't done
>anything with computer products for well over a year. It has told its
>customers that is is concentrating all of its efforts on Video Game
>products. Do you honestly think that Atari can drop from the highly
>competitive computer market for a year, return to it, and actually
>compete? If they can, then they are an amazing company that I
>have underestimated.
>
>I still like Atari. I like the company. I think Jaguar is a great product.
>I just hate to see people get their hopes up for the "Falcon060" or
>something like that. I don't think it will happen.
>

And it doesn't have to happen, at least not coming from Atari. With the
falcon we have now, Atari has done their part of the deal. What we really
need a cheap, (well, i had to say cheap) choices to bring our Falcon's up
to a standard where we can be proud of mention the name Atari again. This
upgrade can come from another company or from Atari, i really don't care
who does the upgrade. What i care about is, how easy is it to upgrade,
(do you have to travel around the world by phone to get an upgrade), and
whats the price. As far as i have heard untill now, those 68040 cards which
are available now is far to expencive for us. We pay almost doubbel the
price it would take to buy a new 'standard' Falcon, and thats way out of
line. The producers excuse them selves with low maket statements and high
prices on the komponents, but thats just a lie. A 68040 card isn't really
that expencive to build when you look at the komponents used. And if they
feel they got a low market, a high price on a upgrade is not gona do any
good to their market at all. It will do much worse.

So whats really the deal here ? In my opinion it's cold buisness and profit.
Something Atari can't compete with in a lowend price of personal computers.

Just saw an offer on a PC. Read and dream:

486DX2 66Mhz
4Mb ram
420Mb harddrive
14" SVGA monitor
DUAL SPIN CD-ROM drive

16Bit sound card included 2 small speaker.
DOS 6.20 and Windows (latest version), installed and ready to go.
And a few Cd's to play around with.

Price.... 9.995 Kr. (Danish crowns)

Recalculated to other countries.
Price.... about 995ï¿½ (UK pounds)
Price.... about 1700$ (US Dollars)

I wonder what a 'standard' Falcon will cost if all the included devices
such as CD-ROM drive, monitor and 420Mb harddrive, speakers was suppose to
be included. And just to make things even worse, you can find a PC dealer
at almost every corner here in Denmark, and we only got 1 (maybe 2) atari
dealers left in the hole country.
So the last thing I (we) need is expencive upgrades. It'll do more damage
to our market to produce expencive upgrade, than not to produce them at
all, if you know what i mean ?

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\---/-
\---/

3751. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 19:17:03 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3b04ff$h49@nyheter.chalmers.se>
Source record: 176263

>All this talk of pc's, dos & windoze makes me think that Bill Gates / Intel
>has hired a hypnotist to work on the global population! Yawn Yawn!
>Has anyone out there tried OS2 Warp? What do you think of it? Yes I know this
>is an Atari NG but I use BOTH types machine and I know which one I prefer to
>use (it HASN'T got Intel inside) Ha ha! I think we should all suck lemons for
>breakfast!
>
I had an offer to update to OS2 Warp today, actually :-). This because IBM in
Sweden offered a free copy of OS2 3.1 to every university student and I wasn't
late to get my copy. I haven't got a PC but my father is going to get one when
he starts his new job. Well, well, enough talk... The friends I have that have
PC's seem to think OS2 3.11 is quite nice, and OS2 Warp can't be less nice. It
needs less memory and is faster. I guess it is a good alternative.

Christer.
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H�N�	one failed."

3752. Re: NVDI 3.0 and Speedo 5.x

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 19:17:22 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3b04g2$f8c@osiris.wu-wien.ac.at>
Source record: 176264

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: Hendrik_Mylius@pb2.maus.de (Hendrik Mylius) writes:
: >There are drivers for all major printers shipped with NVDI. In addition, you
: >get *MAKEPRN*. This little application allows you to create your _own_ driver,
: >if you have the ESC-Codes. Very easy to do :-)

: What about Postscript? No escape codes...
There is no postscript driver available. I suppose people interested in
writing a ps driver can get documentation from Behne Software GMBH

: Also, can printer output be redirected to disk?
Yes it can. For old apllications it can be made globally using the Control
panel and I think programs directlx supporting NVDI could do that, too.

: --
: --Chris
: Other email addresses:
: X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
: Cix: chrisridd@cix

3753. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 19:20:31 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3b04lv$h4s@nyheter.chalmers.se>
Source record: 176265

In article <9411231600.AA36528@cluster1.urz.uni-halle.de>,
<iagaw@cluster1.urz.uni-halle.de> wrote:
>This week the first issue from a new german Atari-Mag came out, and
^^^

Is this a completely new mag? Hope they start to import it to Gothenburg :-).

Christer, who uses to read ST Computer

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H�N�	one failed."

3754. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 19:37:12 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3b05l8$j0o@osiris.wu-wien.ac.at>
Source record: 176267

John Townsend (John_Townsend@taligent.com) wrote:
: In article <3a3e30$7rl@osiris.wu-wien.ac.at>,
: h9250467@idefix.wu-wien.ac.at (Alfred Radauer) wrote:
: |Is this supposed to say anything? John Townsend worked as a systems
: |programmer for Atari and I am wondering how a person can work for such a
: |long time and produce so little.

: You don't know anything about what I did at Atari. How dare you attempt
: to accuse me of "sitting on my hands" during my time at Atari. Atari had a
: small staff of systems programmers (their choice, not ours) and we did
: pretty good considering the constaints we worked with.

: |Is it clear to you, that those people
: |never went beyond a control panel and a simple graohics shell while they
: |were being paid by Atari? They even had to buy the kernel of the
: |multitasking system from a person programming in his freetime, they never
: |were able to hold deadlines and they even were not able to produce some
: |kind of documentation.

: I was responsible for a number of things including pieces of the new Control
: Panel. But, you consider that small potatoes eh? Well, I think if you ask around
: on the net and in the Atari community, I think you will find that many people
: like it.

: As for the multitasking system, when Atari started to investigate adding
: multitasking
: support to TOS, they looked at what it would take and also looked at what
: solutions already existed. MiNT looked to be a pretty good solution and so
: we made a deal to get it. Why should Atari recreate what has already been done?
: As for deadlines and documentation, we did produce documentation. And you
: show me you announced deadline that Atari's systems software group didn't
: meet and I will call you a liar to your face.

: |If you say, they played with more computers than we
: |had dinners, I am taking it word by word. I even can imagine John playing
: |Doom on his PC during working hours at Taligent.

: Oh, this is good. You don't even know me and you are questioning my work
: ethic? How dare you! Who the hell do you think you are? I work very hard
: at Taligent and Taligent has nothing to do with this discussion. I appreciate
: your effort to sidetrack my comments into a personal issue, but you can just
: forget it. I am not going to fall for it.

: |BTW, did you also notice
: |that Taligent are far from being on schedule with their operating system?
: |That people evem did not see anything from Taligent except announcements

: |on low level routines?

: Taligent is far from being on schedule? That's funny.. the dates that I have
: seen in press releases can that Taligent plans to ship something during
: (and I quote) "the mid 90s." How can we be behind schedule? Anyway, I
: do not plan to comment on Taligent release plans or products, so you can
: continue to bait me, but I will ignore anything on this subject from this
: point on.

: |To consider him an expert or a professional and
: |thus giving more weight to his statements is only possible if he can show
: |references. And a control panel anda TOS 2.06 desktop hardly qualifies
: |John as such an expert, consiedering the time it took to develop those
: |"powerful" tools, and his work at Taligent is far frombeing visible to the
: |public. I stated all the above critics into an open letter to John, let us
: |see if he hast guts enough to answer it and give an account on what he did
: |at Atari.

: And what have you done for the Atari community? What gives you the right
: to question my "professionalism?" Let's just put it this way.. I did enough
: interesting work at Atari that I was able to get myself a position at Taligent.
: And I don't have to answer to you or anyone else. So, if you don't like me
: or what I have done, that's too bad for you. Frankly, I don't give a damn.

: --
: -- John Townsend "I want something, I just don't
: Taligent, Inc. know what it is!"

: Disclaimer: I don't speak for Taligent, I speak for myself.
Frankly speaking, if you would have made your comments (in your original
posting) by using a more "dry" vocabulary (this is also what I refer to as
"professionalism), I would not have written in that style to you and many
others would not have flamed at you, either. Fact is, however, that the
all-knowing tone you used in your posting could VERY WELL be interpreted
as an insult towards those people working with Atari computers and those
who are programming for it. I truly and wholeheartedly apologize for my
comments,
but I also suppose you to use your vocabulary more cautiously, when you
explicitly write YOUR opinions.

Alfred

P.S: this is is also for all the other follow ups from John

3755. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 19:43:06 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3b060a$m7m@golem.wcc.govt.nz>
Source record: 176268

] Does anyone have a clue? All that I can get is an openig screen of the
] 'house' with a dude knocking on my monitor screen and a little dog walking
] up and down the stairs... <CR> brings up a window to type into - what am I
] supposed to type, Ive tried the obvious "Hello" etc... nothing.

Try "Feed Dog" that should work, if not, then something is wrong!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

3756. Re: GIF viewer for Atari STF

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 19:45:23 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3b064j$m7m@golem.wcc.govt.nz>
Source record: 176269

] So, i'm asking You if somewherexists GIF viewer
] with good quality picture and good scroller ?..

No.

Speed of Light is the fastest.
Photochrome displays the best picture in 320*200.

There are no scrollable GIF viewers for the ST that work in any more than
16 colors.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

3757. Re: Kobold

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 19:50:39 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3b06ef$m7m@golem.wcc.govt.nz>
Source record: 176270

] Has anyone used Kobold yet? Will it significantly improve file operations
] even if you are not using MagiC? Can it run in conjunction with Neodesk,
] Geneva, regular TOS 2.05 or Multitos? Is it worth buying? Thanks!

It won't work with any of the above, other than Magic+Ease. It improves file copying speed by roughly 4 times. It has to be seen to be believed. It writes the files using a semi-illegal method, (writes the data straight to the disk, and then enters the appropriate FAT and directory information). But it's very reliable, and fast.

It doesn't appear to work with Geneva at all, even disabling as much of Geneva as the user can still prevents it from working correctly. I've told Dan Wilga (Gribnif) about this, and presumably he's looking into it.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

3758. Re: Kobold

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 20:07:11 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3b07df$m7m@golem.wcc.govt.nz>
Source record: 176287

]] Has anyone used Kobold yet? Will it significantly improve file operation
]] even if you are not using MagiC? Can it run in conjunction with Neodesk,
]] Geneva, regular TOS 2.05 or Multitos? Is it worth buying? Thanks!
]
] It won't work with any of the above, other than Magic+Ease. It improves
] file copying speed by roughly 4 times. It has to be seen to be believed.

By "won't work with" I mean it isn't supported by Neodesk or AFAIK
TOS. Gemini and Ease are both apparently configurable to use
Kobold as a replacement to normal file operations. It will however run
as a normal application under all of the above (except Geneva).

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

3759. Re: IS ATARI OUT OF THE COMPUTER BUSINESS?

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 20:15:16 UTC
From: chainxor@kom.auc.dk
Message-ID: <3b07sk$b83@news.iesd.auc.dk>
Source record: 176271

In article h55@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>
> There have been posts here for the last week that Atari has been out of
> computers, and from other peoples comments its for good...
>
>
> In Fact one of the Atari bosses stated in a USA News Paper last year...
>
>
>
> Atari.. R.I.P. Long live the ACORN....!!!
>
>
>
> **
> * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
> * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
> **

hmmm. Look - Just because Atari hasn`t released a new computer since 1992, it doesn`t mean that the Atari-computers are dead.

Have you ever heard the word `clone` ???

In fact two Atari-clones are out now. And Atari have licensed (not sold!) thier TOS to third partys.

" Atari R.I.P. " HA! thats far out..... It`s more like "Commodore R.I.P.".

By the way, that ACORN is a fine machine indeed (I tried one on the Elsmhorn ATARI-Happening in Germany), there is just nobody in Skandinavia, who has ever heard of it. It seems that the only two countries who knows of its existence is England and some places in Germany. At least here in Europe.

Keep Cool and Flying....

ChainXOR...

**** Atari Falcon030, 4 MB ram, 65 MB Hdd, 36 Mhz 68030 CPU ****

3760. Atari CDRom

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 20:20:51 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11231994.202051@empyr.dircon.co.uk>
Source record: 176273

Does anyone have confirmation of the rumour that Atari have over 2000 *Atari* CD-Rom drives sitting in a warehouse in the UK ? Remember the drives they were going to release, but never did ? Does anyone *know* for sure ? ...and more to the point...if it *is* true, what are Atari intending to do with them ? Surely they can't scrap them ?!?!

....maybe they'll sell them off R-E-A-L-L-Y cheap. ...and maybe they'll produce a 68060 ST :-).

Anyone know if Atari have an e-mail address ?, I want to make them an offer !

___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

3761. Re: COMPUTER GAMING SURVE

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 20:20:52 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11231994.202052@empyr.dircon.co.uk>
Source record: 176274

What survey are you conducting, for whom, and why ?

Not being picky, but I would like to know who is going to benefit from
the info, before I divulge.

___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

3762. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 20:36:05 UTC
From: chainxor@kom.auc.dk
Message-ID: <3b093l$b83@news.iesd.auc.dk>
Source record: 176275

In article hoa@paul.rutgers.edu, trauth@paul.rutgers.edu (Thomas Trauth) writes:
> There's a rumor on c.s.atari.adv that Atari has decided to
> drop out of the computer business for good. Since any info
> one gets from an advocacy group is suspect, I have decided
> to come here for confirmation.
>
>
> * Tom Trauth

"For good" is something only the future can answer. Personally I think Atari is going to let a lot of third party`s take over the development of thier computer-line.
In fact it`s already happening.
BUT a wierd thing is still, why won`t Atari license all thier parts of the Falcon-line ??
It could mean that they haven`t given up a 100 % on the computers yet.
Some rumors also talk about a new Atari-computer named the "Milan", but how much there is to it, nobody knows.

A good advise to you, don`t believe what other people `advocate` about - make your own experiences and decisions - it works much better.

Keep Cool and Flying...

ChainXOR....

3763. Re: freely distributable desktop for MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 20:39:03 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.785623143@txfs1.hfb.se>
Source record: 176113

In <ksinner.785600672@solaria.mil.wi.us> ksinner@solaria.mil.wi.us (Kenton E. Sinner) writes:

>Is there a freely redistributable (freeware or shareware) desktop
>that can sit on top of MiNT and provide multi-tasking benefits?

Yes! Its called MGR, and is ported by Eric R. Smith!

You can find it on a major Atari FTP-site, ie: atari.archive.umich.edu

I let someone else judge the usabilytie of it... I don't like it... but
then I have MultiTOS :^D

//Robert
--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

3764. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 21:09:56 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411231908.AA02808@ilmen.lanl.gov>
Source record: 176277

In article <John_Townsend-1611940933040001@townblue.taligent.com>
(John Townsend) wrote:

> The whole reason I posted in the first place is that I wanted to stop
> someone who was hoping for something that isn't going to happen.
[...]

Don't sweat it, John. Anyone who tries to honestly speak their mind in this forum is bound to be trounced upon by the mindless-throng. If those thoughts include anything other than roses and champagne for Atari, then you will be regarded an outcast, a blasphemer and a PC-loving Atari-traitor. Such is life in the big city. :)

> Anyway, I guess I am sorry I ever spoke up.
[...]

Personally, I'm _glad_ you spoke up. Your comments were realistic and logical, and guided by knowledge of the real 'inside situation' at Atari. Like you, I think it matters very little, in the long run, what Atari does or does not do in the future. We have enjoyed their systems in the past and can continue to do so for a long time to come. If some decide to move on to other, more solidly supported platforms, that's fine too. Being honest with each other is far more important, IMHO, than casting false rumors of hope for a 'brave new Atari world.' And that's a LOT different than bemeaning Atari or Atari users, which you -never- did.

> I like Atari, I have friends there and I wish them all the success in
> the world.

Take heart in the fact that you still have friends outside of Atari, too. Many of us will long remember you as the 'TOS-God' and for your other significant contributions which served to help us, the users, get even greater enjoyment out of these fantastic fuji-adorned electronic boxes.

Thank YOU, John, and good luck in your future endeavors at Taligent.

-Hutch- @ Fair Dinkum Tech

3765. Re: What is MAC SIMM for FALCON?

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 21:10:16 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411231915.AA02811@ilmen.lanl.gov>
Source record: 176278

In a previous article, s925377@mailserv.cuhk.hk (Malcolm) said:

> Does anyone know what is a MAC SIMM? Is it the 72 pins ram, the one also use
> for PC? Or is it the outdated 30pins simm?

Depends on which Mac you are talking about. All the newer Centris, Quadra
and PowerMacs utilize 72-pin SIMM RAM. Factory Macintosh SIMMs do -not-
include the extra parity chip, however, and thus cannot be used with PC's
(at least all PC's I know of require a parity chip). On the other hand,
these Mac's can use PC-type parity SIMMs as they will just ignore the parity
chip if one exists.

I assume Falcons require parity SIMMs but I'm not sure as I've never torn
into my Falcon to see. Others here can advise to that issue, I'm sure.

-Hutch- @ Fair Dinkum Tech

3766. Re: [Q]which modem should I get?

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 21:42:05 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411231919.AA02814@ilmen.lanl.gov>
Source record: 176279

In a previous article, bdean@hpb.hwc.ca (BLAIR DEAN) wrote:

> Stay away from MAC modems and get the fastest you can afford.

Er, not that I really care but what's wrong with Mac modems? For that matter, what IS a Mac modem? Mac's can use the same external modems that PC's and Atari's use. The only difference is the connecting cable and telecommunications software. I personally use the same Supra 14.4 FaxModem on both my Atari -and- Mac via a simple cable switch.

-Hutch- @ Fair Dinkum Tech

3767. Atari Lynx - SOLD!

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 21:56:46 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411232101.AA02879@ilmen.lanl.gov>
Source record: 175972
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale.computers.other,rec.games.video.atari

> ATARI LYNX (color hand held game console) for sale:

Thank you for all the interest but my Atari Lynx game system has been sold.

-Hutch-

3768. Re: email address of GEMAR author

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 22:24:00 UTC
From: bertil.jagard@f0.n200.z2.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_2ed3c230_Bertil.Jagard@ct.se>
Source record: 176114

In a Message of <18 Nov 94 23:38:26>, Clarence Chang Writes:

CC> I'm looking for the email address of GEMAR's author regarding
CC> payment and updated version besides 1.1.

Shure! Here is his Email and snailmail address.

Steffen Engel
Kroeppelstr. 2

FRG-38100 Braunschweig

MAUS-Net Steffen Engel @ PE
Use-Net Steffen_Engel @ pe.maus.de

He was sending me v2.21 of Gemar after registration.

Regards Bertil Jagard..

```
================================================================
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =
================================================================
```

3769. Re: Kobold

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 22:28:55 UTC
From: ac382@freenet.carleton.ca
Message-ID: <Czqrs8.LDx@freenet.carleton.ca>
Source record: 176280

I was under the (perhaps mistaken) impression that one could install Kobold as a replacement file copy utility under Multitos. I know the demo version runs very well under MTOS and TOS on my Falcon as a stand alone application but I was hoping I could install the commercial version such that it would COMPLETELY replace the regular MTOS copying functions.

Is this possible?

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

3770. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 23:40:49 UTC
From: fvdakker@sterbbs.nl
Message-ID: <20801FXEJGPVEJUKNYS@sterbbs.nl>
Source record: 176177

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: Can we refrain from all the BBS advertising here please, its
: just not done..!!
:
: r.sheppard5@genie.geis.com *

Richard Davey wrote:

cm>He says with a GEnie address ;-)
cm>What's that if its not advertising?

I would say not, it's just an address. I would *really* like to get
rid the advertising stuff unther my usenet-messages, but my
internet-provider simply doesn't want to do that.
If you want to get rid of it send mail to the sysop here.
Greetings,

Frits van den Akker ||| fvdakker@sterbbs.nl ||| fvdakker@knoware.nl
JFA Software / | \ program@STR / | \ ^not operational !^
For your little Atari utilities.......

* TailMail 2.1 #031 *

--
|[From]===|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

3771. GIF viewer for Atari STF

Newsgroup: comp.sys.atari.st
Date: 1994-11-23 23:50:04 UTC
From: npetrlik@public.srce.hr
Message-ID: <3b0kfc$7na@nippur.irb.hr>
Source record: 176282

Hi !

I'm looking for GIF viewer for Atari STF (1M).
I'm not content with software that i have for that:
i've tried Photo Chrome 4 and Speed Of Light 3.0.
Photo Chrome 4 gives a good picture quality, but he's
slow (while processing) and not real time scrolling.
(if the picture is bigger than 320x200 for full
size (for example 720x480) i must pick a part
of picture for processing .. slow ..
Speed Of Light is a fast viewer, but has a bad
scroller (real time) and lower quality ...
but it's fast.

So, i'm asking You if somewherexists GIF viewer
with good quality picture and good scroller ?..

Thanx for any information,
Neven

3772. Re: What is MAC SIMM for FALCON?

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 00:00:16 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-2311941602540001@tsa-27.ucsc.edu>
Source record: 176283

In article <9411231915.AA02811@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) wrote:

> In a previous article, s925377@mailserv.cuhk.hk (Malcolm) said:
>
> > Does anyone know what is a MAC SIMM? Is it the 72 pins ram, the one also use
> > for PC? Or is it the outdated 30pins simm?
>
> Depends on which Mac you are talking about. All the newer Centris, Quadra
> and PowerMacs utilize 72-pin SIMM RAM. Factory Macintosh SIMMs do -not-
> include the extra parity chip, however, and thus cannot be used with PC's
> (at least all PC's I know of require a parity chip). On the other hand,
> these Mac's can use PC-type parity SIMMs as they will just ignore the parity
> chip if one exists.

Correction: some Macs will actually use parity checking if all the memory installed has parity. (Some models have non-parity RAM soldered to the motherboard as well as SIMM sockets for expansion, which prevents them from ever using parity checking.)

Also, a lot of PC motherboards being made in recent times allow you to use non-parity RAM. I built a 486 system for my friend; we installed 8-bit 30-pin SIMMs in it, and it worked just fine. As I recall, that particular motherboard didn't require you to do anything special - it autodetected parity RAM. Obviously, YMMV - every PC motherboard has its own way of doing things..

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

3773. Re: Geneva/Neodesk problem with opening windows

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 00:13:01 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CzqwLq.35x@cix.compulink.co.uk>
Source record: 176174

In message <1994Nov22.015457.145394@zeus.aix.calpoly.edu>,
smiller@farad.elee.calpoly.edu said:

> Also, a bit off subject but are there any good PD games to be found
> that will actually run on a TT? I have found a few , but they are
> few and far between...

Well there is the BATTLEZONE clone - CBZONE, if you haven't found it
already.

micros.hensa.ac.uk

micros/atari/tos/p/p002/cbzone10.zip

Runs on everything AFAIK, but is especially good on a 68030 with FPU (like
in TT) - I should know as I ported it to the Atari ;-) <fx smug mode off>

:-)

Roland.

@CiX

3774. WWW & MOSAIC

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 00:24:01 UTC
From: npetrlik@public.srce.hr
Message-ID: <3b0mf1$82i@nippur.irb.hr>
Source record: 176171

Hi !

Is there any software (program) support for ST
that i can use all the goodies of the Internet ?
I have an acess to Internet via my local host
and on the host there is a unix programs like
Mosaic, WWW, ... etc
When i try to start for expl. mosaic
unix says 'cannot open display' or something
like that.
Does exist some support for ST that i
should normally use the programs on my host
(i mean programs like Mosaic, WWW, Usenet, irc ..) ?

Thanx

3775. FS: Multisync monitor-all 3 res/one monitor!

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 00:47:23 UTC
From: herbivor@teleport.com
Message-ID: <3b0nqr$jaq@linda.teleport.com>
Source record: 176178

```
MultiSync monitor- Cheap!!!! See below
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
FOR SALE -- UPDATE 23.11.94
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

Matrix CoCo Graphics card (VME)
-------------------------------
256 colours
1 Mb VRAM
up to 1024 x 768 resolution
fully programmable/configurable
supports virtual resolutions up to 1260 x 900

works in Mega STe or TT

Price - $225

Canon Multisync monitor
-----------------------
14 inch
.28 dot pitch
800x600 max resolution
works great with graphics card above
Also works on any ST!
Even will work on a PC or Mac!

comes with multisync switchbox to give you all 3 ST resolutions
in one monitor on any ST/TT

Price - $250

Panasonic KX-P1123 printer
--------------------------
24 pin dot matrix
360 x 360 dpi

with printer stand

Price - $100 obo

================================
Summary
================================

Matrix CoCo card - $225
Canon Multisync monitor - $250
Panasonic 24 pin - $100
\ /
```

```
\ /
----------|-----------
|
- All for $500
```

If interested, email to herbivor@teleport.com or phone
(503)698-2651 Pacific time

free setup help for beginners or novices.

Reasonable offers will be accepted

```
--
" " " herbivor@teleport.com
\00/ (public access user, not affiliated with Teleport)
\/
\/ "Love animals, don't eat them"
```

3776. Re: Demon access fot the ST (512k)

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 01:19:39 UTC
From: paul@xciv.demon.co.uk
Message-ID: <785639979snz@xciv.demon.co.uk>
Source record: 176288

In article <932907da.785499785@cent.gla.ac.uk>
932907da@cent.gla.ac.uk "Gareth Davies" writes:

> Can anyone help? I want to use my ST for reading/sending e-mail
> via a manual modem. My ST is only 512k. Is there any software
> which will allow me to do this.

There is a setup for the Atari for accessing Demon and it is available at

ftp.demon.co.uk:/pub/atari/startup/stnet110.zip IIRC.

Dunno if your manual modem will work with it, probably not.

> Is it true that Demon access requires a 1 (or greater) meg machine?

I'm not sure, possibly, you'll definately need a hard drive though.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC I can't stop the dance, maybe this is our last chance? */
/* Owner "Beware of Trojans, they're complete smegheads!" - RD5 */

3777. Color Emulator for monochrome 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 01:19:51 UTC
From: kdl@fc.hp.com
Message-ID: <3b0pnn$ep8@tadpole.fc.hp.com>
Source record: 176180

Greetings! I've got an old 1040ST that I use for sequencing a couple
of synths. My color monitor recently died, and I have a database program
that will *only* run in Medium resolution. I'd like to access one of my
databases, but I can't with my mono monitor in high resolution. I remember
seeing a "color emulator" once upon a time on a BBS. Does anybody know
what this thing was called, and where I could nab a copy?

Thanks!


```
==============================================================================
/\ | / / \ | /\
Kelly Larson /\ / \ /\ | / / \ | /\/
kdl@hpeskdl.fc.hp.com / \/ \ \/\| | /-\ /-\ | |\/ \
Engineering Systems Lab / / \ / | | / / /__/ | |/ \/
Hewlett Packard Company / / / | \ / / | \
/ Ski Colorado! | \ / / |
==============================================================================
```

3778. Spectre GCR For Sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 01:25:30 UTC
From: kdl@fc.hp.com
Message-ID: <3b0q2a$ep8@tadpole.fc.hp.com>
Source record: 176181

Spectre GCR w/o ROM's: $25 OBO

```
================================================================================
/\ | / / \ | /\
Kelly Larson /\ / \ /\ | / / \ | /\/
kdl@hpeskdl.fc.hp.com / \/ \ \/\| | /-\ /-\ | |\/ \
Engineering Systems Lab / / \ / | | / / /__/ | |/ \/
Hewlett Packard Company / / / | \ / / | \
/ Ski Colorado! | \ / / |
================================================================================
```

3779. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 01:57:10 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3b0rtm$pno@golem.wcc.govt.nz>
Source record: 176289

In article <Czpt90.3Gt@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>>Again, another reason why I think this cover disk thing is ridiculous!
>>A user would probably be better off buying the entire package rather
>>than in bits and pieces - probably cheaper in some ways.
>
>Get your calculator out. The Calligrapher offer in ST Review was MUCH
>cheaper than the normal price!

Sorry Ofir but I think you will find that is not correct, the Basic
version is Cheap but with the add ons to make it up to a Gold version,
the price ended up dearer than thier last advertised price...

The Add ons and the Fonts packs were far to dear..

You can get the Gold version with Extra Found and UK/USA Dicts for $99us,
this is far cheaper that the UK price..

>-------------------------------
>Ofir ogal@cix.compulink.co.uk

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3780. Re: GIF viewer for Atari STF

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 02:00:50 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3b0s4i$pno@golem.wcc.govt.nz>
Source record: 176293

In article <3av8sc$rar@sandra.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
>In article <3atqgr$oi6@nippur.irb.hr>,
>Neven Petrlik <npetrlik@public.srce.hr> wrote:
>
>> I'm looking for GIF viewer for Atari STF (1M).
>> I'm not content with software that i have for that:
>> i've tried Photo Chrome 4 and Speed Of Light 3.0.
>> Photo Chrome 4 gives a good picture quality, but he's
>
>For a standard ST, SPEED OF LIGHT is about the best you're gonna
>find for what you want.

Photochrome 4 is the best thier is, there are none other to beet it for
colours..

> | Steve Johnson | "People will always be tempted to wipe |
> | Email: steve-j@teleport.com | their feet on anything with 'Welcome' |
> | or steve-j@genie.geis.com | written on it." -- Andy Partridge |

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3781. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 02:10:44 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3b0sn4$pno@golem.wcc.govt.nz>
Source record: 176294

In article <9411231908.AA02808@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>In article <John_Townsend-1611940933040001@townblue.taligent.com>
>(John Townsend) wrote:
>Take heart in the fact that you still have friends outside of Atari, too.
>Many of us will long remember you as the 'TOS-God' and for your other
>significant contributions which served to help us, the users, get even
>greater enjoyment out of these fantastic fuji-adorned electronic boxes.

Very well put Hutch...

>Thank YOU, John, and good luck in your future endeavors at Taligent.

And me to...

A Merry Xmas to you both....

>-Hutch- @ Fair Dinkum Tech

Atari .... R.I.P. Long Live the ACORN.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3782. Falcon commercial software: non-music

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 03:03:55 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b0vqr$eit@nermal.cs.uoguelph.ca>
Source record: 176295

Can anyone tell me what commercial, non-MIDI software exists for the Falcon030? Have any word processors, paint programs or other applications made it out for the commercial Falcon market? Thanks,

>> Mark <<

3783. Re: Ataris!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 03:08:02 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b102i$eit@nermal.cs.uoguelph.ca>
Source record: 176296

```
: Now, that's a different matter. In a word, not a chance. [ok so that's 3 !]
: But IMHO, you don't really want to go to STe level do you ? All that
: incompatibility with the older software, etc.

What programs are not compatable with the STE? Most STE owners
I've talked to seem quite satisfied. Are there other problems with the
STE? I'm curious about this later machine.

>> Mark <<
```

3784. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 03:10:15 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b106n$eit@nermal.cs.uoguelph.ca>
Source record: 176299

: Not a chance, the economics are not there.. Atari could not make money before,
: why should it be different next time..

You're here too! Jeez Sinflop, you have more nerve than anybody
I've ever encountered. If Atari didn't make any money off of it's
computer line before, they would have died years ago. It's only recently
that Atari shifted it's business. Before the Jag, 70% of Atari's sales
were ST related. Now ... get to advocacy!

>> Mark <<

3785. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 03:11:05 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b1089$eit@nermal.cs.uoguelph.ca>
Source record: 176298

```
: Atari R.I.P. Long live the ACORN.....!!

One word: Advocacy!

>> Mark <<
```

3786. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 03:11:14 UTC
From: jonaeson@algonet.se
Message-ID: <3b108i$lmr@aristotle.algonet.se>
Source record: 176105

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: I'm a graphic artist and to be honest the graphics in Starball are of a
: very high quality. There is hell of a lot more animation in them for a
: start and they consist of more than static pictures which is all
: obsession is, a few static screens, two flippers and a ball, oh and don't
: forget the 1 bitplane score at the bottom.

Well, I don't like the dark graphics in Starball, maybe that's why I
consider it of less quality?

: The Starball graphics have a very gigery appeal to them, they suit the
: gameplay very well. Therefore they are good graphics.

I don't like it...

: : 4: "more going on" are you on drugs? Compare the graphics quality!!!

: Yes lets compare them: Obsession, a few pictures scrolled up and down.
: Starball - the background, the aliens, the animation, the rotating ball,
: the intro screens, etc...

some 40 colours on screen at the same time, mixing bitplanes etc.
That consumes time. Besides, some of the effects in Starball isn't very
timeconsuming, the rotating ball for example, is a very easy thing to do.

: : 6: How do you rate games? You're like that lamer in a magazine I
: : recently read, who rated modems by the number of diods on the front!

: Games are rated on how much you enjoy playing them and I for one enjoy
: playing Starball a lot - I think that's why ST Format and ST Review rated
: it so highly, don't you think? Or are they lamers too?

Well, I apologise for that one, the story is true, but it was not fair,
since it is hardly lame to like a game.

Regards, Tommy

3787. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 03:19:28 UTC
From: jonaeson@algonet.se
Message-ID: <3b10o0$lr6@aristotle.algonet.se>
Source record: 176106

A Parker (se2ap@dmu.ac.uk) wrote:
: > 1: the ball in Starball moves very unrealistic, compared to Obsession.
: > More math involved in obsession = Technically better.
: >

: I agree with that, although Pinball Dreams is better than both.

From starball vs. Obsession to obsession vs. Pinball Dreams, where will
we end? :)

: > 4: "more going on" are you on drugs? Compare the graphics quality!!!

: Well, there's more sprites in Starball compared to the demo level of Obs.

Didn't mean to give the impression that Obsession has more 'happening' on
screen, just merely the fact that the graphics in obsession is timeconsuming.

: > 6: How do you rate games? You're like that lamer in a magazine I
: > recently read, who rated modems by the number of diods on the front!
: ^^^^^

: Now I don't mean to be hard on you, but surely you mean LEDs, not diodes????
: Maybe you're a little bit lame yourself ;-)

Well, diods is the swedish word for it, since english isn't my native
tongue I do make errors like that.

Try to translate "resistor" to swedish, isn't easy, is it? ;)

Regards, Tommy

3788. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 03:25:06 UTC
From: jonaeson@algonet.se
Message-ID: <3b112i$ltr@aristotle.algonet.se>
Source record: 176107

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: Sounds like you think that flash graphics == better game.

More cols, not better, don't even like pinball-games.

: :>5: You're correct, but do you want a shot-em'-up or a pinball game?

: ever heard of originality?

: :>6: How do you rate games? You're like that lamer in a magazine I
: :> recently read, who rated modems by the number of diods on the front!
: :>Regards, Tommy

: aha! the use of the word 'lamer' shows the true nature of this guy - I think
: Tommy has been watching too many demos.

Deserved that comment.
Got a little carried away, apologised for that.

: Obsession is a poor mans Pinball Dreams, Starball does not try to be Pinball
: Dreams and since Pinball Dreams is now out on the Falcon then the death
: of Obsession will be quick!

I did NOT start the comparing of Starball and Obsession.

Regards, Tommy

3789. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 03:37:09 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3b11p5$bn7@uqcspe.cs.uq.oz.au>
Source record: 176101

d2cg@dtek.chalmers.se (Christer Gustavsson) writes:
>>All this talk of pc's, dos & windoze makes me think that Bill Gates / Intel
>>has hired a hypnotist to work on the global population!

You Don't Have To Run DOS.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / Microsoft is not the answer.
/ * <-- Computer Science Department, / Microsoft is the question.
_.-._/ University of Queensland, /
v Brisbane, Australia. / NO is the answer.

3790. Re: HELP Captain Blood

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 04:20:14 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <5S-UN2e.mindbomb_bbs@delphi.com>
Source record: 176102

D.L.Hastings <cs93dlh@dcs.exeter.ac.uk> writes:

>Big hint - make friends with a Buggol (code friend friend)
>Then you can ask him anything and he will tell you...
>--

I got that done (about 4 years ago would ya believe! <g>) but what am i supposed to ask him... more over what do i do when i get to the Croolis Ulv and Croolis Var's ? Whos planet gets the torpedo? hehehe (g)

any more hints etc. e-mail me here or private!

Thanks, Andy

3791. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 04:23:14 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <5w-29wa.mindbomb_bbs@delphi.com>
Source record: 176103

Steve Wells <wells_s@ix.wcc.govt.nz> writes:

>Try "Feed Dog" that should work, if not, then something is wrong!

Willdo... heheh, thanks! Andy

3792. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 04:24:34 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <5S3VN6S.mindbomb_bbs@delphi.com>
Source record: 176104

Requiem <cm3hirjd@bs47c.staffs.ac.uk> writes:

>I think you have to ask him to do things, ie PLEASE WATCH TV etc...
>You can get him to write you letters, just ask him, but remember to put

Hehehee, great! Thanks Richard...

Please, huh? so any other cool things i should know, or is that part of the
fun :) <g>

Andy

3793. Re: 8MHZ 68000 vs Pentium

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 07:19:42 UTC
From: asmcg@orion.alaska.edu
Message-ID: <1994Nov24.031942.1@orion.alaska.edu>
Source record: 176129

In article <Pine.SUN.3.91.941121175124.20979E-100000@CSOS.ORST.EDU>, James Wood
<jamesw@CSOS.ORST.EDU> writes:
>
>
> On Sun, 20 Nov 1994, Chris Herborth wrote:
>
>> hell,
>> Intel could've even added a few registers to them then. The 8Mhz 68000
>> in my ST has more 32-bit registers than a 100Mhz Pentium does!
>
> Forgot to mention....I've been playing 8-bit Atari games all day
> on my 486 with "PC Xformer 3.0." It's a 32-bit program written in 32-bit
> machine language. Funny, despite what you say, it seemed to run quite
> well on my 486/66. No, I must be lying.
>
> JW
Hmmm......
Geeee
Imagine that, I can run apple 2 programs on my ST and PC
(gee and even MAC stuff with no sweat)

But wait you say, what does that have to do with ATARI and registers

about as much as 16/32 and 8 bit atari comparisons.
JW, please get your info straight.
8 bit atari programs are FAR different than ST programs.
ST programs are based on 32 and 16 bits not 8.

I think the poster was complaining about the paucity of 32 bit
registers in the P5 chip. NOT the speed (even us biased and
blind atari users can admit that a P5 is MUCH faster than a
8 mhz ST. (that is CPU SPEED not BITS JW)
I agree, IMHO that is part of the reason that INTEL CPU's
seem slower than same speed rated MOTOROLA CPU's.
(I prefered my ST to my 16mhz 386sx and then I bought a fast PC)
Think before you post (ie. don't let your ignorance show)
Matt

3794. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 07:42:16 UTC
From: t94patsa@ida.liu.se
Message-ID: <1994Nov24.074216.16761@ida.liu.se>
Source record: 176112

John_Townsend@taligent.com (John Townsend) writes:

>I did NOT.. I repeat DID NOT bash my former employer. What I was trying to
>do was convince someone who posted that there was going to be a PowerPC
>based Falcon that it wasn't going to happen.

That's only your opinion, it could still happen but not by Atari.

>I was also trying to convince others that while the Atari ST is a great machine,
>its dated. It doesn't compete with the rest of the computing world anymore.
>However, that doesn't mean that it isn't a good machine. Its a great machine.
>If you enjoy using them, then please.. continue using them. But, don't expect
>Atari to put out anymore machines.

We know all that, so why repeating the same old arguments over and over again
in this newsgroup. You're just begging for trouble.

>They have said publicly that they have taken write-downs on their PC side of
>the business (that means the personal computer, not IBM PC business) and
>they have discontinued it. That means that you probably will never see another
>improved ST from Atari again. (That doesn't mean that someone else like the
>Magic folks or the various groups in Germany that are working on improvements
>won't continue.. In fact, I think there is a good market for them)

Like I said, it's old news.

--

__ __
/_/ /_ / Computer student at University of Linkoping (LiTH)
/atrik __/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

3795. Re: HELP! (ftpd telnetd)

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 08:02:24 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.H0b7qPnxdkE@pluto.ping.de>
Source record: 176109

In <3asoto$11f@rzsun02.rrz.uni-hamburg.de>, pere@mccoy.ti1.tu-harburg.de (Michael Perezowsky) writes:
> I'm running now MiNT v1.12 and mintnet v0.55 and everything seems to work fine on my 4M-STE.
> But when I try to start the telnetd-daemon (telnetd from telnet-01.tgz) I get following meessage:
>
> telnetd: getpeername: invalid function number.
>
> When I try to start the ftp-daemon, a similar message appeares:
>
> [date/time hostname] syslog: getpeername (ftpd from ftpd-03.tgz): invalid function number.
>
> What's going on there?

It isn't you who should start the telnetd or ftpd!
The tcp/ip daemons are started by inetd.
This daemon is listening on the tcp and udp ports. When someone tries to
get into your site via ftp or telnet, inetd starts the corresponding
daemon.

If like to try it out, just start

ftp localhost or
telnet localhost

Then you should get a connection to your own site.
>
> Thank's in advance
> Michael

cu, michi
--
* *
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

3796. Re: Kobold

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 08:23:11 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CzrJAo.82q@cix.compulink.co.uk>
Source record: 176110

>Has anyone used Kobold yet? Will it significantly improve file operations
>even if you are not using MagiC? Can it run in conjunction with Neodesk,
>Geneva, regular TOS 2.05 or Multitos? Is it worth buying? Thanks!

Yes, it is very good. Check my review in ST Review for more info.

Ofir ogal@cix.compulink.co.uk

3797. Re: Kobold

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 08:23:15 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CzrJAr.83F@cix.compulink.co.uk>
Source record: 176111

>I was under the (perhaps mistaken) impression that one could install
>Kobold as a replacement file copy utility under Multitos. I know the demo
>version runs very well under MTOS and TOS on my Falcon as a stand alone
>application but I was hoping I could install the commercial version such
>that it would COMPLETELY replace the regular MTOS copying functions.

It is possible. From the manual:

```
==============================================================================
Atari's MultiTOS has the ability to tell another application to take over
copy or formatting actions. DESK_KB2 translates those commands into a form
which KOBOLD understands. To activate it you have to set the appropriate
environment variables in the GEM.CNF file.
==============================================================================
```

```
-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

3798. Re: Demon access fot the ST (512k)

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 08:44:13 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <3b1jot$93q$1@usenet.pa.dec.com>
Source record: 176125

In article <1994Nov22.163155.20819@jet.uk>, djs@jet.uk (David Stevenson) writes:
|> In <932907da.785499785@cent.gla.ac.uk> 932907da@cent.gla.ac.uk (Gareth Davies) writes:
|>
|> >Can anyone help? I want to use my ST for reading/sending e-mail
|> >via a manual modem. My ST is only 512k. Is there any software
|> >which will allow me to do this.
|>
|> >Is it true that Demon access requires a 1 (or greater) meg machine?
|> Don't know, but 1 Meg upgrade is only 10 quid (STe) or 35 quid (STFM),
|> from ST Review magazine.
|>
|> There is a large active Atari community on CIX, which gives full Email
|> access, and an Internet gateway.

How does CIX pricing compare with Demon? I understand that Demon charges
are 10 GBP + VAT per month, plus your (local) phone call charge. What facilities
does it offer, particularly in terms of Internet connectivity?

Cheers,

[M][a][r][c]

3799. Re: Ataris!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 09:55:32 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3b1nuk$2b2l@sat.ipp-garching.mpg.de>
Source record: 176118

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
> : Now, that's a different matter. In a word, not a chance. [ok so that's 3 !]
> : But IMHO, you don't really want to go to STe level do you ? All that
> : incompatibility with the older software, etc.

> What programs are not compatable with the STE? Most STE owners
> I've talked to seem quite satisfied. Are there other problems with the
> STE? I'm curious about this later machine.

I own a Mega STE and have not experienced _any_ incompatibilities with the commercial programs I own (that is: Pure C, Pure Pascal, Adimens [I don't use it anymore -- too slow], Tempus Editor, Tempus Word, 1st Word plus [ditto], some chart software the name of which escapes me at the moment, Omikron Assembler and probably some more I forgot). There _are_ some incompabilities with certain freeware programs and probably games (I don't own any games).

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

3800. Re: Ghostscipt 2.61

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 10:11:26 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3b1ose$m0n@btmplq.god.bel.alcatel.be>
Source record: 176116

> Does anybody know if Ghostscript will run on a 1MB ST?

ROTFL :>

It seems to be a rather hungry program.

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

3801. Re: Open letter to John Townsend

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 10:17:15 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CzroKr.G93@hpbbrd.bbn.hp.com>
Source record: 176119

First, I should mention that I do by no means agree with the
style or contents of Alfred's open letter. I can't understand
why he thinks he has the right to judge about John's work at Atari,
and even if by some magic he had the right, it's not very constructive
flaming John here. I hope that John won't be p*ssed off too much.
I appreciate that he still frequents c.s.a.s.

Anyway, I'm taking this opportunity to add a few comments and
questions.

John Townsend (John_Townsend@taligent.com) wrote:
> No, I am saying that TOS hasn't managed to live up with the rest of the
> world when it comes to features in the operating system. And I challenge
> you to prove that it has. It doesn't have networking software built-in,
> it doesn't have online help, it has a very basic graphics system, it doesn't
> have email support available. There are so many things that the Mac and
> PC can do that TOS can't that it makes it really hard for TOS to compete
> with these operating systems.

The amazing thing about TOS is that although it is in many regards
a minimalistic system it still (and is) very usable. I always liked
the fact that TOS was lean&mean. I was amazed, for example, by the
extended control panel which added so much value and new possibilities
with so little code.

>In a way, yes.. I guess I am critical of my own work. The way I look at it
>is that I am critical of the history of TOS. Yes, I was a part of that history.
>No, I didn't have any decision making abilities during that history. I had
>little or no input into what direction TOS went. It was decided at higher
>levels than the system programmers group.

That's interesting. Does this imply that the "decision makers" at Atari
didn't think that system software was crucial for the success of
the computer line? I've always wondered where Atari tried to focus on in
those days, especially during 1985-1989. (I think that at the time
you seem to have been working on systems software at Atari it was
already pretty late to turn the situation around.)

> Using your logic, Atari didn't have good people. Atari had really good
> engineers. They didn't have enough of them though. Take a look at Apple.
> They have hundreds of engineers working on System 7 and System 8.
> Microsoft has hundreds working on Chicago. Atari can't compete with that.
> They only have a hand full of people and no matter how good they are,
> they can't compete with work that Apple and Microsoft can produce. There
> just aren't enough hours in the day.

Oh, so true. But wait a minute: There is also only a handful of people working on MagiC (not even full-time, as far as I know), the replacement TOS, but still MagiC is an excellent piece of software. They are even porting it to the Mac now. So you don't need a crew of hundreds of engineers for decent OS development - if you are determined to do it and focusing on a number of important things. I agree that MagiC still cannot compete with the major other operating systems, but it serves its purpose (fast, preemptive multitasking) very well, much better, IMHO, than MultiTOS ever did. (I'm not flaming MiNT, I like that piece of MultiTOS very much.)

In 1985, Atari led the industry by far both in terms of hardware (at the given price point) and systems software (only the Mac came close). The basic question is this: Why did Atari lose the lead although the ST was phenomally successfull in the first years and the money should have been there?

Claus

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

3802. Re: Falcon commercial software: non-music

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 10:34:38 UTC
From: to@osir.hihm.no
Message-ID: <to.8.000A9413@osir.hihm.no>
Source record: 176115

In article <3b0vqr$eit@nermal.cs.uoguelph.ca> mrathwel@uoguelph.ca (Mark Rathwell) writes:
>Path: studserv.osir.hihm.no!nntp-oslo.uninett.no!nac.no!eunet.no!nuug!EU.net!howland.rest
on.ans.net!spool.mu.edu!torn!nermal.cs.uoguelph.ca!gadwall.cs.uoguelph.ca!mrathwel
>From: mrathwel@uoguelph.ca (Mark Rathwell)
>Newsgroups: comp.sys.atari.st
>Subject: Falcon commercial software: non-music
>Date: 24 Nov 1994 03:03:55 GMT
>Organization: University of Guelph
>Lines: 6
>Message-ID: <3b0vqr$eit@nermal.cs.uoguelph.ca>
>NNTP-Posting-Host: gadwall.cs.uoguelph.ca
>X-Newsreader: TIN [version 1.2 PL2]

>Can anyone tell me what commercial, non-MIDI software exists for the
>Falcon030? Have any word processors, paint programs or other applications
>made it out for the commercial Falcon market? Thanks,

> >> Mark <<
>

just a few off the top of my head..

Games:

Ishar II, Ishar III, Transartica, Road Riot, Llamazap, Robinsons Requiem,
StoneAge. (not sure wether or not Steel Talons/Raiden are released yet..
should be though).. quite a few new ones coming though, but I wont list them
here..

graphics:

The stuff from Lexicor.. Prism Paint II, Xenomorph etc...
Da's graphic packages layout/picture
Chagall, Photostudio, Charly, Cloe, Morpher, TruePaint, Papillon

Word processors are not made for falcon only (why should the be?) but there
are loads out there: Atari Works, Papyrus, That's Write, Sygnum, Calamus...
and can't ignore NVDI3/Speedo5 which gives you truetype fonts..

for programmers there's not a lot of new stuff.. Hisoft's DSP assembler and
updated Devpack 3.10, Lattice 5.6, Brainstorm probably have updated their
series that never really went outside france though..

but it's sound that is the Falcons strongest side of course..

others can probably add to this list.

IMHO the situation isn't all bad really. The quality of most of the above is very good, and on the pd/shareware side of things Atari has always been pretty good and still is.

and one final thing for all the pentium pushers out there.. what's this I hear about a nasty bug in new pentiums (fdiv) that makes it useless as a number cruncher? :)

Cheers,

Torbjørn Ose - to@hihm.no

3803. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 10:48:41 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3b1r29$i6h@turing.fwi.uva.nl>
Source record: 176120

diehl@nudge.io.org (Eric March) wrote:

:: 6) More software available.
:
:This is true; but the PC has its entire software libreary available at the
:expense of backwards compatibility back top its 8-bit days, which has
:severely hindered the PC's advancements in terms of raw power.

bull. The new software coming out now, almost always assume 386 or higher.
And the amount of software that run only on 386 or higher is enormous.
Software for the falcon? well, we all know about that....

--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| Mail for info about Ishido
Math department |
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

3804. NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 10:57:46 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.12.000AF6D8@cam.ac.uk>
Source record: 176121

Is NVDI 3 just as fast as NVDI 2.51? I still havn't seen any benchmark tests for it! (after all it was a screen accelerator and THEN speedoGDOS clone)

3805. Re: IS ATARI OUT OF THE COMPUTER BUSINESS?

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 11:09:49 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3b1s9t$kb@golem.wcc.govt.nz>
Source record: 176128

In article <3b07sk$b83@news.iesd.auc.dk>, chainxor@kom.auc.dk (Henrik Lunardi Weide) writes:
>In article h55@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>>
>
>By the way, that ACORN is a fine machine indeed (I tried one on the Elsmhorn ATARI-Happening in Germany), there is just nobody in Skandinavia, who has ever heard of it. It seems that the only two countries who knows of its existence is England and some places in Germany. At least here in Europe.
>
> Keep Cool and Flying....

ACORN has releast a Risc PC, using the ARM 610 30 mhz Risc proccessor,
its one of there nice GUI machines, with a Option slott to fit a 486 PC card..

It can run graphics some 6 times faster than a 486 DX2 66....

It can even Mutitask Microsoft Windows with in its own OS, with the otional
PC card...

Acorn machines are used a lot in schools here, and you can get Real Unix for
these machines, in fact Acorn make Unix work stations....

The Fact is that the Acorns OS was Multitasking from day one, not just a add
on, they also support a Great Basic, its the best and fastest Basic in the
World...

This is the only machine other than the Atari that has its OS in Roms, plus it
has many things built into thier OS, Paint Programs, Text Editors etc...

One of the Best computers for School use, in fact the only Computer for School
use...

> ChainXOR...

>**** Atari Falcon030, 4 MB ram, 65 MB Hdd, 36 Mhz 68030 CPU ****

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3806. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 11:18:44 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3b1sqk$mtu@whitbeck.ncl.ac.uk>
Source record: 176122

In article <9411231600.AA36528@cluster1.urz.uni-halle.de>, iagaw@cluster1.urz.uni-halle.de writes:
>This week the first issue from a new german Atari-Mag came out, and
>there were some interesting news.
>1) The Eagle is available soon.
>Specs: 68040 with 32/64 Mhz, ACSI,SCSI,parallel,LAN,VME,Midi-Ports;
>up to 14 MB ST-RAM, and 256 MB Fast-RAM; price 3498 DM.
>Later a 68060-version will come out.

That seems to be a rather more realistic price than the Medusa - but I don't believe you will get 256MB of fast ram for that price, I think that will be how much COULD be installed if you had loads of wad to blow.

>2) 4 new Atari-CD's will come out soon.

For all us CDROM owning atari users :) - you have all got one haven't you?

>3) It is quite possible that Atari will be at CEBIT-95;

Bet it's only the Jaguar that they are displaying.

>4) they had some kind of "rumour-page" in the magazine, and there
>they were talking about a new Atari-computer called "Milan"

Well, although I love my falcon & enjoy using it, there is simply no way I could consider buying another Atari computer after the way they have behaved towards their existing users. I got better support for my ZX81 & Dragon32 than I did for my Falcon030. I got one of the very first batch of falcons to hit the UK - before any of the majors got them, and all the promises that atari made, all the blurb they span me when I bought it, the product lists they said were due for release, it all turned out to be lies. So even though its a nice machine, the support from Atari has been crap. They just don't want to know.....

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------- o ---------------------------
```
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

3807. Re: Help: mathematics on tt

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 11:44:53 UTC
From: wilsonr@io.org
Message-ID: <3b1ubl$pe3@ionews.io.org>
Source record: 176123

[No readable article body recovered]

3808. Re: Tar files.

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 11:46:45 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.941124124040.1379A-100000@bull.mimuw.edu.pl>
Source record: 176136

On Mon, 21 Nov 1994, David Wallace wrote:

> I've downloaded a lot of files recently some for the atari st and others for the UNIX
> system at university but a lot of the files are compressed using a method called tar.
> Is there anybody who can tell me how to uncompress .tar files on a UNIX system or an
> atari ST (either will do) and what programs I may need.
>
...

You have to get tar archive from atari.archive.umich.edu | ftp.cnam.fr
somewhere in Gnustuff/Tos | Archivers. If you don't find it I can send
you my...

Enjoy:)

3809. Re: Playing MED songs

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 11:53:30 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3b1urq$m0n@btmplq.god.bel.alcatel.be>
Source record: 176126

What the %^&* is a MED file?

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

3810. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 12:00:25 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3b1v8p$m0n@btmplq.god.bel.alcatel.be>
Source record: 176127

>
> Well, for the simple reason that it was only a couple of years ago that
> the program sold for over $200. And now, someone is putting it on a
> mag cover disk? I understand that it doesn't contain all of the modules
> nor the manual, etc., so it sounds like the end user will have to pay
> almost full price to get the same as I did. Still, I don't like the
> idea of any commercial program being made "public" in this fashion. It
> just doesn't "sit right" with me.
>
> Dana @ STReport International Online Magazine
>

to which a redheaded bison replied:

| Well I must inject here Dana, programs on Coverdisks is the best way of
| marketing, in my opinion. Many ST users that I know have purchased
| because they had the chance to demo the program before they decided.
|
| Eva Crouse @ Compu Ware

Aye. The (almost undocumented) version of Write On! on the cover of ST format impressed me sufficiently that I registered it with Compo (mainly to get an AZERTY keyboard driver), and later upgraded to That' Write.

More recently, STF put KCS Omega in their cover and I admit I was less than chuffed, having just paid $$$$ for exactly the same version. Yes I have the docs, I know, but... OTOH I bet that cover-disc release made a lot of other people very happy.

And yes, development on KCS Omega does seem to have ceased. :[

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

3811. Re: Atari CDRom

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 12:21:43 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <CzruC8.81B@cix.compulink.co.uk>
Source record: 176130

In response to kevan@empyr.dircon.co.uk's message:

> Does anyone have confirmation of the rumour that Atari have over 2000
> *Atari* CD-Rom drives sitting in a warehouse in the UK ? Remember
> the drives they were going to release, but never did ? Does anyone
> *know* for sure ? ...and more to the point...if it *is* true, what
> are Atari intending to do with them ? Surely they can't scrap them
> ?!?!
>
> ....maybe they'll sell them off R-E-A-L-L-Y cheap. ...and maybe
> they'll produce a 68060 ST :-).
>
> Anyone know if Atari have an e-mail address ?, I want to make them
> an offer !

atari@cix.compulink.co.uk has stated some months ago that these drives
don't exist.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/140.16@nest.ftn #

3812. Re: PC -> Atari laser printer???

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 12:56:15 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3b22hf$m0n@btmplq.god.bel.alcatel.be>
Source record: 176131

> Correct. Nevertheless, to use an Atari as an interface for a laser printer,
> I wouldn't want to buy another OS first.

Then don't. Download MiNT instead. It's free, and does just what you
want (running a Un*x-style program in parallel with GEM. Well any number
of them actually).

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

3813. Atari Web Description

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 13:17:48 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3b23ps$qas@mserv1.dl.ac.uk>
Source record: 176135

```
Atari Web Pages Latest News
~~~~~ ~~~ ~~~~~ ~~~~~~ ~~~~

Version 1.0
~~~~~~~ ~~~

Date 22/11/92
~~~~ ~~~~~~~~

by

Mark Stephen Smith
~~~~ ~~~~~~~ ~~~~~

================================================================================

Foreword
~~~~~~~~

Hello and welcome to the first news item on the Atari Web pages. This document
will describe the Atari Web pages as provided by Mark Stephen Smith and will
inlcude a list of the latest updates for the month. Each month I hope to update
this text with the very latest additions and news on the Atari Web pages.

Hopefully these pages will provide an invaluable service to their users, but
they are still at an early stage and developing all the time. As such any
feedback and support you may have for these pages is more than welcome, it is
infact encouraged. The more input I get from its users the better, as then I
will know what is good and bad about these pages and can change them
approproately in the hope of increasing their value to their readers.

Now on with the show.

================================================================================

What are the Atari Web pages?
~~~~ ~~~ ~~~ ~~~~~ ~~~ ~~~~~

These are a collection of pages covering all formats of the Atari. In these
pages may be found the latest news, reviews, software for downloading, and
various other information and links to other places of interest to Atari users.

I have tried to make the structure of these pages easy to follow and as
intuitive as possible but there is still a lot of work to be done yet.

================================================================================

How do I access them and what is the Web?
~~~ ~~ ~ ~~~~~~ ~~~~ ~~~ ~~~~ ~~ ~~~ ~~~
```

First of all I shall look at what the Web is or to use its full name the World Wide Web. The Web is new way of accessing the Internet, unlike previous methods where you were required to enter commands into the program you were using the Web uses a more user driven method of getting around the Internet. This method is much more graphical than former methods and as such is much easier to get to grips with.

When using a Web browser (the name given to a program used to access Web pages) the control method usually consists of a point and click operation. A Web page will consist of text and graphics which are sometimes highlighted in some way to indicate that they are selectable and link to more information or a particular piece of data.

Such a link is reffered to as a hyperlink. In fact the whole system is a variation on hypertext and uses a script to create each page. Each script is written to a HTML (HyperText Markup Language) standard which contains the main body of text in the page and a few command tags for the browser as to how to format the page and what to do with links, etc.

Web pages may contain text, graphics, sounds, and animations, although the later two are normally supported through external software. It is also possible using the Web to gain access to newsgroups, ftp sites, and gopher services all through the one program. As such this makes this a very powerful tool for Internet access, and coupled with its ease of use this has suddenly became the big thing in the recent Internet explosion into the media.

Browsers can handle all properly written HTML scripts but may vary in operation when scripts are incorrect or contain mistakes. Browsers can be divided into to distinct types, graphical and text only. Popular graphical browsers include NCSA's Mosaic and the recent new browser NetScape. On the text side Lynx is the most popular textual browser (NOTE: text browsers don't show any form of graphics).

To access the Web you must either use one of the above mentioned browsers on a machine such as a Sun, PC or Mactintosh, or if you want to access it via your Atari you will need a copy of the Lynx browser as unfortunately there aren't any graphical browsers YET for the Atari.

Next month I will give full details on how to access the Web using the Atari.

==========

Where do I find the Atari Web page?
~~~~~ ~~ ~ ~~~~ ~~~ ~~~~~ ~~~ ~~~~

From your Web browser choose to open URL and enter the following address:

http://www.dl.ac.uk/MISC/ATARI/atari.html

If you can store a hotlist of addresses or something similar on your browser then it may be worth including this address for quick access in the future.

Once you've done that you should see my main page so I hope you enjoy it, and don't forget to write with your thoughts.
~~~~~

==========

What you will find in the Web pages every month.
~~~~ ~~~ ~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~ ~~~~~ ~~~~~

From the main menu you have several links available to you, some under miscellaneous and others specific to a particular machine, or collection of machines. First I will look at what will be in the Miscellaneous section.

****

Atari Related links, Documents, FAQ's and Newsletters
~~~~~ ~~~~~~~ ~~~~~ ~~~~~~~~~ ~~~~~ ~~~ ~~~~~~~~~~

First in the list are "Atari Related Links", these links are to other sources of Atari information or data (such as files, etc.).

There is a link to many of the major Atari holding FTP sites on the Internet. Links to several Web pages by different people on the Atari. This will grow as worthwhile sites come up. At the moment you can visit:

- HENSA to download Atari files (Moderated by Denesh Bhabuta)
- ZFC's Atari Pages by Annius V. Groenink. This has links to various Atari related places, along with talk of his own work on Edith and his new Drive U Project. Annius is also working on a version of the Mosaic browser for the Atari and the best of luck goes to him on that.
- Christer Gustavsson's Atari Gem Programmers Page. Very useful information for programmers grapling with Gem and the operating system. Also offers help via his questions answers page. Some links can be found to Atari related places.
- CAIN Atari Pages. CAIN is the Central Atari Information Network and they create a newsletter which is updately monthly on all things new to do with the Atari. There are also links available here.
- Martin Maisey's Atari Pages. Contains information (downloadable) on programs written by himself for the Atari. Again there are links to other Atari places.

This section has one or two more candidates for the near future when more work has been done on the owners pages.

Documents
~~~~~~~~~

Useful documents will appear in here. At the moment there is:

- Atari FTP List by Hallvard Tangeraas (essential for the latest news on who provides Atari FTP sites). This is updated in theses pages almost as soon as Hallvard changes it.
- Atari TOS Desktop Survival Kit by Thomas J Hopper. An essential guide to getting the most out of your DESKTOP.INF and NEWSDESK.INF files.
- Recommended list of software for the Atari by Denesh Bhabuta. List compiled by Denesh for me of his best software for the Atari (updates coming soon). Mostly PD and Shareware, this list contains links to download most of the software mentioned.
- Information on picture formats by Dave Bagget. Lots of information on the format of different picture files for the Atari.
~~~~~~~~~

FAQ's (Frequently Asked Questions)
~~~~~ ~~~~~~~~~~ ~~~~~ ~~~~~~~~~

Useful FAQ's will appear here. At the moment there is:

- Atari ST SLIP FAQ. This is a guide to connecting your Atari to a network. All you want to know about networks and the Atari.
- Atari CD FAQ. Information on getting and using CD's on the Atari. Regular updates to this can be found in my pages.
- GDOS FAQ by Gerd Castan. Got a question on GDOS then this is the place to look.

Newsletters
~~~~~~~~~~~

Although there may be more to come the following newsletters are updated promptly as I receive them:

- CAIN Newsletter containing the latest Atari news.
- HENSA Newsletter containing the latest updates to the HENSA Atari archive.

****

Questions and Answers
~~~~~~~~~ ~~~ ~~~~~~~

Submit your questions to here and get them included in this page. Answers are open to anyone who has something valid to say, and help is provided to me on Programming and Music questions by several knowledgeable sources. Please support this section, only by your interaction and questions will it survive. All answers are included in this page for anyone else with the same question and answers are also sent back to the person who submitted the question for those without Web access.

If you feel you have an expertise in a particular area concerning the Atari and would be willing to answer questions on that area when and if I submitted them to you, then please let me know and you can join the team. Programming and Music are fairly well covered and I can cover Graphics programs, help with Technical questions would be appreciated.

****

Reviews
~~~~~~~

Here I hope to include reviews of Atari products both new an old. So far I have the following reviews:

- Kobold review by Andy Curtis (ST Format)
- Flash 2 review by Frank Charlton (ST Format)

There are several reviews on the way by the above mentioned people aswell as some by myself (waiting to get hold of Apex Media for the Falcon). This section should hopefully include around ten or more reviews by Christmas.

Again if you feel you would like to submit reviews for inclusion then please write to me. Please note these pages don't include Lynx and Jaguar Reviews, as they are contained within their own pages.

****

Updates and Information on these Web Pages
~~~~~~~ ~~~ ~~~~~~~~~~ ~~ ~~~~~ ~~~ ~~~~~

All updates and news on the Atari Web pages goes in here. Previews of whats to come soon are included and new items or updates to the pages are listed according to date with the most recent being first. Most updates contain links to the new material for instant access.

Other things to be found in here are the number of accesses to the Atari pages. At the moment this is out of date, but I hope soon to have this updated on either a monthly or even weekly basis.

****

This now concludes the Miscellaneous section. Now onto the Other Pages. These pages are specific to a particular machine, or collection of machines. These are going to go through some major changes and you can expect a fair number of changes to be made to these in the next month or so.

****

Falcon Page
~~~~~~ ~~~~

This will contain information and files relevant to the Atari Falcon, currently this page is divided into the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

In here expect to see any news or previews that come my way, whether they be small descriptions or full features with pictures. At the moment there is:

- Apex News. This contains some information I got on Apex Media for the Falcon when I spoke to Douglas Little on the phone a few weeks back. Not very detailed unfortunately, but I'm waiting on my copy of Apex to give a full review so expect that to be rectified soon.
- Dextrous News. Small description of some of the features of Dextrous with a picture. Only at an early stage of development, if I hear more it will go in here.
- Towers II : Plight of the Stargazer. Pictures and description of this great looking Falcon only sequel to Towers. Expect the demo soon.
- Newsletters from HENSA on Falcon section of archive.

Misc
~~~~

Miscellaneous information on the Falcon, including:

- Falcon Demo FAQ. List of Demos for the Falcon, including some form of information on each.
- Compatibility list of games with Falcon.
- Compatibility list of applications with Falcon.

New Software
~~~ ~~~~~~~~

The latest Falcon/enhanced software available for download. Major revisions to be done with updates here. At the moment the following software is included, with more to come:

- Play MPEG v0.68 by M.D.Griffths (shareware)
- Speed of Light v3.5 (shareware picture viewer)
- FOG issue 6 diskmagazine for Falcon
- Scape a planetary landsacpe generator.
- Digital Tracker demo of commercial version.
- Obsession 1 level demo.

Other software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth using on the Falcon.

- Backward v2.52. For compatibility with the ST. Please send any versions which are newer than this.
- MultiBlow. Configurable overscan utility.
- Starball. Excellent pinball game (Falcon enhanced).
- Berzerk. Excellent version of Berzerk (Faster on Falcon).

****

Atari ST/STE/TT/Mega STE Page
~~~~~ ~~~~~~~~~~~~~~~~~ ~~~~

This will contain information and files relevant to all the above mentioned Atari formats, currently this page is divided into the following areas:

News
~~~~

In here expect to see any news or previews that come my way, whether they are small descriptions or full features with pictures. At the moment there is:

- Newsletters from HENSA on TOS section of archive.

New Software
~~~ ~~~~~~~~

The latest (most recent versions) software available for download. Major revisions to be done with updates. At the moment the following software is included, with lots more to come:

- Speed of Light v3.5 (shareware picture viewer).
- ST Zip v2.6. Latest version of ST Zip.
- Obsession demo. 1 level of this great pinball game.
~~~

Other Software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth having on the Atari.

- Ozone. Good platform/puzzler.
- Starball. Excellent pinball game.
- Berzerk. Excellent version of Berzerk.

****

Lynx Page
~~~~ ~~~~

All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News
~~~~

News on the Lynx and related material. At the moment there is:

- Lynx Summer Steal Deal Extended to the Fall. News of price reductions for a limited period.

Reviews
~~~~~~~

Reviews for just about every Lynx game ever released will appear in here. All reviews are by Robert Jung. At the moment the following reviews are included:

APB Awesome Golf Baseball Heroes
Batman Returns Basket Brawl Bill and Ted's
BlockOut BattleWheels Blue Lightning
California Games Checkered Flag Chip's Challenge
Crystal Mines II Dino Olympics Dirty Larry:Renegade Cop
Dracula the Undead Double Dragon Desert Strike
Electro Cop European Soccer Chal. Ultimate Chess Chal.
Gauntlet:3rd Encounter Gordo 106 Hard Driven'
Hockey Hydra Ishido : Way of Stones
Jimmy Conners' Tennis Joust

Other Lynx Stuff
~~~~~ ~~~~ ~~~~~

Other items of interest to Lynx owners. At the moment there is the following:

- Lynx FAQ

New Software Anouncement
~~~ ~~~~~~~~ ~~~~~~~~~~~

Currently holds news of Bouble Trouble and Super Off-Road for the Lynx. Expect reviews soon.

****

Jaguar Page
~~~~~~ ~~~~

All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

All the latest news and preview information I can find related to the Jaguar. Although empty at the moment expect this to fill up very soon (lots to come).

Reviews
~~~~~~~

A collection of reviews from different sources, hopefully I will be contributing more to this section myself. Reviews so far include:

Aliens versus Predator Raiden Tempest 2000
Cybermorph

There are many more reviews to come.

Other Jaguar Stuff
~~~~~ ~~~~~~ ~~~~~

Miscellaneous information on the Jaguar. Information included presently is:

- Jaguar FAQ
- Raiden Tips
- Jaguar Game Cheats
- Kasumi Ninja FAQ
- Ultra Vortex FAQ

Other Jaguar Pages
~~~~~ ~~~~~~ ~~~~~

Other pages specific to the Jaguar included in here. Currently there is:

- Atari Jaguar Homepage by Nils Jacobsen

There are others that will be included, some containing more recent news, but the one above is the most organised and intuitive one I've came across.

****

8 Bit Atari Page by Ivo van Poorten
~ ~~~ ~~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~~~

Not maintained by me these pages cover the 8 bit formats of Atari machines and are very comprehensive. Nearly everything you could hope to find is contained within these pages.

****

What to expect in the future
~~~~ ~~ ~~~~~~ ~~ ~~~ ~~~~~~

Some structural changes are likely to appear in the next months. I will be introducing an announcements page where you can tell the World of anything you have to announce. Please send news of updates to your programs, Atari stuff for sale, and any other Atari announcements here (NOTE : Commercial companies should send information on products to be included in here and in the news sections).

Also coming soon will be a monthly editorial. In this I will try and sum up the month past and to give my opinions on how I saw things for Atari at that time. Hopefully I will be able to look back over many good developments in my pages and summarise them as they happened.

There is an outside possibility of starting a programmers and MIDI section in these pages but this is as yet undecided. I will judge whether or not to do this based on the kind of response I have. I do not want to repeat any of the good work done in these fields however by other Web page writers such as Christer Gustavsson.

More support is needed for the questions and answers pages, although initially successfull people just stopped posting their questions. Although the odd one is still coming and answers are still forthcoming. Please support this, it is of benefit to anyone who uses it.

The Jaguar section should have a lot more news, pictures and reviews in the future. I now own a Jaguar and will soon be writing a review for Aliens vs Predator. I have tracked down a fair bit of news and am in contact with a few companies now and hope to get news from them on there products.

Extra pictures will appear due to my recent access to a colour scanner, enabling me to scan the latest pictures before the exist elsewhere on the Internet. I also hope to slowly get all the maps for AvP into these pages somehow?

Both the ST and Falcon sections should contain much more news in the future, along with more of the best PD/Shareware, and PD/Shareware reviews. I should have several demos hopefully in the near future for games coming out on these formats.

The Lynx section is to continue to get reviews and I will update the news as and when I get it.

Expect more links to Atari related pages in the future, aswell as links to all the Atari related newsgroups. There will be more newsletters, documents, updates to the FAQ's, I hope to include AEO soon also.

Expect further reviews from Andy and Frank, along with myself (watch out for the Apex Media review). Hopefully I can include more screenshots, and do a few program tutorials.

Last but not least, after Christmas I may set up a feedback page, where you can send your feedback via a Web form. Until then please write with your ideas, critisms, comments, submissions (software, news, reviews, questions, etc), to me and don't forget that I am now the official maintainer of the Atari FTP list originally by Hallvard Tangeraas. All updates to this list should now be sent to me.

Thank you and see you with the updates to these pages next month!

++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.dl.ac.uk/MISC/ATARI/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creater and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

3814. MiNT1.12+MinixFS problem

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 13:18:49 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3b23rp$m0n@btmplq.god.bel.alcatel.be>
Source record: 176132

Hi all,

(hi Eric?:>),

I slotted the MiNT 1.12 binary into my Falcon and it seems to work fine.
There seem to be some conflicts with VRAM, but then the old MiNT (1.04)
refused to work with VRAM at all... can anyone comment on MiNT/VRAM, BTW?

Funny thing is, I have minix.xfs sitting in my root directory (C:\) and
MiNT 1.12 just seems to ignore it. I don't see any announcement from
MinixFS at all. (Ditto for the CD-ROM driver from the ICD Pro Tools,
which I won't mention because it's a pirate copy. Look if it works under
MiNT 1.12 I'll buy a legit. copy, OK?)

--

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

3815. Re: ST-Review...!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 13:32:58 UTC
From: s9205525@otto
Message-ID: <3b24ma$7gk@aggedor.rmit.EDU.AU>
Source record: 176134

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: Well any one from ST-Review reading this, well the price has just jumped
: up over here and for what is in this mag I will be droping it at the end
: of this year, as its far to dear here for what it contains, may be its
: ok if your are into Midi or Grpahics/DTP, but very few Falcons and TT have
: been sold here, their is far to much emphasis on Graphics in this mag..

Roger, i suggest that you do what i do, and that is subscribe to the mag
in Aus dollars it works out to be about $120 a year. If I was to go into
a shop here and buy it, they (the shop) charge anything from $15 - $18
a copy depending on how many cover disks are attached.

: My current opinion of the magazine its more for Falcon/TT users and with this
: massive price hike its no longer in my lead...

In some instances i agree, but I still find plenty of stuff of interest
as regards the ST.

: Can some one explain the Overseas price quoted on the cover of 4.5UKP,
: as its being sold hear at $19.75, far over the exchange rate of 2.5 times the
: UK pound....

: So ST Review, drop the price, remove those stupid cover disks, (ST-World never
: had them) and have reviews articles for the average Atari user...

I would blame your local importer and not ST REVIEW for your problems with
the cost of the mag.

: My Subs (local) stop in December....

Good, get if from the UK, it will save you heeps

--
****
* *
* John Moon *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
****

3816. Re: HELP Captain Blood

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 13:39:32 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <Czrxxx.885@exeter.ac.uk>
Source record: 176133

In article <5S-UN2e.mindbomb_bbs@delphi.com> Ansy Maccallum <mindbomb_bbs@delphi.com>
writes:

> >Big hint - make friends with a Buggol (code friend friend)
> >Then you can ask him anything and he will tell you...

> I got that done (about 4 years ago would ya believe! <g>) but what am i
> supposed to ask him... more over what do i do when i get to the Croolis Ulv
> and Croolis Var's ? Whos planet gets the torpedo? hehehe (g)

I think I blew both of them up in the end... :) heheheh.
Try asking the buggol about the numbers and clones and youself. He'll go
rambling through a whole string of stuff but eventually give you the coords
of a few numbers. And they will give coords of the others if you treat em
right.

Consider also transporting the buggol to another planet - this upsets him
a bit and he'll either tell you anything to get you to take him back or
clam up completely...
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

3817. Probs with TeraDesk

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 13:45:11 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Nov24.134511.25439@unix.brighton.ac.uk>
Source record: 176140

I'm having problems with the latest English version of TeraDesk (1.40?), it has problems running software that detects if you're running it from GEM or TOS.

For example, if you run STZIP from a command line (TOS) then you get the text version, if you double click on the same program in GEM then you get nice graphics etc...

TeraDesk seems to tell everything that you're in a command line, so STZIP displays a load of text instead of nice graphics.

Anyone else had this problem?
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-

3818. IDE Harddisk and TT, possible?

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 13:51:19 UTC
From: vongunten@eicn.etna.ch
Message-ID: <1994Nov24.135119.858@neli00>
Source record: 176137
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

A friend of mine wants to know if it is (easily) possible to connect an IDE harddisk into a TT. He got a drive (120MB) from a PC where this size was becoming too small...

(I believe there's an SCSI port, but no IDE inside the TT?)

Reply by E-mail preferred, please... Thanks

--
|Ralf von Gunten | Ralf.vonGunten@eicn.etna.ch |
| | VONGUNTENR@ezinfo.vmsmail.ethz.ch |
| Happiness is the only belonging which multiplies when you share it... |

3819. CLA version 3 : Beta testers needed.

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 14:39:10 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3b28ie$qoc@whitbeck.ncl.ac.uk>
Source record: 176141

I now have an early beta test of version 3 of the CLA digital design system.

As it has been re-written from scratch, this is only the schematic capture module, without the simulation & GDOS support of v2r?.

I need a few beta testers who can assess my new approach to the GUI for me, as it now follows Windows & Modern GEM conventions a lot more than v2r? ever did.

Current limitations:

o v3 only runs on colour systems > 640*400 res. Mono support will be added later, but for now no ST-High users need contact me.

o The current binary is 68030 only, but if anyone has a MegaST with a good enough gfx card, I would be happy to compile a 68000 binary.

If you feel you can test this for me, please contact me in email.

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
```

3820. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 14:39:45 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3b28jh$1vn@infa.central.susx.ac.uk>
Source record: 176144

ysiu@lexicor.com (Lexicor@world.std.com) wrote:
: >Current (ie recent lines) are the Jaguar Console :- a 64 bit
: >games machine.
: >
: >And the Falcon F030 personal computer.
: >
: >However you can also buy (very rarely) TT's - 32MHZ 68030 + TOS 3.

: Rod,

: dunno whatever made you get the impression that TT's are rare, they seem
: to be readily available in the US, UK and Germany. Just call Toad, Computer
: Studio, Midcities or whatever and they'll be able to deliver you one..for
: a price that's not quite right IMHO but .. ah well :)

No they won't. They'll say 'Have one for you in a couple of
weeks.....care to wait?' And they'll be lying too - 'cos TTs are IN
SHORT SUPPLY.

: Cheers

The Yat shat on the mat - could,'t resist.

: >
: >Rod
: >
: >
: >--
: >===
: >Roderick McCall K.P.
: >President, Lip Theatre Company, University of Dundee
: >(None of this Abertay non-sense matey)
: >
: >Mathematics & Computer Science Dept.
: >Dundee University
: >(Turn left at the junction, go past the gents and up two flights
: >of stairs, its the small broom cupboard on the right.)
: >Scotland.
: >
: >emai: rmccall@mcs.dundee.ac.uk
: >
: >===
: >
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: >

3821. Re: HELP Captain Blood

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 14:41:16 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3b28mc$7db@lyra.csx.cam.ac.uk>
Source record: 176139

cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
>I think I blew both of them up in the end... :) heheheh.

>Consider also transporting the buggol to another planet - this upsets him
>a bit and he'll either tell you anything to get you to take him back or
>clam up completely...

Ah yes! now I remember...
Hours of sadistic fun can be had here.

I quite like transporting someone to the ship, and then let them watch as
I blow up their world. (Then I take them to another place, drop them down
and then blow them up!)

Quite satisfying after a bust day at work! :)

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a *big* one I thought I'd mention it twice".

3822. Re: WWW & MOSAIC

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 14:46:04 UTC
From: vctec@westminster.ac.uk
Message-ID: <Czs10t.5EK@westminster.ac.uk>
Source record: 176142

Neven Petrlik (npetrlik@public.srce.hr) wrote:

: Is there any software (program) support for ST
: that i can use all the goodies of the Internet ?
There are some....but you will need a SLIP link to your provider...

: When i try to start for expl. mosaic
: unix says 'cannot open display' or something
That is because it is looking for the display (ie screen) which it
can't find, as you are logged in from your Atari, and not from a
X-Terminal connected to the Service provider's network.

Also, you are not running Unix, and the program will only work on a
Unix machine...

You can browse the internet, using a vt100 text browser for WWW. This a
program called lynx...and you can just start the program on the service
providers computer

: Does exist some support for ST that i
: should normally use the programs on my host
: (i mean programs like Mosaic, WWW, Usenet, irc ..) ?

A mosaic type program is under development, if everything turns out
fine. There exists Lynx for the ST/Falcon/TT, and you will need a slip
link, as well as to be running MiNT and MiNT-Net. There is also KA9Q
which gives you a SLIP program with some tools such as ftp, and telnet.
I'm not too sure, but I think there are telnet, ftp and gopher clients
for the Atari computers, to be used with MiNT.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3823. Re: NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 14:46:23 UTC
From: q09938@pbhrzx.uni-paderborn.de
Message-ID: <q09938.785688383@pbhrzx.uni-paderborn.de>
Source record: 176138

apb25@cam.ac.uk (BRIDGETT A.P.) writes:

>Is NVDI 3 just as fast as NVDI 2.51? I still havn't seen any benchmark tests
>for it! (after all it was a screen accelerator and THEN speedoGDOS clone)

Lately I talked to one of the developers on the phone, and he told me
that there is almost no increase in acceleration compared with NVDI 2.51.
(This, of course, only applies to the "normal" VDI part. You cannot
compare the font scaler since there was none in NVDI 2.51.)
--
Elmar Meyer zu Bexten, 2nd year compsci student at the University of Paderborn
e-mail: q09938@pbhrzx.uni-paderborn.de
Snail mail: Am Rippinger Weg 1d, 33098 Paderborn, Germany
Phone number: ++49 - 52 51 - 6 16 98

3824. Re: Doom & AvP not all that great

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 14:50:41 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3b2981$257@infa.central.susx.ac.uk>
Source record: 176145

Panjandrum (dhbutler@magnus.acs.ohio-state.edu) wrote:
: >I think Doom works quite nicely with a 33 Mhz machine, nice enough to be
: >at least acceptable! Now with the new machines consumers' demands have grown
: >too.. and Doom isn't that brilliant. Really, it's not. I got bored of
: >playing it after a week. All it was was searching around endless corridors
: >for that damn missing key. Pretty boring.

: I have to agree with this. I tired of Doom on the PC extremly quickly (Ultima
: Underworld is, IMHO, far superior). Aliens vs. Predators suffers from the same
: problem, too much action and very little intelligence. I hope something Dungeon
: Masterish comes out for the Jag RSN.

I think you're both wrong. I played Doom into the early hours of the
next day, last weekend, until I finished it. Worn out and weary I felt
no need to play it for another few weeks, having tired of looking for
that missing and elusive key. Next day, switched on, "Yeah, give it a
little tickle" - Bang! Instant readdiction. Nothing so satisfying as
loosing off a few rounds of the shotgun and splatting those bad-guys. In
fact, I find the Alien modified version pretty scarey, hissing sounds
etc. REAL ATMOSPHERE. Noise, music, FX blaring out my stereo courtesy of
Mr Soundblaster!

Now I've done the levels, i shall just download a load more .wads for
sounds, levels, badguys and woosh, I'm off again. On a 486 DX2 it's
slick and smooth. My atari's long since gone......

Steve

: Those that have Jags have probably noticed that except for startup screens and
: such, everything seems to be done in 320x240 (approximately) instead of the
: full resolution, what a bummer. AvP is also *not* 24bit for the most part. It
: looks more like 8bit (look at the 'gradients' in the walls, rust spots etc...
: those would be extremely smooth in 24bit). Maybe the Jag can't really keep up
: with full-speed 24bit high-rez, or maybe they just didn't bother in AvP.

: Just my 2cents worth...
: ____
: |-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

: "In effect, applying the yardstick of extremism leads one to conclude that the
: human species itself is unlikely to last very long."
: - Chad C. Mulligan

3825. Re: My WWW page

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 14:51:23 UTC
From: vctec@westminster.ac.uk
Message-ID: <Czs19n.5s6@westminster.ac.uk>
Source record: 176143

Simon Gornall (sjg@phlem.ph.kcl.ac.uk) wrote:
: Just to announce my WWW page has been rejuvenated. I've actually found<X

This page is now available through HENSAs WWW pages. :-)

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3826. Re: IMO & IMHO

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 14:52:54 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3b29c6$29c@infa.central.susx.ac.uk>
Source record: 176146

Jean-Jacques Ardoino (ardoino@musical.fdn.org) wrote:
: d > It is just as powerful as Neo 4 IMHO and has a lot of nice
: d > features.

: I've search everywhere (even in a big text about slang on Internet), but I
: can't understand the sense of 'IMO' or 'IMHO' I often read in this newsgroup.
: Sure it can be very easy to understand, but if someone can help me and explain
: what it is...

: Thanks !

In My Opinion

In My Honest Opinion

: --------------------------
: J.Jacques Ardoino (France)
: ardoino@musical.fdn.org
: --------------------------

: ... Practice safe HEX!
: ___ Mountain Reader II - #01234567
:

3827. Re: Hensa logo

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 14:56:27 UTC
From: vctec@westminster.ac.uk
Message-ID: <Czs1I4.64L@westminster.ac.uk>
Source record: 176147

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: Don't you all think the Lancaster University logo on the Hensa web pages
: looks remarkably like a Fuji logo on acid? X-)

:-) I like it...I like it.

Anyway...now that you think that it does look like the Fuji logo....you
know where to come for your Atari PD. ;-)

{FX. HENSA/micros Atari section promotion mode off}

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3828. splitting files for floppy

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 15:02:20 UTC
From: abro@amath.unizh.ch
Message-ID: <1994Nov24.150220.19665@rzu-news.unizh.ch>
Source record: 176148

Hi Aatri-Freaks

For backups of my Harrddisk I use the zip- or zoo-compression programs. But somtimes the resulting archive is too large for ONE floppy disk (ap. 700 k). Is there anywhere a good mint-friendly program, which can split a large file in two, three our more 700k-Files? And - of course - then I need a programm zu concaternate the splitted Files for restoring again.

Or is there any archiver around, which can split the archive in several parts for floppy-disks at it self?

Ciao, Arnt

Arnt Broska, Uni Zuerich, Schweiz ----------
---------- Does anybody know the mail-address of God?
EMail-Adress: abro@amath.unizh.ch ----------

3829. Re: mint

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 16:06:28 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3b2dm4$cf0@m.ehd.hwc.ca>
Source record: 176153

Kristoffer Lawson (krlawson@xgw5.xgw.fi) wrote:
: BLAIR DEAN (bdean@hpb.hwc.ca) wrote:

: : Mint := Mint Is Not Tos
: : = = = =

: Isn't it Mint is Now Tos at the moment?

I stand corrected :). Mint 1.12 (maybe before that too) does indicate on
startup that Mint is Now Tos.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

3830. Re: Falcon commercial software: non-music

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 16:16:11 UTC
From: contacts@mits.mdata.fi
Message-ID: <3b2e8b$gh9@prime.mdata.fi>
Source record: 176150

In article <3b0vqr$eit@nermal.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>Can anyone tell me what commercial, non-MIDI software exists for the
>Falcon030? Have any word processors, paint programs or other applications
>made it out for the commercial Falcon market? Thanks,

Here's something, there are all quite recent packages:
(some of these work on any Atari, but on Falcon really well..)

Papyrus (Gold) -- word processor/DTP with vector fonts, very fast.
NVDI 3 -- Speeds up the graphics (300-800%) + gives Truetype
font system.
SpeedoGDOS 5 -- Like Adobe type Manager. Adobe Type 1,
GDOS & truetype fonts.
Studio Photo -- Image manipulation / retouching (uses JPEG/DSP)
Chagall -- Image Manipulation / retouching / drawing.
Calamus SL -- Professional, modular DTP-system.
Xenomorph 2 -- High-level rendering package.
DMD Edge 1.10 -- Hard disk defragmenter etc.
Inshape -- 3D object design + high class rendering (needs 68882).
ICD Pro -- Hard disk utilities.
NeoDesk 4 -- Desktop replacement.
SoundPool Datadat -- Backup you hard disk to DAT via FDI.
DA's Vector (pro) -- Vector drawing/ animation / font manipulation.
DA's Picture -- Photo manipulation / drawing.
Interface -- Colour RSC -editing.
Kobold 2 -- Ultrafast copying & formatting.
True Paint -- Graphics.
Papillon -- Document processor / drawing.
Redacteur 3+ -- DTP / text processing.
Atari Works -- Business progs.
Shift II -- Database with sound & pictures
Outside -- Virtual memory manager.
Midnight II -- Screensaver like After dark.
Morpher -- Morphing package / animation.
Signum! 2 -- Text processor / DTP.
Script 3.5 -- Text processor.
RayStart -- Raytracing
BlowUp 030
Screenblaster
Screenwonder Pro -- Resolution enchancers

Others may continue...

PS. There is plenty of great software also in Shareware.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

3831. Re: Best simms for STE upgrade?

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 16:19:30 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3b2eei$cf0@m.ehd.hwc.ca>
Source record: 176149

Walter Hellman (hellman@teleport.com) wrote:
: Hello All,
: What simms are needed to take a 1 meg STE to 4 meg? Is there anything
: special about the installation? Is there any software follow-up needed?
: Does anyone know of on-line instructions for the upgrade posted
: anywhere?
: Thanks for any help.
: Walter

Get 4 1 meg SIMMs (PC or MAC, doesn't matter.)
Open STe
Remove 4 256k SIMMs
Install 4 1 meg SIMMs
Close up STe
All done
PERIOD.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

3832. Re: IMO & IMHO

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 16:39:43 UTC
From: vctec@westminster.ac.uk
Message-ID: <Czs6A7.BtH@westminster.ac.uk>
Source record: 176151

Jean-Jacques Ardoino (ardoino@musical.fdn.org) wrote:
: can't understand the sense of 'IMO' or 'IMHO' I often read in this newsgroup.

In My Opinion, and In My Humble Opinion, respectively.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3833. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 16:49:41 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3b2g75$qad@mercury.dur.ac.uk>
Source record: 176152

Matija Grabnar (Matija.Grabnar@ijs.si) wrote:
: >When MiNT 1.11 is released in binary form (very soon) it will work with
: >the ROM AES, apparently even with memory protection switched on.
: Well, I don't know about version 1.11, but something called MiNT 1.12
: (yes, one-twelve) has appeared on several of the major ftp servers.
: The three archives contain source, docs and BINARIES.

Yes, that's right. What happened is that Eric decided that so many changes had been made to the original MiNT 1.11 and it had been so widely distributed that it would be appropriate to denote the new release 1.12. As to the ROM AES thing, I haven't actually tried it yet as it works beautifully with the multitasking AESs.

: I tried it, and somehow it _seems_ considerably faster than the old MiNTs,
: but that could be because I haven't run it for so long.

It's certainly very nice.

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

3834. Re: Calamus and PostScript ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 17:00:59 UTC
From: djs@jet.uk
Message-ID: <1994Nov24.170059.17981@jet.uk>
Source record: 176156

In <3at6fe$im1@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven Constantine) writes:

>HALL B J (cb170@city.ac.uk) wrote:
>: kaps3@central.susx.ac.uk (Steven Constantine) writes:

>: >The module doesn't cost more than SL itself!

>: In the UK, SL costs 199 pounds, and the bridge module is still 200 pounds
>: (or something like that).

>Blimey! I stand corrected.
It was me that said that the Bridge Module costs more than SL. I was wrong,
but only just! The current price is 199GBP for both; I rang up JCA today
to confirm.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3835. Re: John Townsends Replies...

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 17:03:45 UTC
From: djs@jet.uk
Message-ID: <1994Nov24.170345.18099@jet.uk>
Source record: 176154

In <3augfv$eag@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>Good on you John, you gave it to them right between the eyes..

>If you have any more problems with these stupid twits,
Come on Roger, grow up please.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3836. Re: Atari CDRom

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 17:08:29 UTC
From: djs@jet.uk
Message-ID: <1994Nov24.170829.18312@jet.uk>
Source record: 176155

In <CzruC8.81B@cix.compulink.co.uk> sidcelery@cix.compulink.co.uk ("Harry Sideras") writes:

>atari@cix.compulink.co.uk has stated some months ago that these drives
>don't exist.
But he also says that Les Ferdinand is the best striker in the country, so he's not _always_ a reliable source. :-)
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3837. Re: Falcon Game Switch - help!

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 17:11:10 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3b2hfe$bn3@bs33n.staffs.ac.uk>
Source record: 176157

Dan Ackerman (baldrick@terminator.rs.itd.umich.edu) wrote:
: >Dan Ackerman (baldrick@terminator.rs.itd.umich.edu) wrote:
: >: It's RGB only. Pretty nice game though. Have you tried mine yet?
: >Which is???????

: Sorry that does look confusing. I wan't talking about any of my
: own programs but the falcon game Mine, it's up on cnam and I think
: a.a.u.e., It's VGA compatible.

:-)

Richard Davey
Falcon Owners Group (UK)

3838. Re: To Requiem

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 17:13:32 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3b2hjs$bn3@bs33n.staffs.ac.uk>
Source record: 176158

Kim Andersen (Kim@dksoft.ping.dk) wrote:

: I wonder why.. This is a report i got from you system you connect to:

: From armory.com!mmdf Wed Nov 19 23:05:17 1994
: Received: from dkuug by ic1.ic.dk with UUCP id AA20646
: (5.65c8/IDA-1.4.4j for Kim@dksoft.ping.dk); Sun, 20 Nov 1994 16:57:26 +0100
: Received: from deepthought.armory.com by ns.dknet.dk with SMTP id AA10236
: (5.65c8/IDA-1.4.4j for <Kim@dksoft.ping.dk>); Sun, 20 Nov 1994 16:53:55 +0100
: From: deepthought MMDF Mail System <mmdf@armory.com>
: Date: Sun, 20 Nov 94 7:05:17 PST
: To: Kim@dksoft.ping.dk
: Subject: Re: FOG
: Message-Id: <9411200705.aa16399@deepthought.armory.com>
: X-Charset: ISO_8859-1
: X-Char-Esc: 29

So try the proper one then.

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
OR: requiem@armory.com
^^
^^

3839. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 17:16:53 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3b2hq5$bn3@bs33n.staffs.ac.uk>
Source record: 176159

Ansy Maccallum (mindbomb_bbs@delphi.com) wrote:
: Please, huh? so any other cool things i should know, or is that part of the
: fun :) <g>
:
: Andy

Yes, you can also kill him ;-)

Oh and get him to play on his computer, its dead funny...
and he will take a bath/shower and do alsorts of things..
He will play board games with you, or is it card games???

If you manage to kill the dog you're a better master than I was :-)

Richard Davey

3840. Re: John Townsends Replies...

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 17:17:39 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3b2hrj$bn3@bs33n.staffs.ac.uk>
Source record: 176160

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: Atari R.I.P.

Sad

Richard Davey
Falcon Owners Group (UK)

3841. Re: Kobold

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 17:19:13 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3b2huh$bn3@bs33n.staffs.ac.uk>
Source record: 176161

Mark Montreuil (ai066@FreeNet.Carleton.CA) wrote:

: Has anyone used Kobold yet? Will it significantly improve file operations
: even if you are not using MagiC? Can it run in conjunction with Neodesk,
: Geneva, regular TOS 2.05 or Multitos? Is it worth buying? Thanks!

If you have a hard drive, buy it. It can move files around faster than
GEM could ever dream of.

Richard Davey
Falcon Owners Group (UK)

3842. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 17:22:44 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3b2i54$bn3@bs33n.staffs.ac.uk>
Source record: 176162

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: In article <9411231600.AA36528@cluster1.urz.uni-halle.de>,
iagaw@cluster1.urz.uni-halle.de writes:
: >4) they had some kind of "rumour-page" in the magazine, and there
: >they were talking about a new Atari-computer called "Milan"

: it, the product lists they said were due for release, it all turned out
: to be lies. So even though its a nice machine, the support from Atari
: has been crap. They just don't want to know.....

: Craig.

If Milan is as impressive as the specs I've read, you'll want to know.
Believe me.

Richard Davey
Falcon Owners Group (UK)

3843. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 18:04:30 UTC
From: millert@babbage.csee.usf.edu
Message-ID: <3b2kje$d1e@mother.usf.edu>
Source record: 176200

This is the PC world:

People can afford more memory, so the software grows to fill the extra space.

The processor's get faster, so the software slows down to compensate.

Have a nice day. :)

3844. Re: FALCON DEMO Problems

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 18:10:18 UTC
From: millert@babbage.csee.usf.edu
Message-ID: <3b2kub$d1e@mother.usf.edu>
Source record: 176163

Does Spacejunk run on VGA?

3845. Re: MiNT 1.12 now available at...

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 18:13:01 UTC
From: dk3uz@isys-hh.Hanse.DE
Message-ID: <EJQUBRRI@isys-hh.Hanse.DE>
Source record: 176170
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

howard@lloyd.com (Howard Chu) writes:

> [...]
>There appears to be a problem compiling proc.c with gcc 2.5.8, independent
>of the processor type (i.e., bug exists for both 68000 and 68030 code). We
>haven't got too many details on the exact problem just yet. The problem also
>seems to only manifest when running AES 4.1 (MultiTOS). Needless to say,
>we're pretty eager to find what the problem is... Since it appears with both
>the 68000 and the 68020 code generation, it's likely to be a bug generic to
>GCC's m68k support, and therefore may still be present in 2.6.0 and 2.6.1,
>though I don't know for sure. (Haven't looked at any recent GCC ChangeLogs
>to see what's been fixed...)

And I also get scores of 'empty if-statement' warnings, stemming, AFAICS,
from DEBUG, TRACE and yet another macro defined in mint.h. And there are
numerous 'xxx may be uninitialized' warnings, too. This is the first time I
have problems compiling MiNT :-(

Rgds, Eddi
--
| AMPRNET: dk3uz@db0hht.ampr.org | GUI: A means of wasting cpu power
| INTERNET: dk3uz@iSYS-hh.isys.net | rodent pushing icon clickers
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU | don't need.

3846. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 18:15:43 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3b2l8f$ct8@lyra.csx.cam.ac.uk>
Source record: 176199

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>If Milan is as impressive as the specs I've read, you'll want to know.
>Believe me.

Where did you get these specs from? Can you post them?

I admit that just because no-one (well almost no-one!) has heard of a new machine, it doesn't mean there *isn't* one....
...but I (and probably lots of other people) will be surprised to say the least!

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a *big* one I thought I'd mention it twice".

3847. Re: vt-100 emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 18:16:46 UTC
From: millert@babbage.csee.usf.edu
Message-ID: <3b2lae$d1e@mother.usf.edu>
Source record: 176164

Doug Taylor (taylord@netcom.com) wrote:

: I'm still using Flash 1.6 because quite frankly, any other VT-100
: compatible software doesn't quite match up, unless I'm mistaken. Anyone
: know any software that's better than flash 1.6?

ANSITerm has extremely good vt100 emulation, as well as ANSI color, and
it's unbeatably fast too, especially the registered version.

3848. Re: Atari CDRom

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 18:44:25 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3b2mu9$24h@whitbeck.ncl.ac.uk>
Source record: 176165

In article <1994Nov24.170829.18312@jet.uk>, djs@jet.uk (David Stevenson) writes:
>
>>atari@cix.compulink.co.uk has stated some months ago that these drives
>>don't exist.

AtariUK also stated that TOS4.92 doesn't exist - and that's bullsh*t as well.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

3849. Re: Geneva/Neodesk problem with opening windows

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 19:28:03 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3b2pg3$5go@golem.wcc.govt.nz>
Source record: 176168

] > Also, a bit off subject but are there any good PD games to be found
] > that will actually run on a TT? I have found a few , but they are
] > few and far between...
]
] Well there is the BATTLEZONE clone - CBZONE, if you haven't found it
] already.

He said _good_ games! :) Although, it might work at a playable speed
on a TT.

Graphical Nethack will work on a TT perfectly well, but there are
virtually no "arcade" games that will work under the TT resolutions.
A fair few games will work in ST-Low with Cache etc. turned off.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

3850. Re: HELP Captain Blood

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 19:36:47 UTC
From: ig@cix.compulink.co.uk
Message-ID: <CzsEHB.3JA@cix.compulink.co.uk>
Source record: 176172

In message <3ar6h7$pq4@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:
> In article <3aqdj4$1ba@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk
> (Phillip Davey (Path)) writes:
> > lonsdale@acri.fr (Andrew Lonsdale) writes:
> >
> > Me too!
> > I managed to find a clone once, but that was by accident! One thing
> > I do like is that after a long time Blood's hand starts going all
> > funny and shaking.
>
> Yes you have a Pirated copy, this is what happends to the simple copied
> ones....
>

Uh, noooo, that was the point of the game. Kill the clones, suck their
vital fluids >:p= and don't wither & die. The longer you went without
replenishment the more shaky you became.

--
Ian Glover
ig@cix.compulink.co.uk

3851. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 19:45:38 UTC
From: dpj@delphi.com
Message-ID: <Rq73Noq.dpj@delphi.com>
Source record: 176166

"Ofir Gal" <ogal@cix.compulink.co.uk> writes:

>Get your calculator out. The Calligrapher offer in ST Review was MUCH
>cheaper than the normal price!
>
>-------------------------------
>Ofir ogal@cix.compulink.co.uk
>-------------------------------
>

Well, I was just going by what a few others have said previously, regarding
the full costs of everything. I'll take your word that it may be
cheaper. I don't read ST Review, so I don't have the prices. Regardless,
I don't agree with the offer, still. <<grin>>

-Dana

3852. Re: IMO & IMHO

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 19:53:07 UTC
From: dpj@delphi.com
Message-ID: <Zo829oj.dpj@delphi.com>
Source record: 176167

Jean-Jacques Ardoino <ardoino@musical.fdn.org> writes:

>I've search everywhere (even in a big text about slang on Internet), but I
>can't understand the sense of 'IMO' or 'IMHO' I often read in this newsgroup.
>Sure it can be very easy to understand, but if someone can help me and explain
>what it is...

IMO = In My Opinion

IMHO = In My Humble Opinion

-Dana

3853. Re: seeking Carlos Varela (German 2 English author)

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 19:59:38 UTC
From: heyd@cfcsc.dnd.ca
Message-ID: <heyd.4.000EFEE0@cfcsc.dnd.ca>
Source record: 176075

> I'm looking for an email address for Carlos Varela (the author of the
>shareware program German-to-English). About a month ago I sent a s/w payment
>to the snailmail address listed for him in Canada, as of yet the letter has not
>been returned and I've not received a registered version of the program.

The registered version has a larger dictionary, but grammatically it is not as
good as knowing the languages.

> To make matters worse, I was foolish enough
to send him an International>Money Order rather than a personal check. I
thought I''d make matters easier>for him, since I'm a US resident and he's
Canadian.

I received my copy from Carlos in a week, but then I live in Toronto!

> If anyone knows of a way to contact Carlos, I'd appreciate knowing it, by
>either post here or email. I'd like to try contacting him before I say in a
>public forum that I've been ripped off. Who knows, maybe the Post Office lost
>the letter or something? Thanks to all in advance for your help!

I am not sure whether he has an e-mail address, (I think he goes to York U)
but I do have his phone number, and I'll give him a call.

3854. Re: Probs with TeraDesk

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 20:10:08 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.13.00142BDB@cam.ac.uk>
Source record: 176169

In article <1994Nov24.134511.25439@unix.brighton.ac.uk> st39@unix.brighton.ac.uk (Stephen Ticehurst) writes:

>I'm having problems with the latest English version of TeraDesk (1.40?), it
>has problems running software that detects if you're running it from GEM
>or TOS.

>For example, if you run STZIP from a command line (TOS) then you get the
>text version, if you double click on the same program in GEM then you get
>nice graphics etc...

>Anyone else had this problem?

To fix this install ST-ZIP as an application and turn off ARGV protocol.
(It works for me)

3855. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 20:26:44 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <iquujltgtfa@moacs11>
Source record: 176182

In <3avbap$ctf@percy.cs.bham.ac.uk>, Chris Ridd wrote:

> Anyway, Simon might have meant:
> CON=U:\dev\fasttext

I prefer:

```
ren U:\dev\console U:\dev\slowtext
ren U:\dev\fasttext U:\dev\console
CON=U:\dev\console
```

Waldi

3856. Commodore?

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 20:32:16 UTC
From: md2nicke@mdstud.chalmers.se
Message-ID: <3b2t8g$oon@nyheter.chalmers.se>
Source record: 176173

Could anyone please tell me if commodore has been sold yet. If not, is it possible that there will not be any amigas or cd-32's manufactured anymore.

Please answer to my e-mail address if you know anything about this.

md2nicke@mdstud.chalmers.se

3857. Re: Atari St does not boot up

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 21:18:05 UTC
From: bd@st-andrews.ac.uk
Message-ID: <3b2vud$9ev@calvin.st-and.ac.uk>
Source record: 176176

In article <3at12e$ol1@cmcl2.nyu.edu>, jns0978 <jns0978@is.nyu.edu> wrote:
>
>My Atari 520 ST upgraded to a 1040 does not boot at all. The monitor
>shows nothing, but its on. My disk drive works but it is not receiving
>anything from the computer. Does anyone know what I can do to fix this?
>Thanks.
>

Hi.
There could be a number of problems here. Has the computer stopped working only since the memory upgrade? If so, it's possible that your SIMM chips aren't properly plugged in - they may be slightly loose. If you're not afraid to lift the lid of your ST, you could check, and make absolutely sure that the chips are properly plugged in. If you got your upgrade fitted by a dealer, take your computer back to him/her and explain what you think is wrong.

If it's nothing to do with the SIMMs (i.e the problem started long after the memory upgrade), There could be a problem with the TV Modulator. In fact, my ST did something similar to what you described above, so I had a look inside, and found that something was rattling. It turned out that part of the metal shielding hadn't been screwed on properly after I sent it to get fixed (an unrelated problem), and this little square piece of metal had been floating around inside my ST for weeks.
One day I switched it on, and I got a stripy (sometimes black) screen. The disk drive was being read correctly, and it turned out that the metal had got into the modulator somehow... I was quite lucky, I suppose - It could have been much worse....

Hope I've helped some.

Brian

|> |\ Brian Duff |> |\
|> |/ University St. Andrews |> |/ Sensible SIG v1.0..

3858. Falcon & wind_close

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 21:28:27 UTC
From: curis@clipper.ens.fr
Message-ID: <3b30hr$gsi@nef.ens.fr>
Source record: 176175

I'm a user of Falcon ,and C & GfA Programmer. I've noticed a strange metter with wind_open and wind_create: on my TOS version (4.04 french), it seems to be impossible to open
and close the same window more than 15 times. When i do a programm which creates a window, and
then open and close it, i've got two bombs. Same thing when i create and delete it 15 times.
There's no matter with Mega-STE TOS or TOS 1.0, and it works fine with MultiTOS.
Does anybody knows why ?

The programm, in C, was :

```
/* init GEM & VDI */
/* create the window /*

for(i=0;i<50;i++)
{
wind_open(handle);
printf("%de ouverture de la fenetre %d",i,handle);
wind_close(handle);
}
```

I made it because i had strange bombings in one of my programms and didn't understood why, so I imagined it to test if it was me or the TOS.
Sorry if there are mistakes, I don't speak English very often.

Emmanuel CURIS
curis@roxane.ens.fr

3859. Victoria B.C. Canada

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 22:14:04 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.6.00113C91@cfcsc.dnd.ca>
Source record: 176079

I left a message here about a year ago, but have since lost/misplaced the info right at the point where I can do something about it

I would like to knoww if there is an Atari User Groups in/near Victoria, British Columbia, Canada. If so: Is there a BBS associated with it, meetings, newsletters, flea markets, user-to-user support,...
If anyone knows of such a user group, a contact e-mail address or tel. phone number, address would be greatly appreciated.
Merci
-ken

3860. Re: Fax Software Needed

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 22:18:54 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.7.00115127@cfcsc.dnd.ca>
Source record: 176080

In article <3akkiv$qbu@infa.central.susx.ac.uk> lezo@central.susx.ac.uk (Lez Oxley) writes:
>Path: cfcsc!uunet.ca!uunet.ca!spool.mu.edu!howland.reston.ans.net!pipex!sunsite.doc.ic.ac.uk!susx.ac.uk!lezo
>From: lezo@central.susx.ac.uk (Lez Oxley)
>Newsgroups: comp.sys.atari.st
>Subject: Fax Software Needed
>Date: 19 Nov 1994 10:38:23 GMT
>Organization: University of Sussex
>Lines: 14
>Message-ID: <3akkiv$qbu@infa.central.susx.ac.uk>
>NNTP-Posting-Host: solx1.central.susx.ac.uk
>X-Newsreader: TIN [version 1.2 PL2]

>Hi,

>Are there any good PD/Shareware programs around for sending faxes from
>an Atari ST. (Preferably with documentation in English!).

>If not, what would Atarians suggest as being the best Commercial
>offering.

>Lez
>--
>Lez Oxley, Deputy ACS Manager and Database Administrator
>Administration, University of Sussex, Falmer, Brighton, BN1 9RH, UK
>Tel: +44 273 606755 x3808 Fax: +44 273 678335
>EMAIL: L.Oxley@sussex.ac.uk

I can reccomend with no hesitation STRAIGHT FAX 2.2! All the facts and nothing but the fax

3861. Re: vt-100 emulator

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 22:20:03 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.8.00115616@cfcsc.dnd.ca>
Source record: 176081

In article <taylordCzJr47.367@netcom.com> taylord@netcom.com (Doug Taylor) writes:
>Newsgroups: comp.sys.atari.st
>Path: cfcsc!uunet.ca!uunet.ca!ukma!gatech!howland.reston.ans.net!ix.netcom.com!netcom.com
!taylord
>From: taylord@netcom.com (Doug Taylor)
>Subject: vt-100 emulator
>Message-ID: <taylordCzJr47.367@netcom.com>
>Organization: NETCOM On-line Communication Services (408 261-4700 guest)
>X-Newsreader: TIN [version 1.2 PL1]
>Date: Sun, 20 Nov 1994 03:31:19 GMT
>Lines: 7

>I'm still using Flash 1.6 because quite frankly, any other VT-100
>compatible software doesn't quite match up, unless I'm mistaken. Anyone
>know any software that's better than flash 1.6?

>Doug

Well, I use Flash 1.6 and Storm. both by Alan Page. Storm is veru good, and I
use it a lot with Geneva.

3862. Re: Shareware or not Shareware

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 22:42:13 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3b34s5$5lt@whitbeck.ncl.ac.uk>
Source record: 176056

In article <3anf1f$ro7@ionews.io.org>, diehl@nudge.io.org (Eric March) writes:
>As far as producing shareware is concerned, typically I don't expect any
>amount of quality, but of course it never hurts when I see something of
>extremely good quality come out of the Shareware market.

And in fact, some of the best software ever released on the Atari is shareware.
Look at Kandinsky, ST-GUIDE, GEMVIEW (only surpassed by one progam I've ever
seen - xv on the HP apollo700), CLA :) , OPUS (sadly no longer supported,
but still a good spreadsheet), and many more...

>product it is and how well people like it and how popular it becomes. Me, I
>produce Shareware not because I hope to get rich off it -- I'd be a fool to
>think that -- but because I enjoy the software I write -- I write software
>that I myself want to use/play.
> And that itself makes it worth it.

Amen. Recieving the registration fee is wonderful, not because of the money,
but because it lets you know that people have appreciated your work and
think enough of it to send you the cash. Even recieving a letter or two
is good, and can spur you on to make things better.

And of course, I for one, always ensure that my registered users get
updates way before the rest of the world (in fact they are the only
ones who have the more recent versions of my stuff).

My favourite thing along those lines was when a guy from Canada wrote
to me telling me how his kids really enjoyed playing a game I wrote
(not a very good one, but it was the best I could do when I was 14).
I'd forgotten all about it, but that letter left me wandering around
with a grin on my face for days......

And no, I haven't made a fortune either - maybe the PC version of CLA3
will make more than the ST one did (don't worry, not abbandoning Atari,
just expanding my market a bit).

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
```

3863. Ratsoft

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 22:45:04 UTC
From: julian@loose.apana.org.au
Message-ID: <3b351g$qsi@loose.apana.org.au>
Source record: 176179

When accessing a Ratsoft BBS, can you use your normal comms software or
is there a special package required?
--
julian@loose.apana.org.au

3864. Re: Atari CD ROM Drives

Newsgroup: comp.sys.atari.st
Date: 1994-11-24 22:46:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411250046.a11789@pb2.maus.de>
Source record: 176053

On Saturday November 19th at about five past one
der@discovery.UUCP (*Daniel Eriksson*) happened to write:

DE>2. Get one of those TOS-cards that comes with an IDE-interface plus a
DE>IDE CD-ROM. This is probably the cheapest solution.

Whoaah, careful with that one!

Those cheap PC CD-ROMS do not have a standard IDE interface. Those interfaces
are vendor-specific, e. g. Sony, Philips, or Mitsumi. The Mitsumi FX01?-series
are such drives. It works fine on soundblasters and stuff but would not work
with a real IDE-adaptor.

AFAIK there is only one real IDE-CD-ROM available at the moment, the Mitsumi
FX300 (not 100% sure about the model-name).

The standard SCSI-drives work fine. Esp. TOSHIBAs with ICD-adaptors provide
all common CD-modes and digital copying of the Audio-data via SCSI! (If you
have the right driver, that is ;-)

DE>You also need driver-software in order to use the unit. Personally I
DE>use CD-Tools from Hard&Soft in Germany to accompany my SCSI2 CD-ROM

Best there is ;-) A brand new version 2.0 is out now. This version supports
IDE-CD-ROM as well! And it comes with a new MetaDOS.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* <<< NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

3865. Re: Atari CDRom

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 00:28:17 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Czsrz5.7Ku@cix.compulink.co.uk>
Source record: 176184

> Does anyone have confirmation of the rumour that Atari have over 2000
> *Atari* CD-Rom drives sitting in a warehouse in the UK ? Remember
> the drives they were going to release, but never did ? Does anyone
> *know* for sure ? ...and more to the point...if it *is* true, what
> are Atari intending to do with them ? Surely they can't scrap them
> ?!?!

Its one of those ever recurring stories. Back in the late 80's I think people actually believed it. However nowaydays it just doesn't make sense. Atari have dumped as much of there ST stock as possible. They have even built their spares inventory into working machines IIRC. So it just seems unlikely that they would hang onto 2000 CD-ROMs. They weren't particularly good CD-ROMs even then if the magazine reviews were anything to go by.

Roland.

@CiX

3866. COMPUTE! Back Issues for sale... CHEAP!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 00:30:52 UTC
From: kwwong@lynx.dac.neu.edu
Message-ID: <3b3b7s$9jb@chaos.dac.neu.edu>
Source record: 176183

These are the back issues of COMPUTE! magazines prior to when the publication went all-software-review-only. Each back issue has great type in programs for all sorts of computers including IBM, Apple, Commodore, Amiga, and Atari. I'd buy these BECAUSE OF THE GAMES!!! :-)

December 1985: SPEEDSCRIPT revisited; enhancements to SpeedScript 3.0 ... BALLOON CRAZY, exciting arcade game for Commodore 64/128, Atari, Apple, IBM PC/PCjr, TI ... Atari Fine Scrolling - secrets of advanced Atari graphics ... Commodore 128 Video - design your own custom characters ... Million Color Palette for PC & PCjr - create extra colors without extra hardware ... Apple Disk Booster - increase disk capacity with this short program. (Asking price: negotiable)

March 1986: SWITCHBOX - electric pachinko game for Commodore 64, 128, Amiga, Atari, Atari ST, Apple, and IBM PC/PCjr ... MULTIMEMORY for 64 and Apple - load several BASIC programs at once ... Atari Bootstuffer - fit 10 Boot programs on a single disk! ... IBM Fractal Graphics - fascinating images with a new math ... BASIC Sound On the Atari ST - how to make music and sound effects ... Requester Windows in Amiga BASIC - add professional features to your own programs. (Asking price: negotiable)

April 1986: Adding Power to ST BASIC - valuable techniques for Atari programmers ... Apple Hi-Res Graphics - mix, flip, and copy high-resolution screens ... 64 Screen Genie - A magic method for character graphics ... AmigaDOS Batch Files - take control of your Amiga ... Atari FontMaker - design your own custom characters. (Asking price: negotiable)

May 1986: HICKORY, DICKORY, DOCK - and educational game for Commodore 64 and 128, Atari, Apple, Atari ST, Amiga, and IBM PC/PCjr ... Managing Files From Atari ST BASIC - a major book excerpt ... Better Branching In AppleSoft - computed GOTO and GOSUB ... 64 Autobooter - make disk programs run automatically ... Atari DEBUT - add commands to BASIC for easy debugging ... MODified Shapes for IBM ... Amiga Puzzle - learn new Amiga BASIC progamming techniques. (Asking price: negotiable)

December 1986: LASER STRIKE - a challenging one- or two-player stategy game for Apple, Amiga, Atari, Commodore 64, IBM PC/PCjr, and ST ... Mail Merge And Word Count - two productivity tools for Commodore 64 Speedscript ... APple Math Graphics - dazzling screen displays with one program line ... Fontier 128 - a comprehensive 80-column character editor for the Commodore 128 ... Atari DOS Switcher - an instant DOS menu whenever you need it. (Asking price: negotiable)

January 1987: CHAIN REACTION - an explosive strategy game for Amiga, Apple, Atari, Commodore 64, IBM PC/PCjr, and ST ... FastKey For The Commodore 64 - entire lines of BASIC with only a few keystrokes ... Printer Master For Apple - easily access and cutomize all your printer's features ... Disk Fix And Quick Screen - two handy utilities for IBM PC/PCjr ... ML Write For Atari - convert machine language into DATA statements ... XMODEM File Transfer for Commodore 128 And 64 ... Apple DOS 3.3 Wildcards ... Music Maker 64. (Asking price: negotiable)

February 1987: WARI - a challenging, ancient AFrican strategy game for the Amiga, Apple, Atari, IBM PC/PCjr, Commodore 64, and ST ...File Compressor For The 64 - crunch files for faster transfers and more disk space ... Well-Behaved Batch Files - more flexible, interactive batch processing for IBM PC/PCjr and compatibles ... Amiga Jigsaw - An absorbing graphics puzzle ... 64 Label Master - custom hi-res graphics for printer labels ... Quick ProDOS Catalog for Apple II ... Full-Screen Shell Sort For ST BASIC ... Atari SpeedScript Customizer. (Asking price: negotiable)

March 1987: EUCHRE - an absorbing version of the popular card game for Commodore 64, Amiga, Apple, II, PC/PCjr, and Atari ... Applecoder - hide your private files from prying eyes ... Filedump For IBM PC/PCjr - examine your disk files in detail ... Custom Characters For Atari XL and XE - an efficient way to make your own character sets ... DOS Calc For The 64 - work with your disks the easy way ... 3-D Surfaces For Amiga - create 3-D shapes in any color combination ... Diskcheck - Powerful Apple sector editor for DOS 3.3 ... 128 File Viewer - a fast, multipurpose disk utility. (Asking price: negotiable)

April 1987: SPEEDSCRIPT 80 - our powerful, full-featured 80-column word processor now for Apple IIe, IIc, and IIgs ... MENU PLANNER - plan meals effectively with this easy-to-use program for the Commodore 64, IBM PC/PCjr, Apple, ST, Amiga, and Atari ... MAGAZINE INDEXER - A specialized database for the IBM PC/PCjr, Atari ST, and Apple ... Hyperscan - stunning, high-speed graphics for the Commodore 64 ... Disk COMpacker For IBM PC/PCjr - conserve disk space and simplify directories ... Easy BASIC Autoboot For Atari ... Amiga Fonts - slect system fonts and text styles under program control from BASIC ... Merge 128. (Asking price: negotiable)

July 1987: WEATHER WIZARD - a forecaster for IBM PC/PCjr and compatibles, Commodore 64, Amiga, Atari ST, Apple II, Atari 400/800/XL/XE ... PFkey 64 - add powerful BASIC 7.0 commands and functions to the 64 ... P/M Magic For Atari - complete control over arcade-quality graphics and animation ... IBM Printer Control - customize printer control codes easily from DOS ... Sprite Designer - an easy-to-use, full-featured sprite editor for Commodore 64 ... Converter - Apple graphics conversion utility for Print Ship ... Medium-Resolution Autorun For Atari ST ... Disk Expander For Apple II. (Asking price: negotiable)

November 1987: THE HERMIT - explore a mysterious underground world in this exciting text adventure for the Commodore 64, IBM PC/PCjr, Apple II

series, Amiga, and Atari ... IBM Directory Menu - load, run, rename, or delte files at the touch of a key ... Dynamic Graphics For The 64 - Lightning-fast hi-res graphics from BASIC ... Chrome II - powerful double hi-res commpands for Applesoft. (Asking price: negotiable)

I strongly recommend all 11 issues if you are on a tight budget. :-)

NOTE: Buy ALL 11 back issues at $10, I will pay shipping!!!

(Well worth the price with all the programs you can have here)

E-mail me if you are interested.

-Kwong

kwwong@lynx.dac.neu.edu

3867. Re: Atari CDRom

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 00:34:06 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <Czss8u.7vJ@cix.compulink.co.uk>
Source record: 176185

In response to djs@jet.uk's message:

> > atari@cix.compulink.co.uk has stated some months ago that these
> > drives don't exist.
>
> But he also says that Les Ferdinand is the best striker in the country,
> so he's not _always_ a reliable source. :-)

No, he thinks Les is God and should play for England. Not quite the same
thing.

One Johnny Spencer... 8^{)

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #

3868. Re: Atari CDRom

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 00:34:08 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <Czss8w.7w4@cix.compulink.co.uk>
Source record: 176186

In response to Craig.Graham@ncl.ac.uk's message:

> AtariUK also stated that TOS4.92 doesn't exist - and that's bullsh*t
> as well.
>
> Craig.

That was TOS 5 IIRC.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #

3869. Re: [Q]which modem should I get?

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 01:38:26 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3b3f6i$7j8@mailer.fsu.edu>
Source record: 176187

Hutch (hutch@ilmen.lanl.gov) wrote:
> In a previous article, bdean@hpb.hwc.ca (BLAIR DEAN) wrote:
>
> > Stay away from MAC modems and get the fastest you can afford.
>
> Er, not that I really care but what's wrong with Mac modems? For that
> matter, what IS a Mac modem? Mac's can use the same external modems
> that PC's and Atari's use. The only difference is the connecting
> cable and telecommunications software. I personally use the same Supra
> 14.4 FaxModem on both my Atari -and- Mac via a simple cable switch.

Some (not many, these days) modems have the little DIN-8 plug on them specifically intended for the standard Mac modem port (and thus standard Mac modem/printer cables). This would still not prevent their use on ST machines, but you would probably have a hard time finding the correct adaptor cable.

Most companies that bundle up modems for Macs just include a DIN-8 to RS232 adaptor cable (the exact opposite cable one would need to hook a DIN-8 modem to an ST), and sell regular RS232 interface modems.

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****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

3870. Re: Geneva/Neodesk problem with opening windows

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 01:45:42 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3b3fk6$7j8@mailer.fsu.edu>
Source record: 176188

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
> but there are
> virtually no "arcade" games that will work under the TT resolutions.
> A fair few games will work in ST-Low with Cache etc. turned off.

One of the exceptions is the TT version of Revenge of the Mutant Camels
(one of the top 10 shoot'em up games of all time, bar none, IMHO). Llamasoft
(Jeff Minter's shareware registration organization) is still in business,
and should be able to supply you with the TT version of this great game.
The registration fee is probably 5 pounds, dirt cheap. See the doc file from
the standard shareware release for details (on atari.archive.umich.edu, in
/Games somewhere). There is also an STE only version, I seem to recall.

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* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

3871. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 02:01:12 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3b3gh8$7j8@mailer.fsu.edu>
Source record: 176189

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> Ansy Maccallum (mindbomb_bbs@delphi.com) wrote:
> : Please, huh? so any other cool things i should know, or is that part of the
> : fun :) <g>
>
> Yes, you can also kill him ;-)

You KILLED YOUR LITTLE COMPUTER PERSON!?! You, sir, are a ghoul. :-)

Actually, I'm amazed that you succeeded. In the interests of science, I starved/thirsted my computer person for several days once, and all he did was get green in the face, puttering around scowling at me (the dog was really irate as well, lots of barking).

> Oh and get him to play on his computer, its dead funny...
> and he will take a bath/shower and do alsorts of things..
> He will play board games with you, or is it card games???

Ok, here we go (from the docs):

ctrl-f - food delivered to door
ctrl-w - fills water tank a bit
ctrl-a - rings alarm clock
ctrl-d - dog food delivered to door
ctrl-c - phone call
ctrl-p - physical contact, petting (person must be seated in the easy chair)

Some example messages you can type:

please type me a letter
please light a fire
please play with your computer (cool one)
please play a game with me

Generally, look around the screen and ask him to do things with the stuff in his house (tv, stereo, piano, shower, etc. etc.).

> If you manage to kill the dog you're a better master than I was :-)

<unspeakable comment deleted>

The funniest thing I remember happening with respect to this program occured while I was playing a game with him. Right in the middle of the game, he got up, walked upstairs (I'm wondering what the hell he is doing at this point), goes into the bathroom, and comes out a few minutes later to resume the game. Great little program, this.

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****
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****

3872. Does Atari still have a UK office?

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 02:03:23 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b3glb$ppd@nermal.cs.uoguelph.ca>
Source record: 176191

It may sound like a stupid question, but a magazine I read a while ago suggested that Atari was going to dissolve Atari UK. Is it still in existence? With all the other "office closing" Atari's done since 1991, I hope that they'll at least keep Atari UK open. Also ... just out of curiosity, how many offices has Atari shut down? I've heard Australia, Canada and Germany all got the axe. Any others?

Thanks!

>> Mark <<

3873. Re: Playing MED songs

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 02:14:12 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3b3h9k$7j8@mailer.fsu.edu>
Source record: 176190

Chris Gray (cgra@se.bel.alcbel.be) wrote:
> What the %^&* is a MED file?

It is a particular type of sound module file. I have not seen an ST/STE
MED player, but I have not really looked either (Protracker MOD players are
abundant, and there are more than enough Pro MODS to keep me busy).

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

3874. Re: Does Atari still have a UK office?

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 02:38:45 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3b3inl$91j@golem.wcc.govt.nz>
Source record: 176196

In article <3b3glb$ppd@nermal.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>It may sound like a stupid question, but a magazine I read a while ago
>suggested that Atari was going to dissolve Atari UK. Is it still in
>existence? With all the other "office closing" Atari's done since 1991, I
>hope that they'll at least keep Atari UK open. Also ... just out of
>curiosity, how many offices has Atari shut down? I've heard Australia,
>Canada and Germany all got the axe. Any others?
>
> Thanks!
>
> >> Mark <<

Their was a statement here that Atari had 2 offices, one was in the
Netherlands so the other is their USA office, so does that not count,
or does it meen that the UK office did close...???

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3875. Re: Ratsoft

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 02:52:35 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <hg1VNSr.mindbomb_bbs@delphi.com>
Source record: 176195

Julian Gifford <julian@loose.apana.org.au> writes:

>When accessing a Ratsoft BBS, can you use your normal comms software or
>is there a special package required?

Normal program, i think ascii, vt52, ansi, and rip graphic modes are
supported.

Andy

3876. Spectre 3.0 dedication page

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 03:26:05 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3b3lgd$d34@mailer.fsu.edu>
Source record: 176197
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Quick question: How does one invoke the "secret dedication page" in Spectre 3.0? I have read about the thing (past versions played some sort of sample), but I have never figured out how to do it with 3.0. Just curious...

--
****
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* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

3877. Sound (was Re: Obsolete A

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 03:30:12 UTC
From: Maarten_van_den_Berg@sterbbs.nl
Message-ID: <010101HMDFDRJBXYEJKC@sterbbs.nl>
Source record: 176192

In message #-11797, wells_s@ix.wcc.govt.nz writes:

[stuff deleted]
>
> Never heard of the GUS, but the more recent Sound-Blasters can record
> & playback higher quality sound than the Falcon can, admittedly,
> kitting up the machine with all this would not be cheap.
>
> However, don't expect to do much with the sound other than record & play
> it, as without a DSP, you'd be waiting for quite some time!
>
> The high-end 16 bit soundblasters can do 4-channel 50Khz, 16-bit
> sound, and the most recent one (Not sure if it's released yet), will
> do roughly the same in 32-bit quality. (Overkill, who is likely
> to notice!?)

You must be kidding... The Falcon is capable of 8(!)-channel 50 KHz 16-bit digital audio, as proven by software like Steinberg's Cubase Audio and Emagic's Logic Audio. Providing the harddisk can cope with the _huge_ amount of data, of course. (But if your PC doesn't have a PCI-bus or similar _and_ a SCSI-controller the falcon is *definitely* better equipped for this, because of special optimised hardware for that task). During recording or playback the DSP is still free and can be used for, for instance, reverb (yes, on all channels simultaneously)

The latest version of Cubase Audio does even support 16 (!!!) channel digital audio at 13 bits (instead of 16 bit) and still at 50 KHz (or, more useful, either 44.1 or 48 KHz).

Anyone who can do that on a PC without investing some 7000 US Dollar (heck, even *with* this investment I don't think one can do it :-P) please say so, I am really interested.

So at least there's _something_ a Falcon can do much better than the competition ;-)

Greetings, Maarten

Maarten van den Berg
email: marfix@dds.nl

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

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======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Maarten van den Berg
================================================================================
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3878. Re: Falcon Hardware

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 03:30:13 UTC
From: Maarten_van_den_Berg@sterbbs.nl
Message-ID: <010107MSXEBHHUWYLEOH@sterbbs.nl>
Source record: 176193

In message #-11690, jonaeson@algonet.se writes:

[message shortened here and there]
>
> Jo Even Skarstein (josk@Lise.Unit.NO) wrote:
> : I want to connect a Mega STE/TT keyboard to my Falcon.
> [...]
> : I also want an accelerator (Preferably one with fastram ("TT-ram")),
> which
> : one's the best? And most importantly, *where* can I get one? I'm not
> very
> : interested in the Speed Resolution Board, as I've heard you have to
> modify
> : the Falcon motherboard a bit. But if anybody have fitted this
> accelerator
> : themselves I'm happy to hear from you.
>
> Yes, yes, yes, to all your questions!
>
> I have a Mega ST keyboard connected to my F030, is just as easy as
> connecting it to a STE, the only thing to think of is to connect it
> exactly the same way as the original F030-keyboard, since there is an
> extra pin on the keyboard-outlet.

Two extra pins...

> About accelerators, well, I'm personally not very fond of all those
> "fake"-accelerators out there, all they do is to double the CPU-clock,
> and who knows how long that will work?

I have a High-Speed 40 accelerator built-in (I think that is the same as
the "Speed-Resolution card) with which I get 105 % the Speed of a TT 030.
I use it now for some 4 months 12 hrs a day and it is very reliable.
(It also did run about 260 hrs non-stop rendering a 3-D animation)

> Get an accelerator with a CPU on the expansion-board, Mighty Sonic for
> example, it costs a little more, but it is worth it, you get a 32 MHz
> 68030 and the ability to have TT-ram, the only thing missing is a 32MHz
> FPU socket.

I don't agree, I used the Eagle Sonic (without FastRam :-( ) and because
the cache of the 68030 is very small (1024 bytes ?) you don't get a much
faster system, only about 35 % faster. But maybe with FastRam that figure
improves dramatically, I don't know. But the 030 / 32 Mhz card with
FastRam is quite expensive...
With the card I use now, see above, the speed of the entire motherboard

goes from 16 to 20 MHz. And that makes a _lot_ of difference (believe it)

> Yes, it is possible to disconnect the bassbost and everything else on the
> F030. It demands a little soldering, and unfortunately I don't know how
> to do it, so wait for an extensive answer from someone else here.

I do those modifications for a living, but I suppose you can find someone
located a bit closer to you. Amsterdam is somewhat far away...

Greetings, Maarten

Maarten van den Berg
email: marfix@dds.nl

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

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of message text: TO: Maarten van den Berg
==

3879. Re: RAM in the STE!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 03:30:13 UTC
From: Maarten_van_den_Berg@sterbbs.nl
Message-ID: <010100MSXEBHHUWYLEOH@sterbbs.nl>
Source record: 176194

In message #-11689, jonaeson@algonet.se writes:

> Mark Cargill - Tech/Programmer (mjc@psychology.dundee.ac.uk) wrote:
> : Hi all,
> : Say I have 12 256k simms and I wanted to put 8 of them in my STE for a
> : total of 2 megs, but I only have 4 simm sockets in my STE, how would I
> : go about it?
>
> : Seriously guys!
>
> : Mark
>
> : PS: and don't say sell them and buy 4 1 meg simms instead....
>
> Sell them and get 4 1meg simms instead... Seriously!
>
> It will most likely be cheaper, and easier, than trying to build a board
> that can accomodate them.
>
> Regards, Tommy

Even worse, building such a board is utterly impossible unless you're into designing a custom PCB with some 6 (FAST) TTL-IC's, and like to have your system hang every now and then because of timing-problems...
(I tried something similar in a ST once some 3 years ago)

Greetings, Maarten

Maarten van den Berg
email: marfix@dds.nl

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|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
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of message text: TO: Maarten van den Berg
==

3880. Re: Doom & AvP not all that great

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 04:50:15 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b3qe7$vk@nermal.cs.uoguelph.ca>
Source record: 176198

```
: Those that have Jags have probably noticed that except for startup screens and
: such, everything seems to be done in 320x240 (approximately) instead of the
: full resolution, what a bummer. AvP is also *not* 24bit for the most part. It
: looks more like 8bit (look at the 'gradients' in the walls, rust spots etc...
: those would be extremely smooth in 24bit). Maybe the Jag can't really keep up
: with full-speed 24bit high-rez, or maybe they just didn't bother in AvP.

More likely, it's a case of TV's having difficulty handling that
kind of resolution. Most Jag owners don't have monitors and TV's (as we
all know) run into problems when the resolution passes 320 X 200.

>> Mark <<
```

3881. what about maus-groups?

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 05:00:23 UTC
From: abro@amath.unizh.ch
Message-ID: <1994Nov25.050023.10181@rzu-news.unizh.ch>
Source record: 176051

Hi German MailboxFreaks

I'm reading NewsGroups by an Internet-NG-Reader and I can't find groups
like `maus...' or `de.maus...'. Where can I find it on INTERNET?

Ciao, Arnt

Arnt Broska, Uni Zuerich, Schweiz ----------
--- Does anybody know the mail-address of God?
EMail-Adress: abro@amath.unizh.ch ----------

3882. Figlet with SAVE

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 05:09:48 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <EKZSAFUQUp@stingray.manawatu.gen.nz>
Source record: 176052

Hi - is there some1 out there who could ftp a file to a.a.u.e. for me?
Their Bart server thing doesn't seem to have a "receive" command.

The file is for the people who asked about figlet with the option to save
so I did a quick modification to the original code and recompiled with
a new -o <filename> option, to output the text to a file.

If any1 can ftp this (after I e-mail it to them) I would appreciate it...

Thanx,
Richard.

--

-- --
I love Ataris - but I still have to buy a PC =8-[
-- --

3883. OPUS Spreadsheet / Doug Harrison...

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 07:19:24 UTC
From: jws4p@fermi.clas.Virginia.EDU
Message-ID: <CztB0C.Aqr@murdoch.acc.Virginia.EDU>
Source record: 176054

I have recently downloaded the shareware spreadsheet program OPUS, and found it to be very powerful and useful. However, only registered users are able to save and load Lotus compatible files. I would like to register and gain this capability, however, as far as I can tell, the author of the program, Doug Harrison, is no longer around (at least at the email address provided with the program) thus I cannot register. Does anybody know how to reach him? Does he still support his software? If not, would it be possible / legal for someone to upload a non-crippled copy to Merit or Hensa? Thanks in advance for your help.

-John Stanmeyer

--
John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

3884. Re: MiNT1.12+MinixFS problem

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 08:05:24 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <CztD52.ACB@news.gu.se>
Source record: 176055

Chris Gray (cgra@se.bel.alcbel.be) wrote:

> Hi all,

> (hi Eric?:>),

> I slotted the MiNT 1.12 binary into my Falcon and it seems to work fine.
> There seem to be some conflicts with VRAM, but then the old MiNT (1.04)
> refused to work with VRAM at all... can anyone comment on MiNT/VRAM, BTW?

> Funny thing is, I have minix.xfs sitting in my root directory (C:\) and
> MiNT 1.12 just seems to ignore it. I don't see any announcement from
> MinixFS at all. (Ditto for the CD-ROM driver from the ICD Pro Tools,
> which I won't mention because it's a pirate copy. Look if it works under
> MiNT 1.12 I'll buy a legit. copy, OK?)

My guess is that your last version of MiNT was 1.04!! I had the same problem
for a long time, before I found out that MiNT versions 1.08+ first looks for
a directory called MINT (or MULTITOS! Both are valid!!) on your boot
partition.

You can use any one of the following solutions:

(a) move your *.XFS *.XDD *.XIF to the MINT (or MULTITOS) dir.
(b) rename your MINT (or MULTITOS) dir
(c) move your MINT (or MULTITOS) dir to another partition (but don't forget
to edit the *.CNF files properly

My suggestion is alternative a, since that removes some of the loads of files
that usually occupies the root dir.

That's all folks!!

Stefan

3885. Re: Splitting files for floppy

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 08:47:07 UTC
From: Desmond_Liu@mindlink.bc.ca
Message-ID: <59539-785753227@mindlink.bc.ca>
Source record: 176057

(Arnt Broska) writes:
>
> Or is there any archiver around, which can split the archive in several
> parts for floppy-disks at it self?

There is a program on a.a.u.e called "splitit" which will split and join files. It should really be trivial to code one yourself if you know a bit of programming.

I wrote an archiver about 2 years ago which supported multi-volume archives just like ARJ. Unfortunately, the compression is not as good (nor fast) as ZIP, ZOO, or LZH since I only implemented a simple LZ77 encoder (I didn't add the 2nd Huffman step.) But hell, it compresses better than ARC.

I was going to improve it, but then I found employment and never looked at it again. I always wanted to take the original AR002 source code from ZOO and LZH and "hack it" into my code so that it could support multi-volume archives.

The program is MiNT friendly since it is a TTP program compiled under Sozobon C. If you want to try it, just send me E-mail. Of course, I can't guarantee it to be bug free, but I've used it extensively without data corruption problems and trust my data to it.

One of these days when I clean it up properly and add a user-friendly GEM shell I'll post it to comp.{binaries,sources}.atari.st.

--
Desmond Liu, B.Sc. Computer Science UUCP: a3148@mindlink.UUCP
Vancouver B.C., Canada Bang: ...!van-bc!rsoft!mindlink!a3148
Intermediate Software Designer TCP/IP: a3148@mindlink.bc.ca

3886. Re: freely distributable desktop for MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 09:04:43 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3b49bb$5su@percy.cs.bham.ac.uk>
Source record: 176058

ksinner@solaria.mil.wi.us (Kenton E. Sinner) writes:
>
>Is there a freely redistributable (freeware or shareware) desktop
>that can sit on top of MiNT and provide multi-tasking benefits?
>

Try Gemini 1.999, available from all good ftp sites as GMNI1999.TOS.
An English translation is being worked on as we speak.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3887. Re: Falcon & wind_close

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 09:19:20 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3b4a6o$63u@percy.cs.bham.ac.uk>
Source record: 176060

curis@clipper.ens.fr (Emmanuel Curis) writes:
> I'm a user of Falcon ,and C & GfA Programmer. I've noticed a
>strange metter with wind_open and wind_create: on my TOS version (4.04
>french), it seems to be impossible to open and close the same window
>more than 15 times. When i do a programm which creates a window, and
>then open and close it, i've got two bombs. Same thing when i create
>and delete it 15 times.
> There's no matter with Mega-STE TOS or TOS 1.0, and it works
>fine with MultiTOS.
> Does anybody knows why ?

TOS 4.04 has a memory leak in the window routines. I don't know if
using WINX will work on the Falcon AES, but it may fix your problem.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3888. de.comp.sys.st - help please

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 09:22:41 UTC
From: stkocz@ict.pwr.wroc.pl
Message-ID: <3b4ad1$8hv@cyber.ict.pwr.wroc.pl>
Source record: 176059

My NNTP server doesn't get any de.comp.sys.st news. (I'm subscribed there for two months) And the people here say the server is OK.

Could anyone mail me any article from de.comp.sys.st ?
I'm beginning to be a troublemaker for the NNTP-Server administrator, and I would like to be quite sure the group isn't dead.

--
****
*Sebastian Tkocz *
stkocz@asic.ict.pwr.wroc.pl
stkocz@ci3ux.ci.pwr.wroc.pl
****

3889. Re: Does Atari still have a UK office?

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 09:59:05 UTC
From: vctec@westminster.ac.uk
Message-ID: <CztIEH.5v@westminster.ac.uk>
Source record: 176061

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: or does it meen that the UK office did close...???

As far as I am aware, the UK office is still here...

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3890. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 10:02:28 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3b4cnk$1vrn@sat.ipp-garching.mpg.de>
Source record: 176062

Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
> [as a reply to John Townsend (John_Townsend@taligent.com)]

> Frankly speaking, if you would have made your comments (in your original
> posting) by using a more "dry" vocabulary (this is also what I refer to as
> "professionalism), I would not have written in that style to you and many
> others would not have flamed at you, either. Fact is, however, that the
> all-knowing tone you used in your posting could VERY WELL be interpreted
> as an insult towards those people working with Atari computers and those
> who are programming for it.

Fact is, that the only person who has flamed at John Townsend is Alfred.
Fact is, that Alfred did get the reply he asked for. If he now complains
about the tone of it, that's his personal problem.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

3891. Re: Atari CDRom

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 10:04:33 UTC
From: vctec@westminster.ac.uk
Message-ID: <CztInL.JK@westminster.ac.uk>
Source record: 176063

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: >>atari@cix.compulink.co.uk has stated some months ago that these drives
: >>don't exist.
: AtariUK also stated that TOS4.92 doesn't exist - and that's bullsh*t as well.

AtariUK told me that that 'he'..as in Darryl Still, does not know
anything about TOS development, when I questioned whether TOS 4.92
could go on HENSA.

Danny

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

3892. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 10:17:34 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3b4dju$1vrn@sat.ipp-garching.mpg.de>
Source record: 176065

iagaw@cluster1.urz.uni-halle.de wrote:
> This week the first issue from a new german Atari-Mag came out, and
> there were some interesting news.

[...]

> 3) It is quite possible that Atari will be at CEBIT-95;

Commodore was at CeBIT 94 and then broke :-)

> 4) they had some kind of "rumour-page" in the magazine, and there
> they were talking about a new Atari-computer called "Milan"

The "Milan" rumours have been in existence before, as far as I can remember.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

3893. Re: MiNT 1.12 now available at...

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 10:33:36 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.111.000A8FB5@cam.ac.uk>
Source record: 176064
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3aqrg1$gkt@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>: >Also are the binaries set up for 68030 or just plain old 68000 code?

>: 68000 - they work on my ST, If you've got a Falcon you could probably get it
>: slightly faster still by compiling for '020.

>Do I need GCC to do this or can I use something else?

It's probably easiest with gcc but it should be possible to compile them with
Lattice or Pure C.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

3894. IMO & IMHO

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 10:45:50 UTC
From: ardoino@musical.fdn.org
Message-ID: <CztKKE.3tz@musical.fdn.org>
Source record: 176099

Thanks for the answers. It's easy, I agree, but I couln't find by myself. So I thank you for your help.

J.Jacques Ardoino (France)
ardoino@musical.fdn.org

... And then Adam said, "What's a headache?"
___ Mountain Reader II - #01234567

3895. Re: looking for cubase manual

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 11:01:23 UTC
From: s9205525@otto
Message-ID: <3b4g63$rti@aggedor.rmit.EDU.AU>
Source record: 176067

```
: Now Bazz you wouldnt happen to have a pirate copy would you??
: tch tch tch!

Whats the bet he does (bet its not version 3.1 either) 8-)

--
*************************************************************************
* *
* John Moon *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
*************************************************************************
```

3896. Re: Figlet with SAVE

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 11:09:10 UTC
From: s9205525@otto
Message-ID: <3b4gkm$rti@aggedor.rmit.EDU.AU>
Source record: 176068

: If any1 can ftp this (after I e-mail it to them) I would appreciate it...

Richard, email me the fix and i will send it up pronto!!!! this is
the answer to "our" dreams 8-)

--
****
* *
* John Moon *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
****

3897. Re: Demon access fot the ST (512k)

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 11:14:01 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.112.000B3C1D@cam.ac.uk>
Source record: 176066

In article <3b1jot$93q$1@usenet.pa.dec.com> bouronm@trout.ime.dec.com (Marc CR Bouron) writes:
>How does CIX pricing compare with Demon? I understand that Demon charges
>are 10 GBP + VAT per month, plus your (local) phone call charge.

CiX has a one of setup charge, no monthly charges, but charges for online time (4p/min)

> What facilities does it offer, particularly in terms of Internet
> connectivity?

Demon provides an IP connection, so you can do anything you would from a full internet site. I'm not sure whether they also offer terminal based internet access. CiX provides terminal based internet access and it's own services.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

3898. GCC compiler for DSP

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 11:27:22 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.941125121827.20365A-100000@bull.mimuw.edu.pl>
Source record: 176089

In one of famous Atari ftp sites I found sources of old gnu c (v 1.xx) compiler configured to give DSP code. It can be compiled on many systems, but of course not on Falcon. I was trying to configure it for Atari, but it doesn't give good results. I wonder if someone tried to compile this GCC, and can help me with this problem.

3899. Re: Shareware or not Shareware

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 11:33:48 UTC
From: diehl@bonk.io.org
Message-ID: <3b4i2s$fcl@ionews.io.org>
Source record: 176018

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: And in fact, some of the best software ever released on the Atari is shareware.
: Look at Kandinsky, ST-GUIDE, GEMVIEW (only surpassed by one progam I've ever
: seen - xv on the HP apollo700), CLA :) , OPUS (sadly no longer supported,
: but still a good spreadsheet), and many more...

Indeed, I've gotten many, many wonderful Shareware programs all of at least
competent if not superb quality. A lot of games, some great utilities, that
sort of thing. In fact, I could say with certainty that I find moe useful
or fun things in the Shareware/PD market than I do in the commercial market.
That's one reason I supporty it and develop for it; it's a viable market,
and it's also a great and easier way to find out what sort of response you
ghet to your programs.

: Amen. Recieving the registration fee is wonderful, not because of the money,
: but because it lets you know that people have appreciated your work and
: think enough of it to send you the cash. Even recieving a letter or two
: is good, and can spur you on to make things better.

Indeed, any response at all is great, though I would never turn down a
monetary registration, with money being as tight as it is at the moment.
Still, just to know that people are using my software is gratifying.

: And of course, I for one, always ensure that my registered users get
: updates way before the rest of the world (in fact they are the only
: ones who have the more recent versions of my stuff).

Indeed, your supporters are the most important, since they paid for your
program and are therefore serious about it, or at least enjoy it enough to
support it.

: My favourite thing along those lines was when a guy from Canada wrote
: to me telling me how his kids really enjoyed playing a game I wrote
: (not a very good one, but it was the best I could do when I was 14).
: I'd forgotten all about it, but that letter left me wandering around
: with a grin on my face for days......

True; I had a similar thing happen to me; I'd written a character editor and
"survival kit" for Silmarils' game Ishar: legend of the Fortress. It didn't
get any response, not that I expected it to, until one summer afternoon I
get a letter from some folks who found it extremely useful and helpful to
them, for they were stuck in the game with seemingly no way out, until
they'd gotten my program.

: And no, I haven't made a fortune either - maybe the PC version of CLA3
: will make more than the ST one did (don't worry, not abbandoning Atari,

: just expanding my market a bit).

No harm in that. I'm sure if I was able to do so I would, too. Though my first love and loyalty has always been to Atari.

: Craig.
: __ _
: | \ | | / | Makers of CLA Logic
: |_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
: ------------------------------- o ----------------------------
: Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

3900. Re: Kobold

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 11:35:00 UTC
From: christian.dahl@p4.f611.n203.z2.ct.se
Message-ID: <ftn_2.203.611.4_2ed5cc26_Christian.Dahl@ct.se>
Source record: 176100

> From: ac382@freenet.carleton.ca (Jack Kitowicz)
>
> I was under the (perhaps mistaken) impression that one could install
> Kobold as a replacement file copy utility under Multitos. I know the
> demo version runs very well under MTOS and TOS on my Falcon as a stand
> alone application but I was hoping I could install the commercial
> version such that it would COMPLETELY replace the regular MTOS copying
> functions.
> Is this possible?

If you use Gemini it's possible!

CD

3901. Re: WWW & MOSAIC

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 11:36:52 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.115.000B9DA8@cam.ac.uk>
Source record: 176069

In article <3b0mf1$82i@nippur.irb.hr> npetrlik@public.srce.hr (Neven Petrlik) writes:

> Is there any software (program) support for ST
> that i can use all the goodies of the Internet ?
> I have an acess to Internet via my local host
> and on the host there is a unix programs like
> Mosaic, WWW, ... etc
> When i try to start for expl. mosaic
> unix says 'cannot open display' or something

Mosaic is an x-windows program. If you are running an X server you first type
set DISPLAY=your-ip-address,1
if you're telnetting in, I don't know what you set it to from a dialup
connection, probably the device name. But I don't know of an X server for the
atari anyway. If you can get your host to provide a slip connection you can
run programs locally on your atari using mintnet, although no-one has yet
ported a graphical web browser. There is a port of lynx, a text based web
browser (which you can probably use on your unix system anyway by just typing
lynx).

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

3902. Re: Does Atari still have a UK office?

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 11:43:03 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.116.000BB80A@cam.ac.uk>
Source record: 176070

In article <3b3inl$91j@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>>It may sound like a stupid question, but a magazine I read a while ago
>>suggested that Atari was going to dissolve Atari UK. Is it still in
>>existence? With all the other "office closing" Atari's done since 1991, I
>>hope that they'll at least keep Atari UK open. Also ... just out of
>>curiosity, how many offices has Atari shut down? I've heard Australia,
>>Canada and Germany all got the axe. Any others?>>

>Their was a statement here that Atari had 2 offices, one was in the
>Netherlands so the other is their USA office, so does that not count,
>or does it meen that the UK office did close...???

Atari UK as a separate entity no longer exists. There is now an Atari Europe that just happens to have it's head office where Atari UK's were. They also have a distribution centre in the netherlands, and have closed their other European offices.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

3903. Re: MiNT1.12+MinixFS problem

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 11:45:32 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.117.000BC29D@cam.ac.uk>
Source record: 176071

In article <3b23rp$m0n@btmplq.god.bel.alcatel.be> cgra@se.bel.alcbel.be (Chris Gray) writes:

>I slotted the MiNT 1.12 binary into my Falcon and it seems to work fine.
>There seem to be some conflicts with VRAM, but then the old MiNT (1.04)
>refused to work with VRAM at all... can anyone comment on MiNT/VRAM, BTW?

>Funny thing is, I have minix.xfs sitting in my root directory (C:\) and
>MiNT 1.12 just seems to ignore it. I don't see any announcement from

Put it in a folder called mint or multitos.

>MinixFS at all. (Ditto for the CD-ROM driver from the ICD Pro Tools,
>which I won't mention because it's a pirate copy. Look if it works under
>MiNT 1.12 I'll buy a legit. copy, OK?)

Isn't there a free cdrom xfs driver?

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

3904. Re: Geneva/Neodesk problem with opening windows

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 11:48:58 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1994Nov25.114858.119942@zeus.aix.calpoly.edu>
Source record: 176073

rgivan@cix.compulink.co.uk ("Roland Givan") stated:
>In message <1994Nov22.015457.145394@zeus.aix.calpoly.edu>,
>smiller@farad.elee.calpoly.edu said:
>
> > Also, a bit off subject but are there any good PD games to be found
> > that will actually run on a TT? I have found a few , but they are
> > few and far between...
>
>Well there is the BATTLEZONE clone - CBZONE, if you haven't found it
>already.
>
>micros.hensa.ac.uk
>
>micros/atari/tos/p/p002/cbzone10.zip
>
>Runs on everything AFAIK, but is especially good on a 68030 with FPU (like
>in TT) - I should know as I ported it to the Atari ;-) <fx smug mode off>
>
>:-)
>
>Roland.
>
>@CiX
>

Yeah, I got that one. I liked it alot... other than being in such a small
screen, but i can understand the difficulties in the full screen size.
I did have a problem with the ttp program though... I , however, did not
fiddle with it much :)

*steve

arise from beneath the remains before schizophrenia and morbid visions
create the new chaos a.d.

3905. Re: CLA version 3 : Beta testers needed.

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 11:50:35 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1994Nov25.115035.120745@zeus.aix.calpoly.edu>
Source record: 176074

```
Craig Graham <Craig.Graham@ncl.ac.uk> stated:
>
>I now have an early beta test of version 3 of the CLA digital design
>system.
>
>As it has been re-written from scratch, this is only the schematic capture
>module, without the simulation & GDOS support of v2r?.
>
>I need a few beta testers who can assess my new approach to the GUI for me,
>as it now follows Windows & Modern GEM conventions a lot more than v2r? ever
>did.
>
>Current limitations:
>
>o v3 only runs on colour systems > 640*400 res. Mono support will be added
> later, but for now no ST-High users need contact me.
>
>o The current binary is 68030 only, but if anyone has a MegaST with a good
> enough gfx card, I would be happy to compile a 68000 binary.
>
>If you feel you can test this for me, please contact me in email.
>
>Craig.
>
> __ _
> | \ | | / | Makers of CLA Logic
> |_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
>------------------------------- o ----------------------------
> Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

I volunteer o/~
I have a TT with color monitor.

*steve

arise from beneath the remains before schizophrenia and morbid visions
create the new chaos a.d.
```

3906. Re: OPUS Spreadsheet / Doug Harrison...

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 11:51:14 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3b4j3i$cas@whitbeck.ncl.ac.uk>
Source record: 176072

I remember seeing a post a while ago that although Doug Harrison is happy
to cash registration cheques, he no longer sends out the registered user
versions......and that gets us all a bad name.

In light of that report, I have no compunction about saying that at least
one of the major ST ftp servers has the registered version on it.
Scout around.....the improvements are minor though.

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

3907. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 12:04:21 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3b4js5$f2t@bs33n.staffs.ac.uk>
Source record: 176076

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: You KILLED YOUR LITTLE COMPUTER PERSON!?! You, sir, are a ghoul. :-)

:-)

It took ages, I am sure he died in the end. I would leave the computer
on and go to school and come back and make him more ill by the day.
It was great!

Richard Davey

3908. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 12:20:02 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Nov25.122002.17836@unix.brighton.ac.uk>
Source record: 176078

Hey, I've got a version of this program for my Psion Series 3! So you
can now take your little computer person with you everywhere (just incase
either of you get lonely!)

:)
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-

3909. Emmanuel JACCARD (DIgital Tracker) Hello ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 12:22:33 UTC
From: avsec@westminster.ac.uk
Message-ID: <Cztp1M.7JE@westminster.ac.uk>
Source record: 176077

Anyone know how to (Quickly) contact Emmanuel JACCARD, the author of Digital Tracker ?

There is no reply at mod4g108@fr.cict and I don't want to snail mail.

Cheers,
Phil.
--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk

Atari Falcon030 4mb/120HD/FPU

3910. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 12:44:13 UTC
From: spbcajk@ucl.ac.uk
Message-ID: <1994Nov25.124413.40170@ucl.ac.uk>
Source record: 176082

>You _need_ a Pentium if you want to get reasonable floating-point
>performance. Not that it matters, since you're screwed if you run
>DOS/Windows anyway...

Except, of course, that the f/p maths on the Pentium (specifically long f/p division) is broken - Intel have finally admitted to it so I can say this without fear of a lawsuit :) I say to stick with what you've got if it works for you - after all, there are no major bugs (AFAIK) in the 68030+FPU combo and while it's not earth-shatteringly fast, it'll get you there.

And after all, if you want real power, try an Alpha - now when are we going to get one of these on a processor card <g>

Cheers
/================\
\======\ /====/
##
/========\ /===========\
@@ ## ## ===
/==\ / ## ## @@ ## ## ## ## ##
== / ## @@ ## ## ## ##
\=========/ \========/ \===/ \===/
spbcajk@ucl.ac.uk

3911. Re: Sound (was Re: Obsolete A

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 13:00:03 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <Cztqs4.Ars@news.Hawaii.Edu>
Source record: 176091

Maarten_van_den_Berg@sterbbs.nl wrote:

: Anyone who can do that on a PC without investing some 7000 US Dollar
: (heck, even *with* this investment I don't think one can do it :-P)
: please say so, I am really interested.
:
: So at least there's _something_ a Falcon can do much better than the
: competition ;-)
:

This is quite amusing, since I have gone through this exact process recently. I wanted to move on to Digital recording, and priced Mac vs. PC vs. Falcon. I concluded that the Falcon could be fully equipped for recording for much less money than would be possible on another system.

Falcon $1000
2.1 Gig Hard Drive $1000
Falcon Digital Interface$ 500
14meg Ram Upgrade $ 600
14" Paper White Monitor $ 100
Logic or Cubase Audio $ 600

3800

How much would it cost on the other systems?

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE

3912. Re: Help ! ATARI PC 286 setup program lost

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 13:05:46 UTC
From: csc4p3s@leeds.ac.uk
Message-ID: <csc4p3s.7.000D198D@leeds.ac.uk>
Source record: 176083
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.atari.hardware,maus.sys

In article <822@softwork.gerwin.net> vgross@softwork.gerwin.net (Volkmar Gross) writes:
>From: vgross@softwork.gerwin.net (Volkmar Gross)
>Date: Fri, 18 Nov 1994 15:24:33 GMT
>Subject: Help ! ATARI PC 286 setup program lost

>Hi,

>my girlfriend's son's PC has lost its extended CMOS-RAM settings and we have
>lost the setup program.

>Anyone who can help ?

>All hints (and setup programs) appreciated.

>Kind regards, Volkmar

>Volkmar Gross, Alexanderstr.18, Bremen, Germany (Fone&Phax: +49 421 74434)
>>>>-->
> Das Plank'sche Wirkungsquantum ist der Heizwert eines Baud (Max Demon)
>>>>-->
> =*= Error: Keyboard not connected - Press F1 to continue =*=

Am I right in thinking you mean the NEAT.EXE program? (I too, have an Atari
286. Any offers of a free Falcon or 486 would be appreciated :-)

'Once you have their money, | Peter Stanton School Of Computer Studies,
you never give it back.' - | University Of Leeds, England
The Ferengi First Rule | isxpns@scs.leeds.ac.uk
Of Acquisition | csc4p3s@lucs-03.novell.leeds.ac.uk

3913. Re: Seeking Carlos Varela

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 13:46:00 UTC
From: carlos.varela@balmybeach.tor250.org
Message-ID: <e3b4a031@balmybeach.tor250.org>
Source record: 176019

```
RE: German to English problems.
-
My internet address is: carlos_varela@tvo.org
-
I've been quite busy, so I have not had time to update the program to
version 4.0 [Most of the code is done but it needs more beta testing]
-
```

3914. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 14:03:49 UTC
From: sjg@bilbo.ph.kcl.ac.uk
Message-ID: <1994Nov25.140350.5239@bay.cc.kcl.ac.uk>
Source record: 176084

In article <3avbap$ctf@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Ct @rD writes:
%
% The main.c file hints that fasttext should not be enabled on a Falcon
% although this comment may be out-of-date.

Oh, I didn't know about this...

% Anyway, Simon might have meant:
% CON=U:\dev\fasttext

(blush) Yep.

% That's just a guess, I don't use it myself because I have a feeling e console
% not apply when GEM is running, or when a graphic card is
% installed.

It does nothing for GEM, AFAIK, but it's useful when you're running atbham console level.

ATB,
Simon.

[ps: Sorry if there's any corruption in the above - I'm working on it]X@
Y@
Y@
Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <

3915. Atari Web Description

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 14:17:38 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3b4rm2$52j@mserv1.dl.ac.uk>
Source record: 176085

```
Atari Web Pages Latest News
~~~~~ ~~~ ~~~~~ ~~~~~~ ~~~~

Version 1.0
~~~~~~~ ~~~

Date 22/11/92
~~~~ ~~~~~~~~

by

Mark Stephen Smith
~~~~ ~~~~~~~ ~~~~~

================================================================================

Foreword
~~~~~~~~

Hello and welcome to the first news item on the Atari Web pages. This document
will describe the Atari Web pages as provided by Mark Stephen Smith and will
inlcude a list of the latest updates for the month. Each month I hope to update
this text with the very latest additions and news on the Atari Web pages.

Hopefully these pages will provide an invaluable service to their users, but
they are still at an early stage and developing all the time. As such any
feedback and support you may have for these pages is more than welcome, it is
infact encouraged. The more input I get from its users the better, as then I
will know what is good and bad about these pages and can change them
approproately in the hope of increasing their value to their readers.

Now on with the show.

================================================================================

What are the Atari Web pages?
~~~~ ~~~ ~~~ ~~~~~ ~~~ ~~~~~

These are a collection of pages covering all formats of the Atari. In these
pages may be found the latest news, reviews, software for downloading, and
various other information and links to other places of interest to Atari users.

I have tried to make the structure of these pages easy to follow and as
intuitive as possible but there is still a lot of work to be done yet.

================================================================================

How do I access them and what is the Web?
~~~ ~~ ~ ~~~~~~ ~~~~ ~~~ ~~~~ ~~ ~~~ ~~~
```

First of all I shall look at what the Web is or to use its full name the World Wide Web. The Web is new way of accessing the Internet, unlike previous methods where you were required to enter commands into the program you were using the Web uses a more user driven method of getting around the Internet. This method is much more graphical than former methods and as such is much easier to get to grips with.

When using a Web browser (the name given to a program used to access Web pages) the control method usually consists of a point and click operation. A Web page will consist of text and graphics which are sometimes highlighted in some way to indicate that they are selectable and link to more information or a particular piece of data.

Such a link is reffered to as a hyperlink. In fact the whole system is a variation on hypertext and uses a script to create each page. Each script is written to a HTML (HyperText Markup Language) standard which contains the main body of text in the page and a few command tags for the browser as to how to format the page and what to do with links, etc.

Web pages may contain text, graphics, sounds, and animations, although the later two are normally supported through external software. It is also possible using the Web to gain access to newsgroups, ftp sites, and gopher services all through the one program. As such this makes this a very powerful tool for Internet access, and coupled with its ease of use this has suddenly became the big thing in the recent Internet explosion into the media.

Browsers can handle all properly written HTML scripts but may vary in operation when scripts are incorrect or contain mistakes. Browsers can be divided into to distinct types, graphical and text only. Popular graphical browsers include NCSA's Mosaic and the recent new browser NetScape. On the text side Lynx is the most popular textual browser (NOTE: text browsers don't show any form of graphics).

To access the Web you must either use one of the above mentioned browsers on a machine such as a Sun, PC or Mactintosh, or if you want to access it via your Atari you will need a copy of the Lynx browser as unfortunately there aren't any graphical browsers YET for the Atari.

Next month I will give full details on how to access the Web using the Atari.

==========

Where do I find the Atari Web page?
~~~~~ ~~ ~ ~~~~ ~~~ ~~~~~ ~~~ ~~~~

From your Web browser choose to open URL and enter the following address:

http://www.dl.ac.uk/MISC/ATARI/atari.html

If you can store a hotlist of addresses or something similar on your browser then it may be worth including this address for quick access in the future.

Once you've done that you should see my main page so I hope you enjoy it, and don't forget to write with your thoughts.
~~~~~

==========

What you will find in the Web pages every month.
~~~~ ~~~ ~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~ ~~~~~ ~~~~~

From the main menu you have several links available to you, some under miscellaneous and others specific to a particular machine, or collection of machines. First I will look at what will be in the Miscellaneous section.

****

Atari Related links, Documents, FAQ's and Newsletters
~~~~~ ~~~~~~~ ~~~~~ ~~~~~~~~~ ~~~~~ ~~~ ~~~~~~~~~~

First in the list are "Atari Related Links", these links are to other sources of Atari information or data (such as files, etc.).

There is a link to many of the major Atari holding FTP sites on the Internet. Links to several Web pages by different people on the Atari. This will grow as worthwhile sites come up. At the moment you can visit:

- HENSA to download Atari files (Moderated by Denesh Bhabuta)
- ZFC's Atari Pages by Annius V. Groenink. This has links to various Atari related places, along with talk of his own work on Edith and his new Drive U Project. Annius is also working on a version of the Mosaic browser for the Atari and the best of luck goes to him on that.
- Christer Gustavsson's Atari Gem Programmers Page. Very useful information for programmers grapling with Gem and the operating system. Also offers help via his questions answers page. Some links can be found to Atari related places.
- CAIN Atari Pages. CAIN is the Central Atari Information Network and they create a newsletter which is updately monthly on all things new to do with the Atari. There are also links available here.
- Martin Maisey's Atari Pages. Contains information (downloadable) on programs written by himself for the Atari. Again there are links to other Atari places.

This section has one or two more candidates for the near future when more work has been done on the owners pages.

Documents
~~~~~~~~~

Useful documents will appear in here. At the moment there is:

- Atari FTP List by Hallvard Tangeraas (essential for the latest news on who provides Atari FTP sites). This is updated in theses pages almost as soon as Hallvard changes it.
- Atari TOS Desktop Survival Kit by Thomas J Hopper. An essential guide to getting the most out of your DESKTOP.INF and NEWSDESK.INF files.
- Recommended list of software for the Atari by Denesh Bhabuta. List compiled by Denesh for me of his best software for the Atari (updates coming soon). Mostly PD and Shareware, this list contains links to download most of the software mentioned.
- Information on picture formats by Dave Bagget. Lots of information on the format of different picture files for the Atari.
~~~~~~~~~

FAQ's (Frequently Asked Questions)
~~~~~ ~~~~~~~~~~ ~~~~~ ~~~~~~~~~

Useful FAQ's will appear here. At the moment there is:

- Atari ST SLIP FAQ. This is a guide to connecting your Atari to a network. All you want to know about networks and the Atari.
- Atari CD FAQ. Information on getting and using CD's on the Atari. Regular updates to this can be found in my pages.
- GDOS FAQ by Gerd Castan. Got a question on GDOS then this is the place to look.

Newsletters
~~~~~~~~~~~

Although there may be more to come the following newsletters are updated promptly as I receive them:

- CAIN Newsletter containing the latest Atari news.
- HENSA Newsletter containing the latest updates to the HENSA Atari archive.

****

Questions and Answers
~~~~~~~~~ ~~~ ~~~~~~~

Submit your questions to here and get them included in this page. Answers are open to anyone who has something valid to say, and help is provided to me on Programming and Music questions by several knowledgeable sources. Please support this section, only by your interaction and questions will it survive. All answers are included in this page for anyone else with the same question and answers are also sent back to the person who submitted the question for those without Web access.

If you feel you have an expertise in a particular area concerning the Atari and would be willing to answer questions on that area when and if I submitted them to you, then please let me know and you can join the team. Programming and Music are fairly well covered and I can cover Graphics programs, help with Technical questions would be appreciated.

****

Reviews
~~~~~~~

Here I hope to include reviews of Atari products both new an old. So far I have the following reviews:

- Kobold review by Andy Curtis (ST Format)
- Flash 2 review by Frank Charlton (ST Format)

There are several reviews on the way by the above mentioned people aswell as some by myself (waiting to get hold of Apex Media for the Falcon). This section should hopefully include around ten or more reviews by Christmas.

Again if you feel you would like to submit reviews for inclusion then please write to me. Please note these pages don't include Lynx and Jaguar Reviews, as they are contained within their own pages.

****

Updates and Information on these Web Pages
~~~~~~~ ~~~ ~~~~~~~~~~ ~~ ~~~~~ ~~~ ~~~~~

All updates and news on the Atari Web pages goes in here. Previews of whats to come soon are included and new items or updates to the pages are listed according to date with the most recent being first. Most updates contain links to the new material for instant access.

Other things to be found in here are the number of accesses to the Atari pages. At the moment this is out of date, but I hope soon to have this updated on either a monthly or even weekly basis.

****

This now concludes the Miscellaneous section. Now onto the Other Pages. These pages are specific to a particular machine, or collection of machines. These are going to go through some major changes and you can expect a fair number of changes to be made to these in the next month or so.

****

Falcon Page
~~~~~~ ~~~~

This will contain information and files relevant to the Atari Falcon, currently this page is divided into the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

In here expect to see any news or previews that come my way, whether they be small descriptions or full features with pictures. At the moment there is:

- Apex News. This contains some information I got on Apex Media for the Falcon when I spoke to Douglas Little on the phone a few weeks back. Not very detailed unfortunately, but I'm waiting on my copy of Apex to give a full review so expect that to be rectified soon.
- Dextrous News. Small description of some of the features of Dextrous with a picture. Only at an early stage of development, if I hear more it will go in here.
- Towers II : Plight of the Stargazer. Pictures and description of this great looking Falcon only sequel to Towers. Expect the demo soon.
- Newsletters from HENSA on Falcon section of archive.

Misc
~~~~

Miscellaneous information on the Falcon, including:

- Falcon Demo FAQ. List of Demos for the Falcon, including some form of information on each.
- Compatibility list of games with Falcon.
- Compatibility list of applications with Falcon.

New Software
~~~ ~~~~~~~~

The latest Falcon/enhanced software available for download. Major revisions to be done with updates here. At the moment the following software is included, with more to come:

- Play MPEG v0.68 by M.D.Griffths (shareware)
- Speed of Light v3.5 (shareware picture viewer)
- FOG issue 6 diskmagazine for Falcon
- Scape a planetary landsacpe generator.
- Digital Tracker demo of commercial version.
- Obsession 1 level demo.

Other software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth using on the Falcon.

- Backward v2.52. For compatibility with the ST. Please send any versions which are newer than this.
- MultiBlow. Configurable overscan utility.
- Starball. Excellent pinball game (Falcon enhanced).
- Berzerk. Excellent version of Berzerk (Faster on Falcon).

****

Atari ST/STE/TT/Mega STE Page
~~~~~ ~~~~~~~~~~~~~~~~~ ~~~~

This will contain information and files relevant to all the above mentioned Atari formats, currently this page is divided into the following areas:

News
~~~~

In here expect to see any news or previews that come my way, whether they are small descriptions or full features with pictures. At the moment there is:

- Newsletters from HENSA on TOS section of archive.

New Software
~~~ ~~~~~~~~

The latest (most recent versions) software available for download. Major revisions to be done with updates. At the moment the following software is included, with lots more to come:

- Speed of Light v3.5 (shareware picture viewer).
- ST Zip v2.6. Latest version of ST Zip.
- Obsession demo. 1 level of this great pinball game.
~~~

Other Software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth having on the Atari.

- Ozone. Good platform/puzzler.
- Starball. Excellent pinball game.
- Berzerk. Excellent version of Berzerk.

****

Lynx Page
~~~~ ~~~~

All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News
~~~~

News on the Lynx and related material. At the moment there is:

- Lynx Summer Steal Deal Extended to the Fall. News of price reductions for a limited period.

Reviews
~~~~~~~

Reviews for just about every Lynx game ever released will appear in here. All reviews are by Robert Jung. At the moment the following reviews are included:

APB Awesome Golf Baseball Heroes
Batman Returns Basket Brawl Bill and Ted's
BlockOut BattleWheels Blue Lightning
California Games Checkered Flag Chip's Challenge
Crystal Mines II Dino Olympics Dirty Larry:Renegade Cop
Dracula the Undead Double Dragon Desert Strike
Electro Cop European Soccer Chal. Ultimate Chess Chal.
Gauntlet:3rd Encounter Gordo 106 Hard Driven'
Hockey Hydra Ishido : Way of Stones
Jimmy Conners' Tennis Joust

Other Lynx Stuff
~~~~~ ~~~~ ~~~~~

Other items of interest to Lynx owners. At the moment there is the following:

- Lynx FAQ

New Software Anouncement
~~~ ~~~~~~~~ ~~~~~~~~~~~

Currently holds news of Bouble Trouble and Super Off-Road for the Lynx. Expect reviews soon.

****

Jaguar Page
~~~~~~ ~~~~

All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

All the latest news and preview information I can find related to the Jaguar. Although empty at the moment expect this to fill up very soon (lots to come).

Reviews
~~~~~~~

A collection of reviews from different sources, hopefully I will be contributing more to this section myself. Reviews so far include:

Aliens versus Predator Raiden Tempest 2000
Cybermorph

There are many more reviews to come.

Other Jaguar Stuff
~~~~~ ~~~~~~ ~~~~~

Miscellaneous information on the Jaguar. Information included presently is:

- Jaguar FAQ
- Raiden Tips
- Jaguar Game Cheats
- Kasumi Ninja FAQ
- Ultra Vortex FAQ

Other Jaguar Pages
~~~~~ ~~~~~~ ~~~~~

Other pages specific to the Jaguar included in here. Currently there is:

- Atari Jaguar Homepage by Nils Jacobsen

There are others that will be included, some containing more recent news, but the one above is the most organised and intuitive one I've came across.

****

8 Bit Atari Page by Ivo van Poorten
~ ~~~ ~~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~~~

Not maintained by me these pages cover the 8 bit formats of Atari machines and are very comprehensive. Nearly everything you could hope to find is contained within these pages.

****

What to expect in the future
~~~~ ~~ ~~~~~~ ~~ ~~~ ~~~~~~

Some structural changes are likely to appear in the next months. I will be introducing an announcements page where you can tell the World of anything you have to announce. Please send news of updates to your programs, Atari stuff for sale, and any other Atari announcements here (NOTE : Commercial companies should send information on products to be included in here and in the news sections).

Also coming soon will be a monthly editorial. In this I will try and sum up the month past and to give my opinions on how I saw things for Atari at that time. Hopefully I will be able to look back over many good developments in my pages and summarise them as they happened.

There is an outside possibility of starting a programmers and MIDI section in these pages but this is as yet undecided. I will judge whether or not to do this based on the kind of response I have. I do not want to repeat any of the good work done in these fields however by other Web page writers such as Christer Gustavsson.

More support is needed for the questions and answers pages, although initially successfull people just stopped posting their questions. Although the odd one is still coming and answers are still forthcoming. Please support this, it is of benefit to anyone who uses it.

The Jaguar section should have a lot more news, pictures and reviews in the future. I now own a Jaguar and will soon be writing a review for Aliens vs Predator. I have tracked down a fair bit of news and am in contact with a few companies now and hope to get news from them on there products.

Extra pictures will appear due to my recent access to a colour scanner, enabling me to scan the latest pictures before the exist elsewhere on the Internet. I also hope to slowly get all the maps for AvP into these pages somehow?

Both the ST and Falcon sections should contain much more news in the future, along with more of the best PD/Shareware, and PD/Shareware reviews. I should have several demos hopefully in the near future for games coming out on these formats.

The Lynx section is to continue to get reviews and I will update the news as and when I get it.

Expect more links to Atari related pages in the future, aswell as links to all the Atari related newsgroups. There will be more newsletters, documents, updates to the FAQ's, I hope to include AEO soon also.

Expect further reviews from Andy and Frank, along with myself (watch out for the Apex Media review). Hopefully I can include more screenshots, and do a few program tutorials.

Last but not least, after Christmas I may set up a feedback page, where you can send your feedback via a Web form. Until then please write with your ideas, critisms, comments, submissions (software, news, reviews, questions, etc), to me and don't forget that I am now the official maintainer of the Atari FTP list originally by Hallvard Tangeraas. All updates to this list should now be sent to me.

Thank you and see you with the updates to these pages next month!

++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.dl.ac.uk/MISC/ATARI/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creater and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

3916. Gemini2

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 14:23:38 UTC
From: rbets@edx.ed.dreo.dnd.ca
Message-ID: <3b4s1a$l70@nouvelles.dreo.dnd.ca>
Source record: 176088

I have recently acquired Gemini2 and I have to say that I'm impressed.

Is there an english version or resource files in english available?

Also, I have just started using a STe w. TOS 1.06 and the version of
Startgem won't work. Is there a program that will load GEM apps at
bootup on an STe?

Thanks.

P.S. Please email responses to me directly in order to avoid clutter
in this group.

3917. Re: To Requiem

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 14:43:27 UTC
From: djs@jet.uk
Message-ID: <1994Nov25.144327.695@jet.uk>
Source record: 176086

In <3b2hjs$bn3@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>So try the proper one then.

>email here is hit and miss!
>OR: requiem@armory.com
Try adding "Reply-To: reqiuem@armory.com" to your headers, then the armory
address will be the default for anyone replying to your posts.

--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3918. Re: Atari CDRom

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 14:45:17 UTC
From: djs@jet.uk
Message-ID: <1994Nov25.144517.819@jet.uk>
Source record: 176087

In <3b2mu9$24h@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>In article <1994Nov24.170829.18312@jet.uk>, djs@jet.uk (David Stevenson) writes:
>>
>>>atari@cix.compulink.co.uk has stated some months ago that these drives
>>>don't exist.
No I didn't, you got the attributions wrong.

>AtariUK also stated that TOS4.92 doesn't exist - and that's bullsh*t as well.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3919. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 16:54:00 UTC
From: christian.andersson@p5.f611.n203.z2.ct.se
Message-ID: <ftn_2.203.611.5_2ed616f9_Christian.Andersson@ct.se>
Source record: 176090

> Obsession is a poor mans Pinball Dreams, Starball does not try to be
> Pinball Dreams and since Pinball Dreams is now out on the Falcon then
> the death of Obsession will be quick!

Is there an STe Version of Pinball Dreams out?

Chris.

3920. ATARI ST games cheap!

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 17:12:29 UTC
From: jamesd@cg57.esnet.com
Message-ID: <3b55tt$q29@cg57.esnet.com>
Source record: 176092
Cross-posted to: misc.forsale,ca.forsale,fidonet.for-sale,comp.sys.atari.st

I have the following Atari ST programs for sale. They are all
original disks but, with exceptions noted, are parted from
their documentation (who reads it anyway?).

I pay postage at the prices shown to anywhere in the US.

The Black Cauldron: Sierra Software, Walt Disney, on 2 disks. $11.

Falcon: Spectrum Holobyte, on 4 disks, $15.

King's Quest: Sierra Software, 2 disks plus a 360 page book
"King's Quest Companion," all for $16.50 (The book by itself is cover
priced at $14.95)

King's Quest II: Sierra Software, 2 disks $11.

High Roller: Mindscape, 2 disks, $11.

Typing Tutor Word Invaders: Academy Software $7.50

--------the following programs are each on a single disk----

Dungeon Master: FTL Games, one disk and a 69 page book,
"Secrets of Dungeon Master" $10.

STWars: Miles Computing $7.50

Outrun: Sega $7.50

Major Motion, The Atari ST Arcade Adventure Program: Michtron
7.50

Hades Nebula: Gamebusters (requires color monitor) $7.50

Airball: Microdeal $7.50

Super Cycle: Epyx 7.50

MadLibs, World's Greatest Party Game: Price/Stern/Sloan $7.50

ALSO

PrintMaster Plus: Kyocera Unison Inc. $13.

--

jamesd@cg57.esnet.com

"To be born in a certain faith is good,
to die in it is unfortunate."
The Initiate, Some Impressions of a Great Soul

3921. Re: Atari CDRom

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 17:12:44 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <Czu2H9.3Ku@cix.compulink.co.uk>
Source record: 176093

In response to rgivan@cix.compulink.co.uk's message:

> Atari have dumped as much of there ST stock as possible. They
> have even built their spares inventory into working machines IIRC.

The remainder being flogged off to Brad Korda and a Dutch company, so I
hear.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/140.16@nest.ftn #

3922. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 17:43:39 UTC
From: sjg@bilbo.ph.kcl.ac.uk
Message-ID: <1994Nov25.174339.5248@bay.cc.kcl.ac.uk>
Source record: 176097

In article <3at76e$26l9@sat.ipp-garching.mpg.de>, krasel@alf.biochem.m&#65533;
(Cornelius Krasel) writes:
% Morgoth (THIETAVUO@FINABO.ABO.FI) wrote:
% > Why should it be made by Atari? Are all the PCs made by IBM today?
% > And can you _really_ say that Medusa T-60 with 68060 processor
% > (yes, it _is_ reality!) isn't fast enough for you ??
%
% A 486DX2/66 comes for 3000,- DM. A Medusa costs more than twice of this.
% That's the problem. (And you can run a decent, rather bug-free OS on the
% PC: Unix.)
%
He said 68060. Not 040. The 060 will eat a dx66 for breakfast. You're talking
> Pentium-60 speed here.

Now I only know of 2 060 machines, both are still under development, a
both
are atari clones. I also know of someone in the Linux-68k camp who is
going to port Linux-68k to the 060 next week or so, and was asking about X11
servers for the Atari range.
Once we have 060/X11 You have a machine faster than my DECstation 5000/133
here in KCL. Not bad really.

Why oh why are we only *now* seeing the sort of Atari machines I've be&#65533;0
for years!

Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac
Microsoft is not the answer. Microsoft is the question. NO is the answer <

3923. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 17:55:20 UTC
From: t94patsa@ida.liu.se
Message-ID: <1994Nov25.175520.26698@ida.liu.se>
Source record: 176094

h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:

>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>: In article <1994Nov15.082131.29476@ida.liu.se>, t94patsa@ida.liu.se (Patrik Sanfridsson) writes:
>: >So, yet again, we have people coming over here just to sneer at us and to tell
>: >us how stupid we are and how outdated our computers are and that we should
>: >"see the future" and go buy a pc/mac/whatever expensive pile of junk that will
>: >be outdated in a year anyway.
>: >
>: >Oh, and Roger S, don't bother replying with your smart remarks to this cause
>: >you're already in my kill file.

>: Another snivelelling teenager, that has never ever worked in his life,
>: did no one tell you the facts of life, well John tried to, then it looks
>: like you are to stupid to read....

>again pure, personal insults. John Townsend and Roger Sheppard have
>profound knowledge of "the facts of life" and people who do not agree,
>cannot "read" and are "stupid".

And he didn't get much of his insults right either, I've in my mid twenties
and have several years of work experience with computers.

So much for his "facts of life". :-)

--

__ __
/_/ /_ / Computer student at University of Linkoping (LiTH)
/atrik __/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

3924. STFM: Connecting HD drive & reading DS DD floppy disks

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 17:58:33 UTC
From: rjt2@bnr.co.uk
Message-ID: <3b58k9INNsqt@bhars12c.bnr.co.uk>
Source record: 176095

I'm looking to upgrade the internal Single Sided disk drive in my 520ST-FM.
DS DD (720K) disk drives seem to be going for about 40 pounds sterling in the
UK, but with HD (1.44M) drives going for about 10 pounds more, I was hoping it
might be possible to connect one of these instead.

Can anyone advise me on the following:

1. Can the ST floppy drive controller cope with HD disk drives?

2. Would I be able to write data in HD format from commercial software,
e.g. Cubase ? (I would be happy to format disks with special software)

RS Components supply a Panasonic drive which "is able to operate in both
normal (1Mb unformatted) and high density (2Mb unformatted) modes"

3. Would a drive like this allow me to read DS DD or SS DD disks (even if
only through special software) ?

4. If "yes, yes & yes" does anyone know of suitable software?

Any advice gratefully received.. and any suggestions of cheap UK sources for
replacement drives are welcome.

Regards,

Richard

R.J.Thomas@bnr.co.uk | V2, BNR Europe Ltd, London Road,
(+44 279) 402629, FAX 405756, ESN 742-2629 | Harlow, Essex, U.K. CM17 9NA

3925. ATARI ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 18:13:30 UTC
From: dah5550@is.nyu.edu
Message-ID: <3b59ga$43v@cmcl2.NYU.EDU>
Source record: 176011

For sale:

Magic Sac Plus (Mac+ emulation cartridge which preceded SpectreGCR) with
Translator1 (allows Magic Sac+ to read/write mac disks)

------- $30

Word Writer ST (word processor)

------- $10

WordUp Docs

------- $5

StargliderII

------- $10

Autoduel

------- $10

A-Calc, A-Chart, Genesis (molecular modeler)

------- $10 each

prices include shipping. reply via E-mail to:
dah5550@acf3.nyu.edu
dhal5550@popmail.med.nyu.edu

3926. 2nd CFV: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 18:30:15 UTC
From: marclaan@sterbbs.nl
Message-ID: <021641AAIACACDNYHYXX@sterbbs.nl>
Source record: 176096

YES

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

3927. Re: Atari CDRom

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 18:34:54 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <EKZREBVH1UP@cabal.sh.sub.de>
Source record: 176005

In <11231994.202051@empyr.dircon.co.uk> Kevan Winch wrote :

>Remember the
>drives they were going to release, but never did ?

The CDAR 504 _has_ _been_ released. In Germany at least. It shipped with a Public Domain CD (ST Computer series 1-270(!)). An ex-student at the univ. of Passau bought one in 1991 or 1992 for 100 DMs (50 US$ then) when a local dealer threw out all their Atari stock (now they have gone bankrupt :-)).

Thorsten

3928. Re: What is MAC SIMM for FALCON?

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 18:55:44 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411251759.AA03031@ilmen.lanl.gov>
Source record: 176098

In article <bwanga-2311941602540001@tsa-27.ucsc.edu> Tim Seufert wrote:

>Correction: some Macs will actually use parity checking if all the memory
>installed has parity.
[...]
>Also, a lot of PC motherboards being made in recent times allow you to use
>non-parity RAM.

Thanks for the correction/update, Tim. I suspected as much but wasn't
positive. Anyway, it's good info to know.

Cheers,

-Hutch- @ Fair Dinkum Tech

3929. Re: de.comp.sys.st - help please

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 20:01:11 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3b5fq7$i6b@golem.wcc.govt.nz>
Source record: 176001

] My NNTP server doesn't get any de.comp.sys.st news. (I'm subscribed there
] two months) And the people here say the server is OK.

Probably because the group exists on virtually no systems. This group
would be near enough the same thing.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

3930. Re: Gemini2

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 20:03:19 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3b5fu7$i6b@golem.wcc.govt.nz>
Source record: 176002

] Also, I have just started using a STe w. TOS 1.06 and the version of
] Startgem won't work. Is there a program that will load GEM apps at
] bootup on an STe?

Yep, it's called the OS :).

Click on the program to autorun, then "Install Application" from the "Options" menu. Click on the "AUTO" button, select OK and then save the DESKTOP.INF file. When you reboot, it automatically runs the program in a similar fashion to StartGEM. AFAIK there's no key combination to hold down to abort the process, which can be a nuisance.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

3931. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 20:52:27 UTC
From: sjg@bilbo.ph.kcl.ac.uk
Message-ID: <1994Nov25.205227.5249@bay.cc.kcl.ac.uk>
Source record: 176003

In article <Pine.SUN.3.91.941121173601.20979D-100000@CSOS.ORST.EDU>, J
<jamesw@CSOS.ORST.EDU> writes:
% On Sun, 20 Nov 1994, Chris Herborth wrote:
%
% > The 8Mhz 68000
% > in my ST has more 32-bit registers than a 100Mhz Pentium does!
%
% I know not enough about Pentium and 68000 internals to discuss
% those terms. However, I'll take a broader perspective. Are you saying
% that the (circa 1979) 68000 is superior? Faster? More advantageous??
% - Than a 64-bit Pentium? Are you prepared to go public with this
% discovery? I do not know whether what you say is true about "more 32
% bit registers" inside your 8Mhz 68000 over a Pentium, but I'll put my
% money on the Pentium to whip the stuffing out of a 68000, regardless of
% how many registers it has. Perhaps it is on that fact you should focus.

Because it's also a lot newer, not because of any intrinsic wonderful
architecture. The fact that it runs at over 10x the speed helps too.

% How does your 8Mhz 68000 crank out those ray traces? Probably
% on par with a Pentium. I'm sure you can leave my DX2/66 in the dust
% the floating-point capability of the 486 sucks the big one.

It's interesting to see that a plain vanilla ST (8MHz 68k) under GNU '^
perform on a par with a 25MHz 386 when running raytracing apps.
This is an application measurement from the output of POVray. POV times
itself, so you get an accurate measurement of total time.

[deletia]

I'd be willing to put money down that the 68060-based atari clones
will
outperform the Pentium-60. I'm not going to claim they'll beat the P90's,
but that's a matter of clockspeed. The 060 runs at 60MHz I believe.

Followups have been directed to .advocacy

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac
Microsoft is not the answer. Microsoft is the question. NO is the answer <

3932. Re: [Q]which modem should I get?

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 21:53:55 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3b5mdj$697@m.ehd.hwc.ca>
Source record: 176007

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, bdean@hpb.hwc.ca (BLAIR DEAN) wrote:

: > Stay away from MAC modems and get the fastest you can afford.

: Er, not that I really care but what's wrong with Mac modems? For that
: matter, what IS a Mac modem? Mac's can use the same external modems
: that PC's and Atari's use. The only difference is the connecting
: cable and telecommunications software. I personally use the same Supra
: 14.4 FaxModem on both my Atari -and- Mac via a simple cable switch.

True or not, I don't know, but I was told that a MAC specific modem
wouldn't work on a PC. Something about different coding being used in
the data being transfered MAC<==>modem.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

3933. Re: Kobold

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 21:58:12 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.14.0015F8F4@cam.ac.uk>
Source record: 176004

> From: ac382@freenet.carleton.ca (Jack Kitowicz)
>
> I was under the (perhaps mistaken) impression that one could install
> Kobold as a replacement file copy utility under Multitos. I know the
> demo version runs very well under MTOS and TOS on my Falcon as a stand
> alone application but I was hoping I could install the commercial
> version such that it would COMPLETELY replace the regular MTOS copying
> functions.
> Is this possible?

With the commercial version you can - it takes over any copying procedure.
(What do you mean by COMPLETELY replace the copying functions?)
It will copy even one file - although then it actually slows down copying as
it has to load itself in - see DESK_KBLD (I think that's what it's
called).

3934. John T. Chung Please READ

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 22:00:58 UTC
From: mbates@netcom.com
Message-ID: <mbatesCzuFtM.8p9@netcom.com>
Source record: 176006

John T. Chung of Ypsilanti, MI please contact Marlin Bates at
209-952-9000 ASAP. Your check for $166.11 bounced. Please contact me at
this e-mail address or via phone. Thank you.
-Marlin

3935. Re: MiNT1.12+MinixFS problem

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 22:23:48 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3b5o5k$697@m.ehd.hwc.ca>
Source record: 176008

Chris Gray (cgra@se.bel.alcbel.be) wrote:

: Funny thing is, I have minix.xfs sitting in my root directory (C:\) and
: MiNT 1.12 just seems to ignore it. I don't see any announcement from
: MinixFS at all.

Try it in C:\MINT\ instead of on C:\ . That is where mine is & it works
fine. Not much else works, but the filesystem works well.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

3936. Re: Geneva/Neodesk problem with opening windows

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 23:12:54 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CzuJ5J.D0F@cix.compulink.co.uk>
Source record: 176010

>] Well there is the BATTLEZONE clone - CBZONE, if you haven't found
> it] already.
>
> He said _good_ games! :) Although, it might work at a playable speed
> on a TT.

Its all relative.

CBZONE is hardly the best game around, although those people who have suitable hardware (TT or Falcon with FPU) and who have tried it - have generally been impressed.

Also I don't know of any other Battlezone clone in the PD?

:-)

Roland.

@CiX

3937. Re: Virtual Ram on a Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 23:33:10 UTC
From: Lexicor@world.std.com
Message-ID: <CzuK3A.480@world.std.com>
Source record: 176009

In article <CzqAwG.43A@exeter.ac.uk>,
D.L.Hastings <cs93dlh@dcs.exeter.ac.uk> wrote:
>In article <seimet.785439031@acp5> seimet@chemie.uni-kl.de (Uwe Seimet) writes:
>
>> >Thanks, I'll grab that version and see if it's any better... :)
>
>> If there are any problems send me an email. (There should be no problem at
>> all because it simply works as it is supposed to be.)
>
>:) Yep I've been giving the 3.3 demo a hammering and it seems to be very
>stable.
>Is there an English version available?
>--

There is an English Version avaailable with english docs and english .rsc's
however the docs etc. are all in the commercial version. DOcs to use
outside in english for the demo are on ftp.std.com in

/pub/atari/Graphics/Lexicor/Demosoftware

if you;re interested in this virtual memory package for the Falcon or TT
please respond or email to: servicice@lexicor.com and we'll be more than
happy to help you

Cheers

3938. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-25 23:35:52 UTC
From: t94patsa@ida.liu.se
Message-ID: <1994Nov25.233552.2803@ida.liu.se>
Source record: 176017

hutch@ilmen.lanl.gov (Hutch) writes:{
>In article <John_Townsend-1611940933040001@townblue.taligent.com>
>(John Townsend) wrote:

>> The whole reason I posted in the first place is that I wanted to stop
>> someone who was hoping for something that isn't going to happen.
>[...]

>Don't sweat it, John. Anyone who tries to honestly speak their mind in
>this forum is bound to be trounced upon by the mindless-throng. If those
>thoughts include anything other than roses and champagne for Atari, then
>you will be regarded an outcast, a blasphemer and a PC-loving Atari-traitor.
>Such is life in the big city. :)

Very funny. The only difference between you and Roger is that he's honest
enough to stand by his words while you hide behind a smiley. Sad.
/mk
--
__ __
/_/ /_ / Computer student at University of Linkoping (LiTH)
/atrik __/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

3939. Re: Demon access fot the ST (512k)

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 00:57:34 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Czunzy.LAC@cix.compulink.co.uk>
Source record: 176012

> How does CIX pricing compare with Demon? I understand that Demon
> charges are 10 GBP + VAT per month, plus your (local) phone call
> charge. What facilities does it offer, particularly in terms of
> Internet connectivity?

CiX and Demon work out very similar in price from the calculations I've made. Actually CiX is slightly cheaper than Demon, but does not provide as a complete internet service. Many people subscribe to both.

Roland.

@CiX

3940. Re: Geneva/Neodesk problem with opening windows

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 00:57:36 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Czuo00.LB4@cix.compulink.co.uk>
Source record: 176013

> > In message <1994Nov22.015457.145394@zeus.aix.calpoly.edu>,
> > smiller@farad.elee.calpoly.edu said:

> RG> Well there is the BATTLEZONE clone - CBZONE, if you haven't found
>
> Yeah, I got that one. I liked it alot... other than being in such a

Thanks! :-)

> size. I did have a problem with the ttp program though... I , however,

Well the launcher was just thrown together in an hour or 2 for users of
old versions of TOS. I tried it on my STM and it seemed to work - but thats
about it. Basically if you have the horse power to run CBZONE then you
probably have a decent TOS version too.

:-)

Roland.

@CiX

3941. Re: [Q]which modem should I get?

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 01:47:04 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3b642o$kj7@golem.wcc.govt.nz>
Source record: 176014

] True or not, I don't know, but I was told that a MAC specific modem
] wouldn't work on a PC. Something about different coding being used in
] the data being transfered MAC<==>modem.

Just make sure you use a proper RS232 cable is used (not a mac
DIN-plug one), on the ST, and they will usually work perfectly
well, although often not the other way around due to Mac's handling
flow control in a strange manner. Often the &R command will have
to be toggled. (&R1 on the Mac', and &R0 on everything else). I was
using a "mac" modem on my ST for well over a month. (A 28800 baud
one at that!), and all I had to do was wire up a NZ compliant
phone cable, find a 9V-AC PSU, and plug in the RS232 cable from
an old 2400, and away it went...

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

3942. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 01:55:10 UTC
From: sinclair@ins.infonet.net
Message-ID: <3b64hu$ok0@insosf1.infonet.net>
Source record: 176035

In article <3b2i54$bn3@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>Craig Graham (Craig.Graham@ncl.ac.uk) wrote:
>
>: In article <9411231600.AA36528@cluster1.urz.uni-halle.de>,
iagaw@cluster1.urz.uni-halle.de writes:
>: >4) they had some kind of "rumour-page" in the magazine, and there
>: >they were talking about a new Atari-computer called "Milan"
>
>: it, the product lists they said were due for release, it all turned out
>: to be lies. So even though its a nice machine, the support from Atari
>: has been crap. They just don't want to know.....
>
>: Craig.
>
>
>If Milan is as impressive as the specs I've read, you'll want to know.
>Believe me.

Not again...

>
>
>Richard Davey
>Falcon Owners Group (UK)

-Peter

3943. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 05:06:20 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3b6foc$f6d@terminator.rs.itd.umich.edu>
Source record: 176015
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- baldrick 27089 Nov 19 11:48 ./Games/0index
-rw-r--r-- baldrick 93259 Nov 14 08:22 ./Games/Puzzle/pothole2.zip
-rw-r--r-- baldrick 152397 Nov 14 20:57 ./Games/Gameutil/elite_2.txt
-rw-r--r-- baldrick 14348 Nov 17 19:30 ./Games/Gameutil/simcheat.lzh
-rw-r--r-- baldrick 17138 Nov 17 02:05 ./Music/prfpch12.zip
-rw-rw-r-- weiner 3673 Nov 19 11:54 ./Music/0index
-rw-r--r-- baldrick 124069 Nov 19 12:27 ./0ls-lR.Z
-rw-r--r-- baldrick 123881 Nov 19 12:28 ./0ls-lRc.Z
-rw-r--r-- baldrick 9853 Nov 19 11:27 ./Falcon/0index
-rw-r--r-- baldrick 235937 Nov 16 18:00 ./Falcon/Demos/bound4.zip
-rw-r--r-- baldrick 48454 Nov 16 18:05 ./Falcon/Sound/D2D/wd2d_pro.zip
-rw-r--r-- boydm 4741 Nov 19 11:07 ./Network/0index
-rw-r--r-- baldrick 418501 Nov 13 10:07 ./Network/News/strn092.tar.gz
-rw-r--r-- baldrick 156188 Nov 19 12:25 ./0compind.Z
-rw-r--r-- baldrick 385011 Nov 19 12:25 ./0index
-rw-r--r-- baldrick 124143 Nov 20 18:33 ./0ls-lR.Z
-rw-r--r-- baldrick 123735 Nov 20 18:35 ./0ls-lRc.Z
-rw-rw-r-- weiner 608 Nov 20 18:29 ./Magazines/0index
-rw-r--r-- baldrick 36864 Nov 20 12:49 ./Magazines/Cain/cain1094.zip
-rw-r--r-- baldrick 156188 Nov 20 18:31 ./0compind.Z
-rw-r--r-- baldrick 385011 Nov 20 18:31 ./0index
-rw-r--r-- boydm 123699 Nov 24 20:24 ./0ls-lR.Z
-rw-r--r-- weiner 7833 Nov 24 20:20 ./Telecomm/0index
-rw-r--r-- boydm 123255 Nov 24 20:25 ./0ls-lRc.Z
-rw-r--r-- boydm 156133 Nov 24 20:22 ./0compind.Z
-rw-r--r-- boydm 384941 Nov 24 20:22 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3944. Need help w/ old game "STARGLIDER"

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 05:06:37 UTC
From: wunner@nova.tat.physik.uni-tuebingen.de
Message-ID: <wunner.785826397@nova>
Source record: 176029

I just dug up my good ol' Atari ST with a couple of games...had a pretty good time! :-) I especially like StarGlider from ArgonautSoftware/Rainbird!
My question is, can anyone give me a few hints/tips for that game? I managed to battle my way to level 7 or 8, but I don't understand if the game's whole objective is to destroy as many enemies as possible, or if there's more to it (like kill that big baddass, Hermann Kruud or something). I tried to find the manual to no avail, but from what I can remember, there weren't all that many hints included, anyway...I think there was only stuff about the game's plot, like our hero entering the AGAV, things like that.
Also, can anyone tell me if those little "bridges" which can be found on every level are of any use? They don't shoot lasers/rockets at me and I can't seem to destroy them. I think there are two types of those "bridges", and they look something like this... __________
| /\ |
|__/ __|

Any hints on this game appreciated. I'll post a summary of all hints I get from you if there is the demand. :-)
Later,
Lukas.

** Lukas Wunner, Hustadtring 143, ** Nicht alles, was Gold ist, funkelt, **
** 44801 Bochum, United Germany ** Nicht jeder, der wandert, verlorn, **
** Nickname@IRC: lukas ** Das Alte wird nicht verdunkelt **
** lukas@tp1.ruhr-uni-bochum.de ** Noch Wurzeln der Tiefe erfrorn. **
** Teflon@home: +49-234-707367 ** Aus Asche wird Feuer geschlagen, **
** Teflon@office: +49-234-7003767 ** Aus Schatten geht Licht hervor, **
** Fax@office: +49-234-7094251 ** Heil wird geborstnes Schwert **
** [sorry for my lengthy .sig!] ** Und Koenig, der die Krone verlor! **

3945. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 05:41:31 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <RCyUNcz.mindbomb_bbs@delphi.com>
Source record: 176016

Ok... since all you guys have been so helpfull in the LCP commands, please tell me what I'm doing wrong...

I'll start the game, (enter the stuff into the book, name/date) the game will start with my little computer person coming onscreen and banging constantly on my monitor screen... I'll try communication (all the please xxx xxxx xxxx's) but he'll keep banging. Assuming he's hungry or something I order him some food - the doorbell will ring and he'll stop knocking, and start looking at me, looking at the door, smile, look at the door (he's standing upstairs looking at the typewriter too).

I'll ask "please type me a letter" or "please open the door" but he won't, arrrgh!!! whatsup? anyone know - do i have to do something first to get into all this cool interaction?

Man, this game is so cool - or appears to be if i could get into it <g>

Thanks in advance! :)

Andy (Little Dumb Person)

3946. TU-BERLIN...???

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 08:07:46 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3b6qci$nfi@golem.wcc.govt.nz>
Source record: 176020

TU-BERLINS Speed...???

Have they upgraded the links to tu-berlin.de, as it seems to be running
much farster here, about the same speed that we get from A.A, and
that is one of the fastest sites to connect to from here....

One of the best sites for upto date Atari stuff, mind you about 50%
is German stuff...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3947. Re: John T. Chung Please READ

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 12:33:56 UTC
From: gijs@mbase97.xs4all.nl
Message-ID: <H.eg.4xGS_0uYeVQ@mbase97.xs4all.nl>
Source record: 175952

In <mbatesCzuFtM.8p9@netcom.com>, Marlin Bates writes:

>John T. Chung of Ypsilanti, MI please contact Marlin Bates at
>209-952-9000 ASAP. Your check for $166.11 bounced. Please contact me at
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

It is not very polite to mention this to the entire internet community.
I don't know if you have a business, but I will never buy from you.

>this e-mail address or via phone. Thank you.
--
Maarten Landzaat (gijs@mbase97.xs4all.nl)
Amsterdam, Double bass, Fender Jazz Bass, Atari ST, Roland Sound Canvas.
Listen to M-BASE music!

3948. Re: Falcon commercial software: non-music

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 14:59:57 UTC
From: hirliman@ufr-info-p7.ibp.fr
Message-ID: <3b7ihd$nce@vishnu.jussieu.fr>
Source record: 176021

Pekka Saarinen (contacts@mits.mdata.fi) wrote:
> In article <3b0vqr$eit@nermal.cs.uoguelph.ca>,
> Mark Rathwell <mrathwel@uoguelph.ca> wrote:
> >Can anyone tell me what commercial, non-MIDI software exists for the
> >Falcon030? Have any word processors, paint programs or other applications
> >made it out for the commercial Falcon market? Thanks,

Well for graphics theres also D2M which is now at 1.5
and a sound tracker called Digital tracker, a game called
Moonspeeder is about to be released in France too
As for brainstorm's product you have the Jpeg DSP
decode routine available at several ftp sites, you
also have the Assemble/Adebug package : its an Assembler for
all the 68k familly which really is _FAST_
and a powerfull low-level debuger. I use them and am pleased with them
they are ugraded frequently on brainstorm's BBS.

TsK

--
Falcon 030 vga+FPU 4/200
Semprini, Assemble/Adebug user
E-mail : Fg024@cleveland.freenet.edu

3949. Re: MiNT1.12+MinixFS problem

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 15:04:29 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3b7ipt$lbh@dux.dundee.ac.uk>
Source record: 176022

BLAIR DEAN (bdean@hpb.hwc.ca) wrote:
: Chris Gray (cgra@se.bel.alcbel.be) wrote:

: : Funny thing is, I have minix.xfs sitting in my root directory (C:\) and
: : MiNT 1.12 just seems to ignore it. I don't see any announcement from
: : MinixFS at all.

: Try it in C:\MINT\ instead of on C:\ . That is where mine is & it works
: fine. Not much else works, but the filesystem works well.

My system now refuses to run the RAMDISK.XFS programme under 1.12.

Rod

--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

==========

3950. Re: GIF viewer for Atari STF

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 15:16:22 UTC
From: Patrick.Nestlehut@mindkeep.wmeonlin.sacbbx.com
Message-ID: <90b_9411261916@wmeonlin.sacbbx.com>
Source record: 175951

In a message of 23 Nov 94 03:26:04, Steve-J@teleport.Com wrote:

S>
S>
S> For a standard ST, SPEED OF LIGHT is about the best you're gonna
S> find for what you want.
S>
S>

Photochrome is also very good for viewing a .GIF on a standard ST.

3951. Have spare Mac II ROMS

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 15:35:09 UTC
From: "Eric R Stephens", "Ph.D." <eric.stephens@cad.gatech.edu>
Message-ID: <3b7kjd$k9f@cae.cad.gatech.edu>
Source record: 176023

I have a set of Mac II ROMS.
Aren't these helpfull in some of the emulators?

Email please

3952. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 16:16:12 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.dhAE2j&6EmM@semprini.waterloo-rdp.on.ca>
Source record: 176024

In <3aqdch$n06@turing.fwi.uva.nl>, Martijn Dekker writes:
>cherborth@semprini.waterloo-rdp.on.ca wrote:
>:
>:NEXTSTEP comes with a multimedia encyclopedia. NEXTSTEP doesn't cripple
>:your machine. NEXTSTEP actually does multitasking, _and_ it's got a
>:fantastic interface. Oh, and Microsoft doesn't develope for it, one of
>:the biggest advantages.
>:
>
>Chris, you are starting to sound like a religious fanatic.

Computers are the religions of the '90s!

I firmly believe that NEXTSTEP is the best operating system available
for PCs. Linux is pretty good, and OS/2 is usable, though it's full of
stupid DOS-esque design flaws. Naturally, the most common things, like
DOS/Windows, are _terrible_.

PC hardware is pretty losing; it'd be really, really nice if someone
would design a "clean" PC for use with the Pentium... PCI only, no ISA,
SCSI on the motherboard, etc. You know, like the PowerPC's PREP/CHRP,
but for Intel processors. It'd probably be cheaper than IBM's (and
Motorola's) PREP offerings... Not that I'd want to buy an Intel CPU
(hey, who needs registers these days!)...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3953. Re: Does Atari still run a BBS?

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 16:25:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.avzZblOMtSY@semprini.waterloo-rdp.on.ca>
Source record: 176025

In <DiF5Vc7w165w@sys6626.bison.mb.ca>, eva crouse writes:
>You may want to call CatSCAN BBs in California. It is operated by Don
>Thomas of Atari Corp, although it is primarily a Jaguar based information
>service, he is kind enough to answer all questions.
>
>Phone: 209-239-1552

I called there to order my Alien vs Predator poster; the BBS software
was horrendous...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3954. Re: mint

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 16:41:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.iuTCJ9TsmXc@semprini.waterloo-rdp.on.ca>
Source record: 176026

In <3ar67l$p99@m.ehd.hwc.ca>, BLAIR DEAN writes:
>Sangrar Waheed (3ws5@qlink.queensu.ca) wrote:
>: what in the world is mint?
>
>Mint := Mint Is Not Tos
> = = = =
>
>The first of several multitasking operating systems for Atari
>ST/e/TT/Falcon computers. Latest (binary) released version is 1.12 .

With the advent of MultiTOS, MiNT is Now TOS. Atari licenced it from
Eric Smith, and even hired him on to work there (though he's "only"
doing Jaguar stuff these days).

--
------------------=======================================------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3955. GHOSTLINK--STe>DOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 16:57:25 UTC
From: rrice@netnews.upenn.edu
Message-ID: <3b7pdl$8pd@netnews.upenn.edu>
Source record: 176027

To Whomever:

I just received a Belgian program called GHOSTLINK, which is supposed to allow an ST/STe/MSTe/Falcon to access a PC's hardrive partitions from the Atari TOS desktop over a null modem cable. I was hoping to use it with my Omnibook 300. The fastest I could get reliable directory readings was 4800 BPS over the null modem cable (with STalker/Procomm I've transferred files at 19,200), and I could NOT transfer larger files--the program would seem to hang up, or be working at a much slower rate than 4800 BPS. The program looked so promising... And it does allow TOS access to a disk, as long as you don't want to do anything, or so in my case. I have the HSMODEM drivers installed, and tried this on both my Modem 2 and Serial 2 ports on the Mega 4 STE. Input of any sort much appreciated.

Rob S. Rice
rrice@ccat.sas.upenn.edu

3956. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 17:01:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.MshgHGUXiu2@semprini.waterloo-rdp.on.ca>
Source record: 176028

In <John_Townsend-17119410391200001@townblue.taligent.com>, John Townsend writes:
>One reason that C is popular for OS development is because it is fairly
>easy to understand (redirect C code flames to /dev/null please) and it
>compiles to pretty tight code. If you have a decent C compiler (like
>Lattice C v5 or Pure C), it will be hard to beat its optimized code with
>hand-written assembler. And even if you did, you would spend 3-4

Besides easier maintainability, C also has the feature of being easily
portable to newer processors. Assembly definitely doesn't have that
feature, unless the processor has major amounts of compatibility (like
68000->68030, 8088->80[12345]86)... even then, though, C would have the
advantage of _using_ the new processor's new features, where the
assembly code would probably be less than optimal on the new processor.

>Cool! The best code to write is the code you don't have to write. Every
>minute you are saved from writing something that isn't needed is a minute
>you can spend adding more features to your application (or spending more
>time ensuring that you deliver a high quality product!).

This is one of the GREATEST things about C++, Smalltalk, Objective-C and
other object-oriented languages.

>Yes, but the windows system has VM available. The Atari doesn't (on Atari
>base models, yes I know there are third parties that do it) and some people
>might consider that important. On the Mac, you can turn off the VM, can you
>do this on Windows? I honestly don't know, I am not a big Windows user.

My experience has been that if you turn off VM in Windows (even if
you're got lots of physical memory) the system gets _really_ unstable.
If you thought Windows 3.1 was unstable most of the time, turn off
virtual memory for a good laugh. It's terrible.

One of the most annoying (IMHO) things about the Windows UI is that
stupid concept of "every app has its own desktop in a window". If you
minimize a document in Word, for example, it minimizes to the inside of
the Word main window, rather than to the Windows desktop. Now, given
the stupid way the Windows desktop is handled, I can see why it was done
like this, but that doesn't make it less stupid. Os/2 merely hides the
window (it's available from the Minimized Window Viewer or the Task
List), so your desktop doesn't get cluttered. Motif just dumps an icon
at the bottom of your screen, dunno about other X window managers (Motif
is pretty sick, but that's due to its CUA-'89 roots).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca

/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3957. FOG issue 7???

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 17:49:47 UTC
From: Chris Gentry <cgentry@delphi.com>
Message-ID: <pK321Uz.cgentry@delphi.com>
Source record: 176030

What ever happened to this being uploaded to Uni-kl. Is it available yet?

-thanks, Chris

3958. Re: Need help w/ old game "STARGLIDER"

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 18:31:31 UTC
From: gregor@eskimo.com
Message-ID: <Czw0so.8ns@eskimo.com>
Source record: 176031

In article <wunner.785826397@nova>,
Guenter Wunner <wunner@nova.tat.physik.uni-tuebingen.de> wrote:
>
>I just dug up my good ol' Atari ST with a couple of games...had a pretty good
>time! :-) I especially like StarGlider from ArgonautSoftware/Rainbird!
>My question is, can anyone give me a few hints/tips for that game?

[...]

>Any hints on this game appreciated. I'll post a summary of all hints I get
>from you if there is the demand. :-)
>Later,
> Lukas.

Here is some information I dug up from an old cheat file. Hope it helps
you... (Warning: It's a cheat code. Don't read the message if you don't
want to spoil the fun of the game...)

BTW, the cheat file I'm talking about is called UCHEAT.ARC (or other
random compression extender) and is available from the umich archive.
It's full of goodies.

SPOILER ALERT ***

STARGLIDER For invincibility, start game, slow down to
zero and press F for fixed cross hairs.
Pause game (backspace) and type the following
twice: JS(space)ARG(backspace)S(backspace)
(return). If done correctly, the following
keys will be activated.
N-gives 5,000 points
E-reboots disk
M-halts all enemy craft
P-gives an extra missile

--
Gregory Sumner Meet the new boss,
gregor@eskimo.com The same as the old boss.
Seattle, WA

3959. Assorted ST Software/Parts 4 sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 18:41:53 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3b7vhh$di0@news2.delphi.com>
Source record: 176032

I have the following Parts for sale:

Atari ST Blitter and Gold PLCC socket
Comes with a printout of Erik Muldowney's upgrade
article for Blitter ready ST boards. $20

Atari ST MMU (hard to find part) $20

MC 68000-16 PLCC (MSTE) $10

Software (B=Box M=Manual)

Populous (BM) $5
1st Word Plus v3.14 (M) $5
Stalker 3 (BM) $10
Hardball (M) $3
RBI Baseball 2 (M) $3
Speedball (BM + poster) $5
True Paint (BM) $10
Dungeon Master (BM) $5
Flight Simulator II (BM) $5
Airball (BM) $5

Books

Atari ST Internals $5
DSP 56001 User's Manual $5
Falcon 030 Developer Documentation $5

Shipping not included. Please reply in E-Mail.

-Bry

3960. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 18:59:24 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3b80ic$e27@news2.delphi.com>
Source record: 176033

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>Gee, maybe because they can make money with the Jaguar, then re-enter with
>enough money to support their product. I'm not talking a few weeks here,
>petey. it could take a year or two before they even consider re-entering. And,
>as we all know, marketing is the most important part of computer sales. They
>could havce crap coimputers and a crap OS and sell billions of them. Look at
>Apple. And, they had good machines a great OS and didn't sell them before
>because of Marketing. It is comploetely in the air. I'm not saying they will,
>but it is exteemely foolish to not say that is could happen. But, then again,
>you are the king of fools, peter.

> ~Chris

Chris -

Before we get all hyper and degrading, let's examine some facts.

The computer market is one of the fastest paced markets in existence. You
don't just bow out for a while and expect anything to be left when you
return. People with far better products and marketing then Atari fail in
this market everyday. If Atari re-enters the computer market, they will be
starting from scratch. No matter how much you like TOS, it is not even close
to being an OS that competes in 1994(5). Today you need to be working
around the clock on your system software just to keep it competetive.
Atari has allowed their image to slide to the point where many stores don't
even want to carry the Jaguar, because Atari is known for shafting those
they do business with.

Sure, they could re-enter the computer market at some later point, but
don't be sitting by the phone. Most of the Atari developers have left,
or are working for other platforms primarily. It is a hostile enough
world when your product is compatible with something else, and downright
deadly when it isn't.

-Bry

3961. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 19:25:29 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3b8239$10d@golem.wcc.govt.nz>
Source record: 176034

```
] From: t94patsa@ida.liu.se (Patrik Sanfridsson)
] >Don't sweat it, John. Anyone who tries to honestly speak their mind in
] >this forum is bound to be trounced upon by the mindless-throng. If those
] >thoughts include anything other than roses and champagne for Atari, then
] >you will be regarded an outcast, a blasphemer and a PC-loving Atari-traito
] >Such is life in the big city. :)
]
] Very funny. The only difference between you and Roger is that he's honest
] enough to stand by his words while you hide behind a smiley. Sad.
```

What are you on about? He's quite correct. Anyone not congratulating the soft/hardware is instantly branded an Anti-Atarian unless everyone else is of the same opinion of the item in case.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

3962. John T. Chung Please READ

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 21:20:34 UTC
From: mbates@netcom.com
Message-ID: <mbatesCzw8MA.Et1@netcom.com>
Source record: 176036

Mr. Chung, I got your check back today. It seems you stopped payment on the check. Please contact me. I hate to think that you are a stinking thief who does not have the decency to pay for things which others spent hard earned money to send you. I would hate to think that you are a lying underhanded bastard who doesn't even face the music. Again, I would hate to think that. If anybody else sees this AND goes to the University of Michigan in Ann Arbor AND is in the Chemistry department your help would be appreciated.
-Marlin

3963. MagiC

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 21:24:58 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1994Nov26.212458.118231@zeus.aix.calpoly.edu>
Source record: 176037

Could someone post some specifics about MagiC and why it's better than
TOS etc? In other words, a software description and what kind of system
resources and dollar resources are required to run it as a truly capable
pre-emp. multitasking system.
I missed a few months of c.s.a.s. and never saw this type of description.
Thanks.

*steve

arise from beneath the remains before schizophrenia and morbid visions
create the new chaos a.d.

3964. Re: Does Atari still have

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 21:31:32 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11261994.213132@empyr.dircon.co.uk>
Source record: 176039

In message #159, vctec @westminster.ac.uk writes:

>> Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
>> : or does it meen that the UK office did close...???
>
> As far as I am aware, the UK office is still here...
>
> Danny

It is, I rang them the other day for something. They actually have a technical helpline too ! (though they couldn't help me, I remember that much !)

VQWK 6.20 [Rev H - 04/04/94]

3965. SM124 problem :(

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 21:31:33 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11261994.213133@empyr.dircon.co.uk>
Source record: 176040

In message #164, Ian_Taylor @a2w.maus.sub. writes:

> When I turn on my SM124 the raster goes black on white for some
> seconds, clearing slowly from the bootom of the screen, leaving thin
> vertical black lines for a few more seconds before it finally looks ok.
>
> I'm pretty sure this ain't right <grin>.
>
> Anyone know this problem?

Yes, a similar thing is happening with my friend's SM124. His flashes
from White on Black to Black on White, and leaves lines all over the
place ! He knows exactly what the problem is, it is a loose connector
inside the monitor. I don't know exactly which one, but I could find out
for you if no-one else has more accurate information.
(Kevan@empyr.dircon.co.uk)

VQWK 6.20 [Rev H - 04/04/94]

3966. Re: Little Computer Peopl

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 21:31:35 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11261994.213135@empyr.dircon.co.uk>
Source record: 176041

> Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
> : You KILLED YOUR LITTLE COMPUTER PERSON!?! You, sir, are a ghoul. :-)
>
> :-)
>
> It took ages, I am sure he died in the end. I would leave the computer
> on and go to school and come back and make him more ill by the day.
> It was great!
>
>
> Richard Davey

What on earth are you talking about ? It sounds great fun, what is it ??

VQWK 6.20 [Rev H - 04/04/94]

3967. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 22:28:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.hGxotYUomvU@semprini.waterloo-rdp.on.ca>
Source record: 176038

In <3arfrf$rvd@josie.abo.fi>, Morgoth writes:
>Why? I don't think so. It _is_ true that we don't have direct equivalents to
>486- or Pentium PCs made by Atari. But these comparisons disturb me, since the
>OS isn't the same, either. Falcon under Windows would be pretty awful, I guess.

Huh? Why would you want to run Windoze on your Falcon? Or on anything,
for that matter?

>Just like those 386..486SX PCs. But TOS isn't Windows - fortunately. Falcon
>works quite happily even unaccelerated. With some Afterburner accelerator card
>(68040/66 MHz) it probably behaves like a dream.

How many times do we have to say this? Listen carefully: There is NO
SUCH THING as a 66Mhz 68040 chip.

>Falcon _is_ reality. We can buy it - and it is a good computer, no matter what
>some people think about it. TT is reality, too. Accelerated to 48 MHz and
>equipped with a good graphics card, like new Spectrum cards (up to 6 Mb VRAM
>and huge resolutions, accelerated ;-), that machine is worth its price.

No, it's not. To buy a "decent" TT setup, you need:

TT, 2M RAM 0 disk -> ~$1500 US
500M SCSI disk -> ~ 500 US
16M RAM SIMMs -> ~ 1280 US
RAM adapter card -> ~ 300 US
2M VRAM video card -> ~ 800 US
External SCSI CD-ROM -> ~ 600 US
17" Sony Trinitron -> ~ 900 US
Total -> ~$5880 US

Prices are higher in Canada. If you can find someone to sell you the TT
or the TT video card.

>And then there are Medusa T-40, T-60 (68060 !!!), and Eagle Atari clones
>available. So, can we really say there's "no hope" ? I really don't think so.

And where can you go to see any of these? Given the price, there's no
way I'd order one without using it first.

I'm pretty sure nobody in Canada even _owns_ one, unless it's DMC
Publishing. Certainly no "hobbyist" owns one.

>Our problem, however, seems to be this: we look at those PC technical specs
>(forgetting that Windoze _requires_ much more horsepower than TOS!), and feel
>that Atari is unusable old-fashioned, slow and so on. What matters is that the
>machine _works_. Atari compatible computers do work today. There are lots of
>fine programs available, and with OSs like Geneva, MiNT and MagiC (not

>forgetting Dextrous ;-), the future doesn't look bad either.

My 4M ST certainly doesn't _work_ for say, C++ development, or raytracing, and it barely works for simple UUCP networking. With MiNT going, it won't compile even simple C++ code because of the lack of RAM in my machine.

>Why should it be made by Atari? Are all the PCs made by IBM today? And can you
>_really_ say that Medusa T-60 with 68060 processor (yes, it _is_ reality!)

Where can I see one? How many thousands more than a similar Pentium system would it cost, without approaching Pentium performance?

>isn't fast enough for you ?? Somehow I doubt that ;-) Especially, after
>I saw Calamus running on both Medusa T-40 (68040) and on a 486-66 PC (under
>Windows NT). Guess, which one worked _much_ faster..?

We're not talking about NT. Warwick's running Linux on his PC; Linux is VERY VERY fast. NT is a major resource hog, and requires massive hardware just to prop up the operating system, let alone an application as well. And even then, you could run Calamus on a 300Mhz Alpha AXP system if you weren't satisfied with the speed of Calamus on NT.

>This is getting serious, if the PC world has really brain-washed us to measure
>Atari computers on PC scale, don't you agree? If this goes on, soon we'll all
>want a 786-PC because of its "raw power" - even though its OS and software
>don't necessarily run any faster than Atari TT.

If you buy a PC to run Windows because that's what everyone else has, you're an idiot. If you buy a PC to run Windows because you need to use particular software, you've made a good decision (though it'd be much, much more sensible to run OS/2).

Software should drive computer purchases. Linux 68k will never support the Medusa '040 or th4e '060-based system... nobody else is using the '060 for _anything_. You'd have to pay too much for too little power if you wanted to run Linux on an Atari system.

>Disagree, if you want to - but somehow I feel that _we_ Atari owners lack
>self-confidence. We don't have guts to be satisfied - we only complain...
>:-(

I'd definitely be satisfied with my ST if it had reasonable graphics for 1994, and a reasonable amount of RAM (enough to compile C++ code), and reasonable speed (enough to compile C++ code in less than a few minutes for a trivial object, and enough to render an image with POV-Ray in less than a few hours).

Unfortunately, there's no way to upgrade my ST to this level, and it's completely impractical from a cost perspective to even consider a TT or Falcon, due to the high cost of the required upgrades I'd need.

>By the way; when will the next (hopefully 68030-optimized ;-) NetHack be out ?
>I really can't wait for that -

Why wait, run it now. NetHack isn't processor-bound, so why wait for an
'030-optimized version?

>Don't surrender - fight back. Because otherwise all we'll have tomorrow will
>be Windoze-PCs. And, I think, most of us bought an Atari because we really
>_did NOT_ want to buy a PC. That's something to think about, no matter what
>kinds of 786-processors they develop. If we buy Atari-compatible machines like
>Medusa, we support Atari computing. Even if Atari itself didn't care...
>The PC world don't need IBM either, does it?

The Medusa is FAR TOO EXPENSIVE for, say, 99% of the Atari community.
VERY FEW will be sold, and even then it'll only be to people that
(basically) need a better platform to run Calamus SL on; that's
definitely not going to spur software development for the Atari
platform.

IBM hasn't been in control of the PC industry since before the TT made
it to market.

I certainly wouldn't buy a PC to run Windows, but I would consider it
for NEXTSTEP or Linux. I'd _prefer_ a RISC system (PowerPC, PA-RISC,
MIPS, Alpha AXP, I don't really have a favourite) but there's no way a
normal hobbyist like myself can afford one... workstation prices in
Canada are almost 2x what they are in the 'states.

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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3968. Re: Packet radio

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 23:06:02 UTC
From: dk3uz@isys-hh.Hanse.DE
Message-ID: <JZSUBHDW@isys-hh.Hanse.DE>
Source record: 176042

Ian_Taylor@a2w.maus.sub.org (Ian Taylor) writes:

>Martin Vernon (martin@gw6hva.demon.co.uk) wrote on 16.11.94:

>>> Is anyone here using an atari for packet radio?
>...
>>Yes, indeed - several in fact.
>Amazing Martin, can you tell us a few more details such as:

Even though I'm _not_ Martin, I'd like to answer below questions:

>How many people are doing this?

Maybe one million people all over the world?

>What is the data rate?

Common data rates are 300Bd on hf, and 1k2 and 9k6Bd on vhf/uhf/shf.

>Where is the net available?

What do you mean, where?

>Do you need a license to transmit?

You bet!

>What does the radio hardware cost?

Depends on what you want to do. From about DM500.- upwards. The sky is
the limit.

>Is there an Internet gateway?

Radio amateurs are only allowed to transmit messages of technical
interest related to their hobby. Third party traffic is forbidden in almost
all countries. If there were an Internet gateway, messages from not licensed
persons might get radiated on amateur frequencies, which all PTTs
expressivley forbid.

>Enough questions? :)

73, Eddi
--
| AMPRNET: dk3uz@db0hht.ampr.org | GUI: A means of wasting cpu power
| INTERNET: dk3uz@iSYS-hh.isys.net | rodent pushing icon clickers
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU | don't need.

3969. Re: Does Atari still have a UK office?

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 23:10:34 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b8f9a$c2u@nermal.cs.uoguelph.ca>
Source record: 176043

```
: Atari UK as a separate entity no longer exists. There is now an Atari Europe
: that just happens to have it's head office where Atari UK's were. They also
: have a distribution centre in the netherlands, and have closed their other
: European offices.

Is Atari Europe a seperate company from Atari Corp., or does Jack
Trammiel control them both?

>> Mark <<
```

3970. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 23:33:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.FXT5J7Wp1js@semprini.waterloo-rdp.on.ca>
Source record: 175968

In <Pine.SUN.3.91.941121170453.20979B-100000@CSOS.ORST.EDU>, James Wood writes:
> What do you consider "pathetic" disk performance? How many

Any system where the bus can't keep up with the disk is pathetic. IDE systems are another brand of brain-damage, where performance is dependant totally on CPU speed...

>people need file server data transfer rates for the machine sitting on
>their desktop??? "Most PCs" (as you put it) do not have the transfer

If you're running a system with virtual memory (ex, Windows, OS/2, some brand of UNIX) you'll want a system where:

1) disk->memory transfers can occur as fast as possible
2) disk->memory transfers don't halt the CPU (like they do on IDE)

>rates of a server, but what is the handicap in that there is no
>overkill? Anybody who wants to discuss this reasonably will concede to
>the fact that while most 16-bit IDE interfaces are not the fastest in the
>world, they are a far cry from "pathetic." I might consider an 8-bit MFM

What's the point of buying a fast CPU (ex, Penium, or '486) if it's going to spend a lot of time sitting there waiting for disk transfers to finish? IDE can't even _do_ DMA transfers; a massive waste of CPU time.

>interface "pathetic", but I find it totally outside the bounds of reason
>to state that "MOST" PCs are. It is relevant to mention that almost ALL
>new PCs have a 32-bit disk interface.

VLB-IDE is no better; your CPU is still pushing all the bits. It's "good enough" because you don't really have much of a choice, unless you're putting the system together yourself. I haven't seen a _single_ Pentium system advertised in BYTE with SCSI, they're all IDE.

> 486DX2/66Mhz, 8MB RAM, 256K cache, 420MB HD, VESA LB HD
>controller, VESA LB 1MB graphics card, 15" flat screen .28dp NI 1280x1024
>monitor, HD floppy, DOS/WINDOWS/MOUSE. $1237 pg. 10 Computer Shopper11/94

That's not a decent system. Well, OK, it's a usable system, but I wouldn't spend a dime on a system with IDE disks... I'm VERY fanatical about SCSI. And I wouldn't waste a dime on DOS or Windows or a serial mouse.

> This isn't 16MB of RAM or a 500MB hard drive (close) - but don't
>try and tell me that I can get a UNIX workstation for PC prices. Name
>your source - one that I can verify as easily as Computer Shopper. I've

For the cost of an Indy (about $5k US) you can't possibly buy a PC with
the same features.

>seen 545MB IDE drives going for $258, so upgrading the 420MB drive would
>be minimal additional cost. RAM is appx. $40/meg so we're looking at
>another $400 to take 'er to 16MB.

And, gee, you've still got that IDE disk. Sure hope you don't want to
add a DAT and a CD-ROM... And then there's the other liability of
DOS/Windows. It may be fine for you, but it definitely isn't for me...
I can barely stand to use OS/2 at work.

> Anyone who fails to acknowledge the largest library of
>microcomputer software AVAILABLE ON THE EARTH must have their head
>somewhere where it shouldn't be. To fail to concede that ONE point about
>the PC.....just that ONE....makes a person so TOTALLY unreasonable that
>they should avoid discussion of computers altogether.

I _did_ concede it; BUT, it's of absolutely NO USE to _me_. I wouldn't
run DOS if I had a PC, I'd be using Linux or NEXTSTEP. _I_ know how
much of this "massive software base" is available for Linux and
NEXTSTEP, do _you_?

> There's the contradiction of the week, folks. However, I'd like
>to add that besides being faster with better displays, they have enormous
>hard drives, and several times the RAM, full multimedia capabilities,
>local bus/VLB/PCI. No, I suppose I'm wrong. They had all that 8 years
>ago. My PC still has the same green-screen. We're just all been slipped
>hits of acid (unbeknownst to us, of course) and all the neat stuff you
>THINK you see is just an illusion. Right, Chris?

It's the same interface (DOS), the same bus and architecture (ISA), the
same stupid limitations (640k, 64k segments, "near" and "far" pointers
under C), the same crappy keyboards, etc.

You appear to have totally forgotten the difference between the 8-bit
and the 16-bit computing world (maybe you weren't around then).
That's the sort of thing I was talking about.
--
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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3971. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 23:37:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.29wtIP94pNw@semprini.waterloo-rdp.on.ca>
Source record: 175969

In <Pine.SUN.3.91.941121173044.20979C-100000@CSOS.ORST.EDU>, James Wood writes:
>On Sun, 20 Nov 1994, Chris Herborth wrote:
>
>>
>> The Canadian market is almost totally dominated by DOS-running PCs right
>> now; even Macs don't have much marketshare up here. Truly sad.
>
> Looks like even the micro users in Canada know where to get the
>most bang for the buck.
>
> Hurts, doesn't it??

Uh, yah, whatever. Nothing else is sold up here (other than a few Macs, which are pretty hard to find). Some choice.

I don't know how you can call it bang-for-the-buck, either, really. Saw a bunch of Pentium/60 systems benchmarked in BYTE a couple of months ago... the systems ranged from ~45 SPECint to close to 60 SPECint, which is what Intel publishes for its reference system. Several of the systems had worse performance than '486dx2/66 systems! All thanks to all those cheap components and crappy de-facto standards (like ISA-bus and IDE disks).

Then there were all the systems that wouldn't run the benchmarks because they couldn't manage to get SCO UNIX running on the system...

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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3972. Re: 8MHZ 68000 vs Pentium

Newsgroup: comp.sys.atari.st
Date: 1994-11-26 23:41:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.aV0m6wEVsfs@semprini.waterloo-rdp.on.ca>
Source record: 175970

In <Pine.SUN.3.91.941121175124.20979E-100000@CSOS.ORST.EDU>, James Wood writes:
>
>
>On Sun, 20 Nov 1994, Chris Herborth wrote:
>
>> hell,
>> Intel could've even added a few registers to them then. The 8Mhz 68000
>> in my ST has more 32-bit registers than a 100Mhz Pentium does!
>
> Forgot to mention....I've been playing 8-bit Atari games all day
>on my 486 with "PC Xformer 3.0." It's a 32-bit program written in 32-bit
>machine language. Funny, despite what you say, it seemed to run quite
>well on my 486/66. No, I must be lying.

That's got to be the stupidest thing I've read all day.

If PC Xformer runs under DOS, it's probably not 32-bit, unless it uses
some DOS extender (which causes a whole new range of interesting
problems... try running it under OS/2 or Windows NT).

The Pentium has just as many 32-bit registers as the '486, or '386,
which is about 2 more than the '286 and '186 had. With more registers
comes SPEED. Put 32 or 64 32-bit registers on the Pentium and you'll
have a REALLY REALLY fast chip, instead of a fast chip slightly crippled
by backwards compatibility.

Luckily for the PC industry, the Pentium is pretty fast, despite the
crippling it's received at the hands of Microsoft.

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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3973. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 00:05:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.bUn8COlQj_o@semprini.waterloo-rdp.on.ca>
Source record: 175971

In <Czn9DJ.1yH@cix.compulink.co.uk>, "Roland Givan" writes:
>The price is definately not *right*. OTOH I don't think things are as bad
>as you think.

I'm still not sure about that; nobody's managed to post any realistic
prices for a "complete" TT system that I'd be willing to shell out for.

>Fisrtly the graphics card is not *really* necesaary. TT-Hi is plently good
>enough for most serious use - and TT-Med is pretty respectible if not very
>impressive.

I think it is... VGA resolution isn't enough screen space for
multitasking.

>Secondly TT can be very good second had bargins. I paid the price of a
>486 clone for mine - but they can be had much cheaper if you are not
>*too* fussy about the spec.
>
>Whether its actually worth buying a TT at this late stage in its life is
>debatable - but that doesn't detract from the point that its still a very
>nice machine.

I really wish someone would post the component costs for a system like
this:

TT030, 2M ST-RAM, 16M TT-RAM, 500M disk, doublespeed CD-ROM, accelarated
video card capable of 1024x768x256-colours (but preferably
1152x900x256), decent 17" monitor.

It's too bad there's no '040 upgrade for a TT, and no upgrade path to
RISC. Not that it'd be worth it to go to RISC, everything would be
totally emulated (thanks to the dead Atari software industry... nobody
would rebuild any legacy applications).

If I were designing a "new" computer today, I'd want to design a sort of
Personal Workstation (though who'd want a "PW"? :)... maybe like this:

* MIPS R4x00 or PowerPC-603 CPU (both have excellent price/performance)
* Fast SCSI-II on the motherboard
* 4 72-pin SIMM slots (so you can upgrade 1 SIMM at a time)
* 21M Floptical drive
* at least 300M hard drive
* PS/2-style mouse and keyboard sockets (cheap mice, cheap keyboads, and
plenty of both to choose from)
* two serial ports capable of 115k baud
* one parallel port
* two PCI slots

* target price = ~$2000 with 300M disk and 8M RAM; available for less with no disk and no RAM, or for more with 1G disk and 32M RAM (that's only 2x16M SIMMs, so you could still add anoher 32M easily... more if there are 72-pin SIMMs larger than 16M)

What, you say, no floppy drive interface? GOOD. Floptical on the SCSI bus would provide us with backwards compatibility with old 720k/1.44M floppy media. Floptical would provide an excellent media for distributing new operating system upgrades (maybe have a .5M flash-ROM in the system) and large applications that aren't huge enough to merit CD-ROM distribution. Media's fairly cheap, though the drives are still expensive.

PCI slots are for video and Ethernet or whatever. A more expensive system could have another PCI slot, and maybe Ethernet on the motherboard.

Did I leave anything out? I have no idea what software I'd put on it... maybe FreeBSD or Linux. NEXTSTEP would be wonderful, but it'd cost as much as the hardware! I'm sure if we had the potential to sell lots of these, Windows NT could be ported (MS's story is that NT is easily portable to new systems, and it's already running on PowerPC and MIPS systems).

Yes, no ST backwards-compatibility, no DOS, no MacOS. Like I said, it's a home workstation. If there was an Atari software industry, we could provide a GEM-on-X type of library to allow easier porting of GEM applications to the new system.
--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

3974. Atari User's Swap Meet

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 02:44:15 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <3b8rpv$jpi@charm.magnus.acs.ohio-state.edu>
Source record: 176044

Don't be a Solitary Atari.

Announcing the meeting place for all Atari Users.

This coming month the annual SWAP MEET for all Atari Users!
Bring your Atari items to this event, to sell or trade for the
hardware, software you have wanted, needed, or were just curious
about.

We only ask that you donate 10% of the selling price to the club.

Membership applications will also be availible at this meeting there
are three different levels to fityour budget, Economy, Regular, and
Exexcutive.

Best of all learn where you can STILL buy the latest in Atari
software, hardware, and upgrades.

Join the ranks of other 8-bit ST, Mega ST, STe, TT030, Falcon, Lynx,
and Jaguar owners.

At 7:30 pm on Wednesday, December 14th.

ATARI COMPUTER ENTHUSIASTS OF COLUMBUS
P.O.BOX 29103
COLUMBUS, OHIO 43229-0103

Meeting at the Chemical Abstracts Building
2540 Olentangy River Rd. 1/2 block north of Lane Ave.

Raymond Collins

3975. Re: Atari CD ROM Drives

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 04:35:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199411270635.a49100@wi2.maus.de>
Source record: 176045

In article <199411250046.a11789@pb2.maus.de>, Hendrik Mylius wrote:
>DE>2. Get one of those TOS-cards that comes with an IDE-interface plus a
>DE>IDE CD-ROM. This is probably the cheapest solution.
>
>Whoaah, careful with that one!
>
>Those cheap PC CD-ROMS do not have a standard IDE interface. Those interfaces
>are vendor-specific, e. g. Sony, Philips, or Mitsumi. The Mitsumi FX01?-series
>are such drives. It works fine on soundblasters and stuff but would not work
>with a real IDE-adaptor.

In fact there is *one* IDE adaptor with an additional port for an old
PC CD-ROM like the cheap Mitsumis.

3976. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 04:35:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199411270635.a49099@wi2.maus.de>
Source record: 176046

In article <H.eg.OUFC&ciD0cQ@semprini.waterloo-rdp.on.ca>, Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
>I don't think anyone still sells TTs in Canada. Pity. And the price is
>a bit more than "not quite right", too... especially when you realise
>you have to add a graphics card to get a decent system.
>
>TT030, 2M ST RAM, no disk = ~$1500 US isn't it?
>ET-4000-based graphics card = ~$ 800 US
>17" Sony Trinitron monitor = ~$ 900 US
>8M TT RAM + SIMM adapter = ~$1000 US
>400M SCSI external disk = ~$ 600 US
> ------
>Total ~$4800 US = ~$6240 Cdn

Where did you get these prices?

In Germany this amounts to ~ 2000 DM + 600 DM + 1500 DM + 1000 DM + 600 DM = ~ $3600 US (where I'm not sure about the RAM prices).

3977. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 05:09:11 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3b949n$ji0@darkstar.UCSC.EDU>
Source record: 176047

Bry:

MultiTOS is more than a match for DOS or the mac system. If they had the money, Atari could, within 6 months, easily re-enter the computer market at any point and compete. Now, I don't mean 6 months from today, I mean 6 months form the time they decide to re-enter to the time they came out with the first new model. The ST itself was invented within 9 months or so. With what they have done and good financing (which they don't have) a 6 month lead time is plenty and they would absolutely be in-line with whatever is cutting edge on that day.

~Chris
--

3978. Testing the Blitter...??

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 05:21:48 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3b951c$599@golem.wcc.govt.nz>
Source record: 176048
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How can I test my Blitter...??

Their is Gembench and Gemtest, but do they test the Blitter...??

Thanks..........

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3979. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 05:26:59 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3b95b3$599@golem.wcc.govt.nz>
Source record: 176049

In article <3b949n$ji0@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>
>Bry:
>
>MultiTOS is more than a match for DOS or the mac system. If they had the
>money, Atari could, within 6 months, easily re-enter the computer market
>at any point and compete. Now, I don't mean 6 months from today, I mean
>6 months form the time they decide to re-enter to the time they came out with
>the first new model. The ST itself was invented within 9 months or so. With
>what they have done and good financing (which they don't have) a 6 month lead
>time is plenty and they would absolutely be in-line with whatever is cutting
>edge on that day.
>
> ~Chris

What utter Rubish, it would take years to produce a good OS...

Atari also had a option on the Mindset Computer....

Lets have real facts on here and less of this Teenage drivel...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3980. 1st Word Plus bug?

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 06:41:30 UTC
From: hellman@teleport.com
Message-ID: <3b99mq$62h@elaine.teleport.com>
Source record: 176050

Hello All,
I've continued to use 1st Word Plus in part because it is such a
rock solid program. One bug I've found (v 3.14 and up) occurs only when
you set the ruler to double spacing. Here's the bug:
Any style you apply (bold, underline, etc.) will turn off on the
screen when you tell it to. But when you go to print, the style stays on
until the end of the page. This does not happen all the time, but enough
to be a problem. It does not happen at all in single spacing.
Anyone else noticed this?
Walter
--
hellman@teleport.com Internet Public Access User Hillsboro, Oregon USA

3981. Re: Atari User's Swap Meet & Figlet...

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 08:07:30 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <EK2UFBUUUp@stingray.manawatu.gen.nz>
Source record: 175973

```
>This coming month the annual SWAP MEET for all Atari Users!
>Bring your Atari items to this event, to sell or trade for the
>hardware, software you have wanted, needed, or were just curious
>about.
>
> ATARI COMPUTER ENTHUSIASTS OF COLUMBUS
> P.O.BOX 29103
> COLUMBUS, OHIO 43229-0103
>

Sounds good - could some1 pay for my airfare to the US (from NZ) please???

Richard =8-]

PS. Hopefully there is a copy of "figletST" at a.a.u.e. by now which has
a save option for the text you create. I added this option for the people
who were asking for it, and John Moon is going to upload it to the above
site for me (thanx to him).

--

-- --
I love Ataris - but I still have to buy a PC =8-[
-- --
```

3982. Re: Testing the Blitter...??

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 09:25:03 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3b9j9f$24h5@sat.ipp-garching.mpg.de>
Source record: 175986
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> How can I test my Blitter...??

> Their is Gembench and Gemtest, but do they test the Blitter...??

Gembench and Gemtest will use the blitter if it is switched on since both
of these programs do only make AES and VDI calls (AFAIK) to produce their
graphics output. You should easily see a difference between running Gembench
or Gemtest with blitter on or blitter off.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

3983. Help with C programming

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 09:46:48 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <EK2JDDUTUp@warpcon.ersys.edmonton.ab.ca>
Source record: 175978

Any replies will be appreciated. Please reply to me, as the
follow doing this doesn't have an internet account.

I'm building a flowcharting program using an object tree as a page
of the flowchart. The symbols are icons with children that are strings.
The lines are user-defined objects with no children. The parameter passed
to the routine to handle the user-defined object consists of a list of
objects to connect.

The first object is the orgin object. The rest of the list
contains the objects the first object is connected to. It also contains a
string that is the label for some of the lines (such as labeling a yes and
no branch in a decision).

The things that I need to know are:

- How to insert an object or objects into an object tree,
maintaining the rules for a GEM object tree (such as the
root object has to be the size of all the children,etc).
- The best way to delete an object in a tree.
- How to print an object tree keeping it compatible with
the majority of Ataris.
- How to save an object tree so that rsrc_load can
understand that it is a tree.
- Perhaps some fast drawing routines for symbols instead
of using icons for symbol representation.

Thanks in advance for anything you can give me,

Blaine Brysh

Thank you for any help you can give.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

3984. Re: Testing the Blitter...??

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 11:58:45 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CzxD9y.JJy@cix.compulink.co.uk>
Source record: 175999
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>How can I test my Blitter...??
>
>Their is Gembench and Gemtest, but do they test the Blitter...??

GEMBench tests the Blitter indirectly - all graphics tests are affected by
the Blitter but most significantly the Blitting and VDI Scroll tests.

Ofir ogal@cix.compulink.co.uk

3985. Specs of '060, Medusa & Eagle..(+A bit of Falcon w/powerPC chat)

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 14:12:51 UTC
From: peseb@freeport.uwasa.fi
Message-ID: <3ba453$ou8@zippo.uwasa.fi>
Source record: 176000

Yo.
Could someone post complete Specs+description of the 68060?
Also, specs on the Medusa-040, -060, Eagle040 and Eagle060?
Especially, I'd like to know about the Video and Audio Hardware
of the rumored Eagle series.... ie. Does it have a DSP,
if so which one..etc...

In reply to the Falcon w/powerPC thread,
I am afraid it has to be agreed that Atari can't and won't
reenter the computer business, But I do think that
TT-workstations (Medusa) and new MusicWorkstations
(Rumored Eagle) still stand a very Good chance on the market,
I disagree that the TOS range is expensive, (Save the TT),
The Falcon is about 50% cheaper here then a PC with the
same capabilities, ie. Direct-to-disk, 16 Ch. 50Khz/16 Bit
and all the fun extras like LAN, SCSI-II, Video....And so on...
I have found that all these *standard* extras make the Falcon
a very priceworth machine, The only thing I think is missing is
a bit more raw power, which the Aledged Eagle060 could provide,
Assuming it lives up to the rumor, ie. FULL atleast 32 Bit
architecture, (If not 64-Bit, But that means more $), and
even further Enhanced Audio&Video from the Current Falcon030,
Say atleast a 96001/40 or 50 Mhz DSP and enhanced Bandwidth
to allow for atleast 800*600 24Bit true-color....
But I guess this will once again become to expensive,
What are your opinions?
Also the OS needs a *lot* of improvement, Falcon w/MiNT & MultiTOS
is Sluggish as hell, now the '030 is slow, but It's not *that*
slow....
As someone said, The '030 on the Falcon is not being used for
what it is, but it's used like a turbo-charged 68000, which is
again a real draw-back...
The Eagle series would need an OS which kills the Mac and others..
An OS which is fully MultiTasking and fast, and that runs *all*
TOS software.... (Ie. Built in Backwards emulator...)...
It's been done in PD, can't it be done for real? :)
Plus the software needs to take a turn towards being much
more OS-legal... That'll kill future compatibility problems...

One last thing needs to be said, Atari *could* reenter the
computer business, but not with TOS.
PrEP is the answer.

-Peter.
(Maybe a future member of FOG-Finland.. :)

--
Here's the known and the Unknown,
inbetween are the doors, open the Doors.
- "Doors Of Perception" William Blake -
- And Jim Morrison -

3986. Calling all Falcon Owners in Finland !!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 14:18:58 UTC
From: peseb@freeport.uwasa.fi
Message-ID: <3ba4gi$oug@zippo.uwasa.fi>
Source record: 175851

```
Hi Guys,
I'd like to start a Falcon Owners Group in Finland.
Any Interest?
-Peter.
Ps. reply to peseb@cute.fi
--
+-------------------------------------------------------------+
| Prefere a feast of Friends to the Giant family. |
| -Jim Morrison.
+---------- peseb@cute.fi / Von of Narcotic Dreams -------------+
```

3987. Prodata Database

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 14:58:48 UTC
From: s9205525@otto
Message-ID: <3ba6r8$c1h@aggedor.rmit.EDU.AU>
Source record: 175953

```
Does anyone out there know what the various commands (expressions)
are when using the Filter on this database program?????
--
*************************************************************************
* *
* John Moon *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
*************************************************************************
```

3988. Warrum Demo

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 15:58:39 UTC
From: britchie@gpu.srv.ualberta.ca
Message-ID: <3baabf$lb5@quartz.ucs.ualberta.ca>
Source record: 175954

Is anyone in the Atari scene able to RIP the music from the warrum demo (if memory serves me correctly, that's what it's called)... it's a WICKED demo for the Falcon with GREAT MUSIC... any help appreciated...

3989. Subject: MegaSTE <<=====>> Portfolio

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 16:19:01 UTC
From: hjanz@informatik.uni-rostock.de
Message-ID: <3babhl$81g@taiwan.informatik.uni-rostock.de>
Source record: 175955

Hi,

I am looking for a cabel/interface to connect my ST to my Portfolio to
exchange files. Please, could someone give me a e-mail who has experience
to this subject?

Thanx
Holger Janz
hjanz@informatik.uni-rostock.de

3990. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 17:36:16 UTC
From: jonaeson@algonet.se
Message-ID: <3bag2g$c91@aristotle.algonet.se>
Source record: 175956

Gert van der Knokke (gert@ttgk.textlitho.nl) wrote:
: who buy such a (stupid) design. Look at the QIC tape streamers, these are
: just plain ridiculous (2 hours formatting a tape). Hooked up as parasites
: on a floppy controller, pretending being 250 Mb (=120 Mb)... Why not push
: SCSI streamers ? SCSI didn't become a standard on PC's as it did on
: Macs/Amigas/Ataris, why not ?

That's not true! I format a tape in 1 hour on my PC! :) :)

Regards, Tommy

3991. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 17:50:14 UTC
From: jonaeson@algonet.se
Message-ID: <3bagsm$cqa@aristotle.algonet.se>
Source record: 175957

com> <EKXSCIUSUp@dksoft.ping.dk> <3b2kje$d1e@mother.usf.edu>
Distribution:

Timothy Miller (millert@babbage.csee.usf.edu) wrote:
: This is the PC world:

: People can afford more memory, so the software grows to fill the extra
: space.
: The processor's get faster, so the software slows down to compensate.

Well, another kick in microsoft's butt:

How many microsoft programmers do you need to change a broken light?

None, because they only set a new computer standard.

Regards, Tommy

3992. Re: TWO IN ONE AND NEODESK 3

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 17:58:13 UTC
From: jonaeson@algonet.se
Message-ID: <3bahbl$d49@aristotle.algonet.se>
Source record: 175959

Rick Flashman (rflashma@mhc.mtholyoke.edu) wrote:
: > Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:
: > : Hello there,
: >
: > : I just downloaded TWOINONE a GEM-shell for archivers.
: > : It just doesn't work under NEODESK3, anyone has tried ?
: >
: > Ok. I was a little generic, let me explain better what happen: when I click
: > on twoinone.prg a message appears on the screen sayng : cannot find
: twoinone.sys
: > even if twoinone.sys is in the same folder from here I started the prg.
: > The system hangs until I press a key. Quitting from Neodesk all works fine.
: >
: > Anyway thanks to all who replied, Atari has still a very good ccommunity.
: >

: Make sure you have NEOLOAD.PRG in your AUTO folder. Lacking that could be
: the nature of your problem. (What version of NeoDesk 3?)

Ther is a bug in NeoDesk that returns wrong values when a program uses
RSCFIND or what it was. Don't know the details about it, but a friend of
mine wrote a patch for NeoDesk 3 that corrects the call.

Regards, Tommy

3993. Steve Wells

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 17:59:36 UTC
From: smokin@remm.uqam.ca
Message-ID: <Pine.3.87.9411271252.B7413-0100000@thym>
Source record: 175958

Steve,

I wrote a message once pertaining to a program for the generation of D&D characters. I looked at umich and no luck. If you do have the file floating around your computer somewhere, that'd be great if you could uuencode to to me, or reupload it to umich or something.

Thanks,

Joseph

3994. Re: Megafile 60 problem

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 18:12:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199411272012.a36919@m4.maus.de>
Source record: 175960

>I use AHDI 3.02 as I seem to recall the newer versions don't 'know' much
>about
>these rather dated disk drives. You can use the newer versions of HDX
>though.

Just the other way round. You need HDX 3.0x for formatting and partitioning a
Megafile unit (HDX 5.00 does not work, 5.04 sometimes does).
The latest AHDI driver 6.06 works fine with old units, even with SH204 drives.

bye, Peter

3995. Re: What is MAC SIMM for FALCON?

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 18:14:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199411272014.a36920@m4.maus.de>
Source record: 175961

>Gasteiner Technologies have announced the immediate availability of a 14
>Meg Ram card for the Falcon. I t uses a single 16 Meg Macintosh
>SIMM(although only 14 meg can be addressed on the Falcon) and fitsneslty
>inside the Falcon' s casing wihtout the need to cut the shielding. The
>Ram card cost uk pound 499 but users can trade in their existing 4 meg
>memory module and get 100 off the price.
> Does anyone know what is a MAC SIMM? Is it the 72 pins ram, the one
>also use for PC? Or is it the outdated 30pins simm?

Must be a 72-pin SIMM w/ 32 bit wide memory on it. A 30-pin SIMM carries only 8
bit wide memory, thus requiring four of them to make one bank of memory in
32-bit systems like Falcon030.

bye, Peter

3996. Re: HELP Captain Blood

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 18:26:34 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <EK2RABVX1UP@cabal.sh.sub.de>
Source record: 175864

>sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>>In article <3aqdj4$1ba@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk
>>(Phillip Davey (Path)) writes:
>>Yes you have a Pirated copy, this is what happends to the simple copied
>>ones....

Very funny, indeed. My original _never_ ran correctly. I was unable to talk
to aliens and ...wait... yes, i can't leave UPCOM by clicking on the
triangle ...ooops... now the game crashed. Back on the desktop :-(.
When UPCOM is activated, it doesn't even react on mouseclicks and yes, the
hand reacts on it, still :-((((.
All this experienced in German and, as far as I remember, also in French
and English on a stock 1040 STfm with (German) TOS 1.4.

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

3997. Email-Organizer

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 18:37:19 UTC
From: dietrich@zedat.fu-berlin.de
Message-ID: <3VTUBX4E@math.fu-berlin.de>
Source record: 175962
Cross-posted to: comp.sys.atari.st,maus.sys.atari.software

```
################################################################################
Subject: Email-Organizer
################################################################################

Hallo,

is there anybody who knows a programm which just has the capability to
manage and organize a unix spool/mail-file offline (TOS-offline mail
reader)? Normally I use to download the whole spool/mail - file instead of
reading my icoming email online, so I have all emails and all headers in
one complete file. I tried different uucp-applications (mercury) to find
out a way, but they use special numbers or codes to handle the messages
for incoming and outgoing, and it became to complicated for me (and too
much work) to find a solution because I can't use uucp to connect my
server.

I have a wonderful slip-paket for my 486 PC including a nice mail reader,
but I would like to work on the Atari to manage my emails.
Is there a slip-software for the ST which is not too hard to install ?

If anybody could give some tips, please respond with email, thanks ...

********************
" Best wishes Arno "
********************

################################################################################
ARNO PETERSEN * Email: dietrich@fub46.zedat.fu-berlin.de
TABORSTR. 7 * Voice: +49/30/6116563
10997 BERLIN * Fax : +49/30/6929114
GERMANY * Btx : 0306116563 - 1
################################################################################
```

3998. Re: Open letter to John Townsend

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 18:51:16 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3bakf4$dmv@mother.usf.edu>
Source record: 175963

Here's my opinion of John Townsend:

I'm glad to finally see someone from Atari (employee or ex-employee) who we can talk to and get straight answers from. I'm enjoying reading these discussions and hear about what people at Atari REALLY did, rather than some outsider's speculations, especially when that outsider knows nothing about how many engineers it takes to write an OS or even the first thing about software engineering.

It looks to me like Atari was understaffed. If you want to blame someone at Atari for their foolishness, take a look at the Tramiel family, not their engineers. The engineers brought us great computers DESPITE their management.

3999. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 19:04:47 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3bal8f$dmv@mother.usf.edu>
Source record: 175964

Saying that PC's and Mac's have enourmous HD's, more RAM, and faster CPU's than older PC's and Mac's is worthless.

You NEED the enourmous HD's, more RAM, and faster CPU's just to run the upgrades to the same old OS and Apps that you used to use. Nothing is any better because you HAD to upgrade your hardware just to keep pace with the balooning software.

When the machines get faster, the software slows down to compensate.

When you get more memory, the software grows larger to fill the extra space.

There's no winning here. Just to run an OS on a PC of Mac, I need more memory than I can fit into a 1040 ST which is ultimately just as capable because the software actually fits in the machine.

The trouble is that the hardware prices are not keeping pace with the growing needs of the software and OS's.

4000. Looking for a prg that will tell me DiskDrive Speed

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 19:18:17 UTC
From: havok@eskimo.com
Message-ID: <CzxxMu.HyG@eskimo.com>
Source record: 175965

I am looking for a Program that will Analyze and tell me the Operating/Read Speed of my External Floppy DiskDrive.I don't know if its in a PD archive site or not? Any help would be appreciated you can Post your reply here I read this group everyday. Thanks.....
--

\\\\\\\\\\\\\\\\\\\\ havok@eskimo.com
//////////////////// HAVOK ////////////////////

4001. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 19:25:12 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3bameo$dmv@mother.usf.edu>
Source record: 175966

If MiNT and the MultiTOS AES are seperate executables, the new MiNT is MUCH faster, and the old MultiTOS AES's polling is what slows down the machine to 50% normal speed, and there are people writing AES replacements (like part of the Magic OS), and Atari will never release their non-polling upgrade to MultiTOS.....

Why doesn't someone else write a new AES for MiNT 1.12 that does everything that the MultiTOS AES does, except without polling and the major slowdown?

We already have a good kernel, namely MiNT... all we need is a decent GEM interface for it.

What's the deal?

4002. Re: Steve Wells

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 19:37:55 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3ban6j$cl0@golem.wcc.govt.nz>
Source record: 175974

] I wrote a message once pertaining to a program for the generation of D&D
] characters. I looked at umich and no luck. If you do have the file
] floating around your computer somewhere, that'd be great if you could
] uuencode to to me, or reupload it to umich or something.

It's another of the many programs that have "disappeared" from FTP
sites all over the world, but I remembered that I got it from a local
BBS that is still operating, so I'll grab it from there in a few
minutes, and put it on umich, as well as mailling it to you.

Anyone know why a lot of programs are vanishing from sites such as
umich?! I KNOW I got the Minix demo-disk from there, but among
others, it's now nowhere to be found anywhere but micros.hensa.ac.uk!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4003. Atari STuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 19:38:00 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <jpoling.17.2ED8E018@magnus.acs.ohio-state.edu>
Source record: 175967
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ATARI CHRISTMAS SALE

Atari STacy laptop computer
* 4 MB in SIMMs, 130 MB Maxtor HD, 16 Mhz AdSpeed CPU, Mega ST
external keyboard ready, joypad, padded carry case
* Atari Mega STe external keyboard
* $700

Atari PS3000 monitor
* 12" color, built in DS/DD floppy drive
* $100

Black Lamp (game)
* $1.00

Atari TrakBall
* $3.00

Bulk 3.5" DS/DD disks
* Approx. 26 new, 137 used
* $25.00

Buyer pays shipping and handling. US only.

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396
** "They that can give up essential ** "Those who trade a little freedom **
** liberty to obtain a little temporary ** for a little security will soon **
** safety deserve neither liberty nor ** find that they have none of **
** safety." --- Ben Franklin ** either." ---Jeff Poling **

4004. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 19:46:38 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3banmu$cl0@golem.wcc.govt.nz>
Source record: 175975

] When the machines get faster, the software slows down to compensate.
]
] When you get more memory, the software grows larger to fill the extra space

Such as programs like Windoze. I find it very hard to believe that it can be written so badly so as to take up around, and over, 10meg of hard-drive space, when we've got programs like Geneva & Neodesk, which I know are not the same thing, but can be stuffed onto a single 720K floppy collectively. Microsoft, and a lot (i.e. the vast majority) of software producers for the PC, just can't be bothered compressing or optimising their code, because they figure that what they make is so "important" that if peoples machines aren't "big" enough, they'll just fork out another $200 and slap a bigger harddrive and faster processor in it. We Atari owners have never had this program, because, as a whole, Atari software is reasonably well written, (with some exceptions of course).

Mac's I can't understand the problem with, other than their AWFUL System 7 and newer that causes similar problems. If they'd stuck with v 6.0.8 or thereabouts, with Multifinder, it wouldn't have made a great deal of difference to operations, other than being 5 times faster. (Obviously, they'd have to upgrade it to handle new machines etc. But you get the idea). From what I've seen, most mac' software is also pretty well written. PC software is a problem - although, a lot of the size is to support the dozens of different graphics modes and sound-cards. Most of which is un-needed, as the majority of the cards will emulate each-other...

I've only got a measly 30meg hard-drive on my ST, and even with nothing on it compressed, I've still got about 16meg free, and that's with several comms programs, DTP, wordprocessors, a spreadsheet, various disk utilities, Geneva, Neodesk 4, etc. etc. Try stuffing the PC equivalents into 30meg! Just a single wordprocessor on the PC can take all of that... (Word 6 for windows I think is the latest joke...)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4005. Re: Looking for a prg that will tell me DiskDrive Speed

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 19:52:39 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3bao27$cl0@golem.wcc.govt.nz>
Source record: 175976

] I am looking for a Program that will Analyze and tell me the Operating/Read
] Speed of my External Floppy DiskDrive.I don't know if its in a PD archive
] site or not? Any help would be appreciated you can Post your reply here I
] read this group everyday. Thanks.....

"Quick-Index" will tell you the RPM of the disk drive, as well as a
performance reading for GEMDOS I/O performance, but won't tell of actual
"K per second" which I suspect is what you want. I can't think of
any program that is the floppy equivalent of RATE-HD (A Hard-drive
access tester), although there probably is one.

look for:

quikdex.arc in ./atari/Utilities/ on atari.archive.umich.edu.

(There's also quickst.arc which is a poor-mans Turbo-ST/NVDI/Warp-9,
which does make things a bit nicer to use, by (from memory), turning
off those STUPID Zoom-Boxes in GEM which I can't find anything else
to do under NVDI on an STe.)

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4006. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 20:53:32 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Czy219.H5s@cix.compulink.co.uk>
Source record: 175979

In message <3b949n$ji0@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu said:
>
> Bry:
>
> MultiTOS is more than a match for DOS or the mac system. If they had
> the money, Atari could, within 6 months, easily re-enter the computer
> market at any point and compete. Now, I don't mean 6 months from
> today, I mean 6 months form the time they decide to re-enter to the
> time they came out with the first new model. The ST itself was
> invented within 9 months or so. With what they have done and good
> financing (which they don't have) a 6 month lead time is plenty and
> they would absolutely be in-line with whatever is cutting edge on
> that day.

Whilst I agree that MTOS is more than a match for DOS (don't know about MAC System 7.X) - I think you're being over optimistic concerning Atari's ability to re-enter the computer market.

Things were different in 1985. The 8 bits were dying and PCs & MACs were far too expensive. There was quite a large area in the market place for a home computer like the ST.

Nowadays PCs have the market sown up quite tightly. Sure there are a lot of MACs out there - but it is PCs which dominate.

For Atari to enter the computer market again - and suceed - they need a machine that people will buy *instead* of the PC. It must do everything the PC can do (ie be DOS/Windows compatible) - but also do lots more. Its got to be cheaper than an equivilent specified PC as well. Remember PCs are what people are comparing everything else to - and PCs is a 'standard' (if a poor one) *not* just a machine from a different company.

I just don't think its possible - unless they chucked so much money at it - they could afford to sell a truely advanced machine at a loss leading price.

Alternatively they could go for the niche market - but in many respects the Falcon has already tried this in the music/video market. Maybe Atari didn't spend enough on promoting it - but also many people would have been put off by its proprietry design.

This is no criticism of Atari BTW. I think that *any* company would have a hard time establishing a new non games standard in computers. Just look how much money IBM are throwing at OS/2 - its supposed to be a better Windows than windows - but even with its high level of compatibilty and low price, people still stear clear of it.

Roland.

@CiX

4007. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 21:02:51 UTC
From: artoj@mits.mdata.fi
Message-ID: <3bas5r$t00@prime.mdata.fi>
Source record: 175977

In article <3bameo$dmv@mother.usf.edu>,
Timothy Miller <millert@grad.csee.usf.edu> wrote:
> replacements (like part of the Magic OS), and Atari will never release
> their non-polling upgrade to MultiTOS.....

Does Atari even have a non-polling MultiTOS? I have seen AES 4.1 and
it was faster, but I think it does polling (AESSYS process still took
some 40% of the processor time according to top.ttp).

>Why doesn't someone else write a new AES for MiNT 1.12 that does
>everything that the MultiTOS AES does, except without polling and the
>major slowdown?

That would really be great. But I think it's far from easy to do.
If I were enough good programmer to do that, I would be coding it
at the moment.
We could start that as a project, like MiNT, so that everyone
who were up to the task could develope it. Just speculating, I don't
really think there is enough people willing to start that kind of
job :-(.

4008. Subject: MegaSTE <<=====>>

Newsgroup: comp.sys.atari.st
Date: 1994-11-27 21:16:21 UTC
From: larserik@oslonett.no
Message-ID: <3basv5$bnn@hasle.oslonett.no>
Source record: 175980

> I am looking for a cabel/interface to connect my ST to my Portfolio to
> exchange files. Please, could someone give me a e-mail who has experience
> to this subject?

I've made software for the ST that can use the build-in paralell-port
transfer system in the portfolio. It's very fast. To use it all you
need is to buy it (and to make a small change to the paralell-cable)

The other option is RS-232, but then you need to get a comm-prg for
your portfolio, and you need a way to get it on to the portfolio :-)

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Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

PortLink ST File transfer between Atari ST/STE/TT and Portfolio
""""""""""" """

PortLink ST is a small easy-to-use GEM-based program that uses the
parallel-port on your ST/STE/TT, a patched parallel-cable, and
the Portfolio's parallel-port and build-in file transfer system.

To use PortLink ST you need a parallel-port and cable for your
Portfolio. Then you need to buy the ST-software I have written,
and you need to patch the cable (that's included in the price).

BTW: The transfer speed is much faster than with the PC-version !

PortLoad VT-100 communication software for Atari Portfolio
"""""""" """

This is a fully-working demo-version of a communication program
for the Portfolio developed by a employee at Atari in Norway.
The program supports 80x25 screen emulation and file transfers.

4009. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 00:11:25 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CzyB71.BJs@cix.compulink.co.uk>
Source record: 175981

XADAVU@ttgk.textlitho.nl> <3bag2g$c91@aristotle.algonet.se>
X-Newsreader: CixRead/CixComm

In message <3bag2g$c91@aristotle.algonet.se>, jonaeson@algonet.se said:
> That's not true! I format a tape in 1 hour on my PC! :) :)

Stick in a dedicated tape controller and you are down to 30 minutes. Still pretty abysmal though.

:-(

Roland.

@CiX

4010. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 00:11:30 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CzyB76.BL9@cix.compulink.co.uk>
Source record: 175982

In message <3bal8f$dmv@mother.usf.edu>, millert@grad.csee.usf.edu said:
> You NEED the enourmous HD's, more RAM, and faster CPU's just to run
> the upgrades to the same old OS and Apps that you used to use.
> Nothing is any better because you HAD to upgrade your hardware just
> to keep pace with the balooning software.

But there are certain things where you need a minimum amount of memory (C++ development for example) and the ST is crippled because it cannot be easily expanded above 4Mb. The TT and Falcon are much better off as they can do VM if needed.

> There's no winning here. Just to run an OS on a PC of Mac, I need
> more memory than I can fit into a 1040 ST which is ultimately just
> as capable because the software actually fits in the machine.

Though there are just some things the 1040ST is not up too because of this lack of memory. True 4Mb goes a lot further on an Atari then it does on a PC.

> The trouble is that the hardware prices are not keeping pace with the
> growing needs of the software and OS's.

I'd disagree. Taking inflation into account, I would say that 'suitable' hardware is just as cheap if not cheaper than it ever was. 800ukp worth of 1986's money would by a basic ST setup. Nowadays 800ukp would buy a reasonable PC setup or even a Falcon ;-) With the inflation aspect the actual value of the money today would probably buy a decent PC - maybe even a basic Pentium.

Of course what you consider to be 'suitable' is entirely up to you, and I'm not advocating PCs over Ataris.

Roland.

@CiX

4011. FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 00:44:07 UTC
From: brianjc@jove.acs.unt.edu
Message-ID: <brianjc.785983447@jove>
Source record: 175983

FOR SALE:

*** ATARI Mega 2 ST (2megs RAM, TOS 1.4) ***
105mb internal HD (from TOAD computers)
Keyboard
/|\ mouse and Practical Solutions cordless mouse
SM147 Hires monitor
SM1124 Color Monitor
Monitor Master switcher
SupraModem 2400 (w/cable)
Software on HD:
WordUp
Neodesk 3.0
Maxifile
Desk Manager
Michtron HD utilities
Degas Elite
Flash (Term software)
MEGACheck 1.22
-- and more - most w/original Manuals - all w/master disks
Other Software:
Falcon
Tetris
Hunt for Red October
Chessmaster 2000
Several Volumes of STart disks
-- And other things floppy
Other stuff:
a BUNCH of blank disks
Will help to get you set up/running

I would like to sell ASAP - make me an offer!!!

ALSO:
Panisonic KX-P1124 24-pin dot matrix printer - $150 obo
w/manual/original box - and ATARI cable

PLEASE RESPOND E-MAIl - INTERNET: brianjc@jove.acs.unt.edu

--
Brian Campbell
/----------------\
|-----------------------------------|--|
|STUCK at UNT Department of Music |INTERNET: brianjc@jove.acs.unt.edu |

4012. Re: File Finder #3

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 01:10:28 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3bbam4$ocs@gumby.cc.wmich.edu>
Source record: 175984
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3apqte$itu@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>
> I dnloaded 8 Find/Search utils from GEnie, one that looks
> ok is Jet Find, its fast and worked they way I thought...
>
> Are thier any otheres...??

Have you tried STree (1.04)? It's the only other one I know of that
can search for files that contain a substring anywhere within their
names.

It's got a decent interface, and the docs are in English.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4013. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 01:13:08 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CzyE1w.GAw@cix.compulink.co.uk>
Source record: 175987

T5J7Wp1js@semprini.waterloo-rdp.on.ca>
X-Newsreader: CixRead/CixComm

In message <H.eg.FXT5J7Wp1js@semprini.waterloo-rdp.on.ca>,

> What's the point of buying a fast CPU (ex, Penium, or '486) if it's
> going to spend a lot of time sitting there waiting for disk transfers
> to finish? IDE can't even _do_ DMA transfers; a massive waste of
> CPU time.

Having just bought a PC (to go with my TT) I can answer this one. I'm no stranger to SCSI. I understand SCSI much better than IDE and believe SCSI to be far superior to IDE. I also always said that any PC I bought would be SCSI through and through.

However when it came to the crunch, having a small IDE drive to boot from (like the Falcon) actually seemed like a good idea. You then do all the real work on a large fast SCSI drive. Two reasons for this:

1) Compatibilty. PC software which gets 'clever' still get a IDE drive to play with.
2) Cost. IDE drives are dirt cheap so you might as well have one for all the boring system files.

Actually point 2 is the problem. IDE drives are *so* cheap that you can't buy a small one anymore. The price difference between a medium (200Mb) and a large (540Mb) is only about 50ukp. Needless to say I ended up with the larger of the 2. Hard disk space is always useful - even if it is 'slow' 10ms IDE disk space ;-)

The interfaces are cheaper as well. A SCSI card is 50ukp - 200ukp, whereas an IDE one is about 10ukp and its often combined with the IO card.

Okay so I've obtained a second hand decent SCSI card for the cost of a new cheap one - so I can run my SCSI CD-ROM on the system. Also whenever I buy a tape backup unit, it will be SCSI too (I still have a TT to back up).

> > 486DX2/66Mhz, 8MB RAM, 256K cache, 420MB HD, VESA LB HD controller,
> > VESA LB 1MB graphics card, 15" flat screen .28dp NI 1280x1024
> > monitor, HD floppy, DOS/WINDOWS/MOUSE. $1237 pg. 10 Computer
> > Shopper11/94
>
> That's not a decent system. Well, OK, it's a usable system, but I
> wouldn't spend a dime on a system with IDE disks... I'm VERY fanatical
> about SCSI. And I wouldn't waste a dime on DOS or Windows or a serial
> mouse.

I think *most* people in this conference would consider that to be a decent system (except of course that it is a PC and not an Atari of course :-)

In absolute computing terms - it stinks. But then so do all PCs. PCs are not a particularly good design - and no matter how good the implementation, a bad design is a bad design. I like my TT better (even though its crippled as well), but I've decided not to be isolationalist. I not whether I'm an Atari or PC owner. I'm both now - and have the best of both worlds.

> And, gee, you've still got that IDE disk. Sure hope you don't want
> to add a DAT and a CD-ROM... And then there's the other liability

Whats the big problem adding a DAT and CD-ROM to an IDE system? My SCSI CD-ROM co-exists quite happily with my IDE drive.

Roland.

@CiX

4014. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 01:13:10 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CzyE1y.GBI@cix.compulink.co.uk>
Source record: 175988

In message <H.eg.bUn8COlQj_o@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca said:
> In <Czn9DJ.1yH@cix.compulink.co.uk>, "Roland Givan" writes:

> > Fisrtly the graphics card is not *really* necesaary. TT-Hi is plently
> > good enough for most serious use - and TT-Med is pretty respectible
> > if not very impressive.
>
> I think it is... VGA resolution isn't enough screen space for
> multitasking.

But I'm not advocating VGA as an optimum resolution. I'm using TT-Hi at
the moment (1280x960 paper white). Its standard and gives you masses of
screen space.

> I really wish someone would post the component costs for a system like
> this:
>
> TT030, 2M ST-RAM, 16M TT-RAM, 500M disk, doublespeed CD-ROM,
> accelarated video card capable of 1024x768x256-colours (but preferably
> 1152x900x256), decent 17" monitor.

As long as you require such a graphics adaptor you won't get a TT for a
reasonable price. A basic 256 colour adaptor is 200-300ukp. A really decent
one is 1000ukp. This prices just do not compare to PC SVGA cards - and bump
the price of the TT up enormously. If you want high res colour - buy an
accelerated Falcon or a PC. The TT can do better than the Falcon, but at
twice the price.

> Did I leave anything out? I have no idea what software I'd put on
> it... maybe FreeBSD or Linux. NEXTSTEP would be wonderful, but it'd

Well it looks like my TT is going to end up as a Linux workstation. Even
when the TOS market dies - I'll be able to recompile freeware Unix code
onto it. OTOH by then I just might not care. The TT might look distinctly
underpowered in a couple of years time.

Roland.

@CiX

4015. Re: Does Atari still run a BBS?

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 01:37:04 UTC
From: dpj@delphi.com
Message-ID: <R42V17A.dpj@delphi.com>
Source record: 175985

Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> writes:

>I called there to order my Alien vs Predator poster; the BBS software
>was horrendous...

There's nothing wrong with the BBS software other than it needs an update badly. I've been running that software on my BBS for 7 years (anniversary is today, btw) and have never had any major problems with it.

-Dana

4016. Re: Looking for a prg that will tell me DiskDrive Speed

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 02:35:27 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CzyHv3.L4t@cix.compulink.co.uk>
Source record: 175989

```
>(There's also quickst.arc which is a poor-mans Turbo-ST/NVDI/Warp-9,
>which does make things a bit nicer to use, by (from memory), turning
>off those STUPID Zoom-Boxes in GEM which I can't find anything else
>to do under NVDI on an STe.)

Try Let 'em Fly.

------------------------------
Ofir ogal@cix.compulink.co.uk
------------------------------
```

4017. Re: Email-Organizer

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 02:57:42 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <EK3PDHVGUp@stingray.manawatu.gen.nz>
Source record: 175990

>is there anybody who knows a programm which just has the capability to
>manage and organize a unix spool/mail-file offline (TOS-offline mail
>reader)? Normally I use to download the whole spool/mail - file instead of
>reading my icoming email online, so I have all emails and all headers in
>one complete file. I tried different uucp-applications (mercury) to find
>out a way, but they use special numbers or codes to handle the messages
>for incoming and outgoing, and it became to complicated for me (and too
>much work) to find a solution because I can't use uucp to connect my
>server.
>
>I have a wonderful slip-paket for my 486 PC including a nice mail reader,
>but I would like to work on the Atari to manage my emails.
>Is there a slip-software for the ST which is not too hard to install ?
>

Try upoint_l.lzh - it's a _very_ easy to install e-mail/news uucp proggie
It has everything done with GEM and is quite nice once you figure out
what some of the German stuff means (btw All the docs are in German, but
most things are straight forward)

Richard =8-]

--

-- --
I love Ataris - but I still have to buy a PC =8-[
-- --

4018. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 03:32:04 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3bbivk$gk@gumby.cc.wmich.edu>
Source record: 175991

In article <H.eg.hGxotYUomvU@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
> In <3arfrf$rvd@josie.abo.fi>, Morgoth writes:
>
> >...TT is reality, too. Accelerated to 48 MHz and
> >equipped with a good graphics card, like new Spectrum cards (up to 6 Mb VRAM
> >and huge resolutions, accelerated ;-), that machine is worth its price.
>
> No, it's not. To buy a "decent" TT setup, you need:

I'd just like to correct a few of Chris's prices with a reality check
from here in the U.S.:

> TT, 2M RAM 0 disk -> ~$1500 US
...actually, $1,200 (or less)

> 500M SCSI disk -> ~ 500 US
...actually $275 (or less)

> 16M RAM SIMMs -> ~ 1280 US
...actually $560 (or less)

> RAM adapter card -> ~ 300 US
...I don't know about this one

> 2M VRAM video card -> ~ 800 US
...this is about right

> External SCSI CD-ROM -> ~ 600 US
...wow! try $199 for double-speed units from a dozen places

> 17" Sony Trinitron -> ~ 900 US
...or maybe $650 for an excellent 17" CTX (flat screen, full scan...)

> Total -> ~$5880 US
...actually, under $4,000 (so, you were off by 50%, what's $2k amongst
friends? :-)

> Prices are higher in Canada. If you can find someone to sell you the TT
> or the TT video card.

This may be true, but most U.S. dealers are happy to ship to Canada.

You are correct in that there is a premium attached to certain aspects
of TT systems, namely video cards (around 4x PC costs) and RAM adapter
cards (not needed on a PC). Plus, the base system is rather pricey,
considering what you're getting. But all the peripherals are no more
expensive than for any other platform. In fact, they're interchange-

able.

Of course, if you could run ST software on the Mac hardware, there are plenty of configurations with as much or more raw horsepower than the TT (and better video built-in), at a much lower price. Perhaps, some day, you will be able to.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4019. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 03:39:12 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3bbjd0$sc3@mailer.fsu.edu>
Source record: 175992

Ansy Maccallum (mindbomb_bbs@delphi.com) wrote:
> Ok... since all you guys have been so helpfull in the LCP commands, please tell
> me what I'm doing wrong...
>
> I'll start the game,

Boom, there you go. It is not really a game. It is more of a "simulation"
designed to occupy and interest a small child. Another thing that might be
causing problems is that the LCP rolls along at a very sedate pace (again in
the interests of a small child, one might suspect).

> (enter the stuff into the book, name/date) the game will
> start with my little computer person coming onscreen and banging constantly
> on my monitor screen... I'll try communication (all the please xxx xxxx xxxx's)
> but he'll keep banging. Assuming he's hungry or something I order him some
> food - the doorbell will ring and he'll stop knocking, and start looking at me,
> looking at the door, smile, look at the door (he's standing upstairs looking
> at the typewriter too).

Well, when you type stuff, does it appear at the top of the screen? I always
hit return a couple of times after each thing I type. Also, you have to
wait awhile for things to happen (and typing multiple things probably
confuses the LCP). Try asking him to type you a letter, then leave it
alone for awhile. Eventually, he should ascend the stairs, go to the filing
cabinet and get paper, and start typing you a letter.

> I'll ask "please type me a letter" or "please open the door" but he won't,
> arrrgh!!! whatsup? anyone know - do i have to do something first to get into
> all this cool interaction?
>
> Man, this game is so cool - or appears to be if i could get into it <g>

The thing I found to be most cool was just watching the little dude (throw
him food and water every once in awhile to keep him in good spirits).
Activision did a good job of making these little folks individualistic.

Good luck!

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

4020. Re: Figlet with SAVE

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 03:46:33 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3bbjqp$sc3@mailer.fsu.edu>
Source record: 175993

MORRIS Richard (richard@stingray.manawatu.gen.nz) wrote:
> Hi - is there some1 out there who could ftp a file to a.a.u.e. for me?
> Their Bart server thing doesn't seem to have a "receive" command.
> [....]
> If any1 can ftp this (after I e-mail it to them) I would appreciate it...

You can email me uuencoded stuff (please include a brief description in
the email) and I'll stick it directly on a.a.u.e. This is an open offer to
all, BTW, as per the readme file on the archive.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

4021. Re: STFM: Connecting HD drive & reading DS DD floppy disks

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 04:01:36 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3bbkn0$sc3@mailer.fsu.edu>
Source record: 175994

Richard J Thomas (rjt2@bnr.co.uk) wrote:
> I'm looking to upgrade the internal Single Sided disk drive in my 520ST-FM.
> DS DD (720K) disk drives seem to be going for about 40 pounds sterling in the
> UK, but with HD (1.44M) drives going for about 10 pounds more, I was hoping it
> might be possible to connect one of these instead.
>
> Can anyone advise me on the following:
>
> 1. Can the ST floppy drive controller cope with HD disk drives?

My understanding is that HD floppies can be "rigged" for use as DSDD
floppies with little effort. See the files ibmfloppy.lzh and genflop.lzh
on atari.archive.umich.edu (look in the index file for location). I don't
know of a file specifically dealing with HD drives, but there might be one
there somewhere (again, look in the index).

> 2. Would I be able to write data in HD format from commercial software,
> e.g. Cubase ? (I would be happy to format disks with special software)

Not without some additional hardware. However, I see that you are in the
UK. I have seen inexpensive HD kits for the ST in UK magazines for quite some
time, so I presume that these are pretty easy to find there (not here, that's
for sure).

> RS Components supply a Panasonic drive which "is able to operate in both
> normal (1Mb unformatted) and high density (2Mb unformatted) modes"
>
> 3. Would a drive like this allow me to read DS DD or SS DD disks (even if
> only through special software) ?

I don't think you need special software to do this. For example, on a
MegaSTE equiped with a HD drive, you just stick them in and it will figure
out the SS/DS/HD thing. I am presuming that the HD kits sold in the UK
give equally seamless functionality. There is already a precident, after
all, as one can use SSDD floppies in a DSDD drive with no special software.

> Any advice gratefully received.. and any suggestions of cheap UK sources for
> replacement drives are welcome.

Here are some possible cons:

1. I have heard that HD drives are not compatible with some types of
copy protection. In other words, some games might not work for you.

2. You'll probably have to cut up your computer case to get it to fit.

I recently upgraded a 520STFM in several ways, one of which was the replacement of the SSDD drive with a DSDD unit. My strategy was to purchase a used SF314 drive (Atari DSDD external unit) with the proper eject button configuration. There are at least three types: long thin parallelogram centered under disk hole, small parallelogram to right of hole, small rectangle to right of hole. I just bought the right type, pulled out the mechanism, and plunked it in. It works perfectly. Oh, note that the cable will probably have to be plugged in upside down (so you'll have to shave off the little "key" on the connector so it can be plugged in the wrong way, amazingly enough). On the up side, you'll have an external drive enclosure you can play with (perhaps creating an external HD drive, which would make more sense if the game compatability thing turns out to be true). I'd much rather be experimenting with an "extra" drive, not the one that the computer needs to be useful :-).

Hope that helps.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

4022. Re: GHOSTLINK--STe>DOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 04:08:34 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3bbl42$sc3@mailer.fsu.edu>
Source record: 175995

Rob S. Rice (rrice@netnews.upenn.edu) wrote:
> The
> fastest I could get reliable directory readings was 4800 BPS
> over the null modem cable (with STalker/Procomm I've transferred
> files at 19,200), and I could NOT transfer larger files--the
> program would seem to hang up, or be working at a much slower
> rate than 4800 BPS. The program looked so promising... And it
> does allow TOS access to a disk, as long as you don't want to
> do anything, or so in my case. I have the HSMODEM drivers
> installed, and tried this on both my Modem 2 and Serial 2 ports
> on the Mega 4 STE. Input of any sort much appreciated.

Have you ever run your MODEM2/SERIAL2 ports at high speed successfully? I ask because I have a MegaSTE as well, and both of those ports are quite buggy (this is a known problem with early MegaSTEs). I have instructions for fixing them both, though I have not yet applied them to my machine (email if interested). Anyway, a good way to test this would be to use the program on MODEM1 at 19200 baud. If it works fine, I would suspect that you have some/all of the same firmware bugs that my MegaSTE has. Good luck!

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

4023. Re: Steve Wells

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 04:13:32 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3bbldc$sc3@mailer.fsu.edu>
Source record: 175996

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
> Anyone know why a lot of programs are vanishing from sites such as
> umich?! I KNOW I got the Minix demo-disk from there, but among
> others, it's now nowhere to be found anywhere but micros.hensa.ac.uk!

There should not be very much disappearing going on at
atari.archive.umich.edu (at least, intentional disappearing :-). Please email
me a list of files that you feel have gone away, and perhaps I can find out
what the deal is.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

4024. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 04:23:26 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3bblvu$11e@darkstar.UCSC.EDU>
Source record: 175998

In <3b95b3$599@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>What utter Rubish, it would take years to produce a good OS...
>Atari also had a option on the Mindset Computer....
>Lets have real facts on here and less of this Teenage drivel...
Funny words coming from someone who has to post anything ever resembling a
fact, with the possible exception of the information in your .sig

Roger, you really need a brain transplant. The one you have seems to have
blown a fuse.

~Chris

>***
>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
>* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
>***

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\|

4025. Re: GHOSTLINK--STe>DOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 04:25:10 UTC
From: rrice@netnews.upenn.edu
Message-ID: <3bbm36$1ni@netnews.upenn.edu>
Source record: 175997

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:

THOUGHT we might be hearing from our resident saint! Hi, Mickey!

: Rob S. Rice (rrice@netnews.upenn.edu) wrote:
: > The
: > fastest I could get reliable directory readings was 4800 BPS
: > over the null modem cable (with STalker/Procomm I've transferred
: > files at 19,200), and I could NOT transfer larger files--the
: > program would seem to hang up, or be working at a much slower
: > rate than 4800 BPS. The program looked so promising... And it

: Have you ever run your MODEM2/SERIAL2 ports at high speed successfully? I
: ask because I have a MegaSTE as well, and both of those ports are quite
: buggy (this is a known problem with early MegaSTEs). I have instructions
: for fixing them both, though I have not yet applied them to my machine (email
: if interested). Anyway, a good way to test this would be to use the program
: on MODEM1 at 19200 baud.

That's routine with both the Modem 2 and the Serial 2 ports--I use
PROCOMM (ST-Term, back from the grave!) and STalker--the Omnibook 300
won't do more than 19200, but that it'll do--with everything but
GHOSTLINK. The idea was an easier interface. The author didn't
give an address for anything but a Belgian BBS. Do you (or
anyone else) want the program?

If it works fine, I would suspect that you have
: some/all of the same firmware bugs that my MegaSTE has. Good luck!

Thanks as usual, Mickey.

Rob S. Rice
rrice@ccat.sas.upenn.edu

4026. TU-BERLIN....No.2

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 05:45:12 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3bbqp8$i6a@golem.wcc.govt.nz>
Source record: 175852

Hey Chaps tu-berlin is still running like a rocket, gee they
must have payed their phone bill..:-)..

One of the best sites for Atari software, now with out the snails.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4027. Re: File Finder #3

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 05:51:40 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3bbr5c$i6a@golem.wcc.govt.nz>
Source record: 175853
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3bbam4$ocs@gumby.cc.wmich.edu>, obryan@gumby.cc.wmich.edu (Joan O'Bryan) writes:
>In article <3apqte$itu@golem.wcc.govt.nz>,
>Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>>
>> I dnloaded 8 Find/Search utils from GEnie, one that looks
>> ok is Jet Find, its fast and worked they way I thought...
>>
>> Are thier any otheres...??
>
>Have you tried STree (1.04)? It's the only other one I know of that
>can search for files that contain a substring anywhere within their
>names.

I think I have, its a ACC from memory...

Well the way it runs on my 16mhz Mega ST, I thought I had forgot to turn the Computer on...

Its like running a Program on a 500khz machine, far to slow, may be OK for those with small 30meg hard drives..

Just wait untill Danny places Jetfind on Hensa, it will blow you away....

Danny are you there....???

>Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
>Western Michigan University
>Kalamazoo, MI 49008

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4028. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 06:03:47 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3bbrs3$i6a@golem.wcc.govt.nz>
Source record: 175855

In article <3bbjd0$sc3@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>Ansy Maccallum (mindbomb_bbs@delphi.com) wrote:
>> Ok... since all you guys have been so helpfull in the LCP commands, please tell
>> me what I'm doing wrong...
>>
>> I'll start the game,
>
>Boom, there you go. It is not really a game. It is more of a "simulation"

Mickey I don't know if this is correct, but I think their was a follow up
program to LCP, called Tass Times in ToneTown..??

To change the subgect, that great Game (French) 'NORTH & SORTH' Infogrames,
did they ever produce a follow up, I read that they were going to,
if so what was it called...??

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>* Systems Administrator * Digital Pager: (904)657-6425 *
>* Florida State University * FAX: (904)644-4053 *
>* Mathematics Department * http://www.math.fsu.edu/~boyd *

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4029. Octave for Atari

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 06:25:31 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.786003931@sakura>
Source record: 175854

Dear everybody;

Does Octave exist for the Atari?
Octave is a freely available replacement for Matlab, thus a very
powerful matrix manipulation program. In combination with Gnuplot it
also has great graphical capabilities.

Matlab's source is of course not available (only a very limited old
FORTRAN version..., even bins for Atari) and Octave can run Matlab
scripts with (minor) changes. Thus it seems very useful to have Octave
running on the TT/Falcon or so.

There is a Linux source available but I have no idea about Linux yet
Linux on TT/F030 yet.

If nobody has ported Octave to TOS yet, let's try!

Any info/suggestion appreciated.

Christian Goltz

4030. Re: MagiC

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 06:34:10 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Czyswz.9G0@cix.compulink.co.uk>
Source record: 175856

>Could someone post some specifics about MagiC and why it's better than
>TOS etc? In other words, a software description and what kind of system
>resources and dollar resources are required to run it as a truly capable
>pre-emp. multitasking system.
>I missed a few months of c.s.a.s. and never saw this type of description.

MagiC 2 uses about 300k of RAM. A recommended setup would be 4MB RAM and a
hard disk. It is very efficient and faster than TOS. MagiC 3 (not out yet)
will probably use a little more RAM.

Ofir ogal@cix.compulink.co.uk

4031. Re: MagiC

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 07:02:20 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Czyu7x.FIq@hpbbrd.bbn.hp.com>
Source record: 175848

Sepulturiad Soldier (smiller@farad.elee.calpoly.edu) wrote:
> Could someone post some specifics about MagiC and why it's better than
> TOS etc? In other words, a software description and what kind of system
> resources and dollar resources are required to run it as a truly capable
> pre-emp. multitasking system.

In general, MagiC will work faster on the same machine than any version
of TOS. To enjoy the benefits of multitasking, however, you should
have *at least* 2 MB of main memory.

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

4032. Re: TU-BERLIN...???

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 07:16:54 UTC
From: ki@cs.tu-berlin.de
Message-ID: <3bc056$d0t@news.cs.tu-berlin.de>
Source record: 175857

Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>Have they upgraded the links to tu-berlin.de, as it seems to be running
>much farster here, about the same speed that we get from A.A, and
>that is one of the fastest sites to connect to from here....

Hello Roger,

yes they updates the links - but it is not 100% stable yet... They are
still working on it.

Greetings, Karsten

GCS d-@ H++ s-:- g- p? !au a w+ v C++>+ USOH+++$ P+ L 3
E++ N+++$ K++ W+ M+ V-- -po+ Y+ t+ !5 !j R G? tv+ b++
D++ B? e+++>++++ u+(**) h----(*) f r+++ n+ y+++

4033. TADS 2.2.0.5 available for Atari ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 07:34:49 UTC
From: dmb@case.ai.mit.edu
Message-ID: <3bc16pINNhs2@life.ai.mit.edu>
Source record: 175859
Cross-posted to: rec.arts.int-fiction,comp.sys.atari.st

I've updated the Atari version of TADS to the latest released version,
2.2.0.5. This adds many nice features, but I've made no major
Atari-specific changes.

The file:

ftp.gmd.de: if-archive/programming/tads/atari.tads2exe.arc

If you don't know what TADS is, check out the Adventure Authoring
Systems FAQ:

rtfm.mit.edu: pub/usenet/rec.arts.int-fiction/Adventure_Authoring_Sytems_FAQ

I have not ported the debugger yet.

Dave Baggett

--
dmb@ai.mit.edu MIT AI Lab "Verbing weirds language" -- Calvin
ADVENTIONS: Kuul text adventures! Email for a catalog of releases.

4034. ALL Computers & Electronics Swap Meet: PLEASE READ THIS!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 07:47:39 UTC
From: bensmith@teleport.com
Message-ID: <3bc1ur$lt7@sandra.teleport.com>
Source record: 175858
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,
comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti,comp.sys.ti.explorer

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

Is currently holding Monthly Swap Meets with an occasional Raffle. Monthly Swap Meets are Held on the First Monday of each Month from 7 PM - 10 PM. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

FOR ANY INFO INCLUDING TABLES: CALL BEN AT (503)256-9974!!
THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!

This Message is distributed throughout the Pacific NorthWest, everyone reading this and their Brother is welcome to come and Attend!!

ACE's next Swap Meet will be Monday, December 5th, 1994.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4035. Re: File Finder #3

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 08:39:46 UTC
From: vctec@westminster.ac.uk
Message-ID: <CzyyqB.6HF@westminster.ac.uk>
Source record: 175860
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: Just wait untill Danny places Jetfind on Hensa, it will blow you away....
: Danny are you there....???

Yup, I am here. :-)

JetFind will be on HENSA later today....

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

4036. Away from HENSA

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 08:47:33 UTC
From: vctec@westminster.ac.uk
Message-ID: <Czyz39.6sw@westminster.ac.uk>
Source record: 175862

Hello everyone...

Just to inform everyone that there will be no activity in the HENSA
Atari section from the coming weekend...for the next 3-4 weeks, as I
will be away from the office.

I apologise for this, but I will be taking a much needed rest. I will
return back to the office on 3 january, 1995...and on the 4th will
again be away, at a conference. So The Atari section will come alive on
the 5th.

I will miss you all, and doing what I do in the Atari section. In the
meantime, till i am away, if you want to upload anything yto HENSA,
then please do so...or uuencode-mail me the programs. They will go
on-line before my holiday.

Best Regards to all
Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

4037. Re: GHOSTLINK--STe>DOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 09:02:49 UTC
From: vctec@westminster.ac.uk
Message-ID: <Czyzsp.7Lr@westminster.ac.uk>
Source record: 175863

Rob S. Rice (rrice@netnews.upenn.edu) wrote:
: GHOSTLINK. The idea was an easier interface. The author didn't
: give an address for anything but a Belgian BBS. Do you (or
: anyone else) want the program?

Ghostlink is already available on ftp sites, including HENSA. ;-)

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

4038. Re: Gemini2

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 09:44:30 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3bc8pu$96c@percy.cs.bham.ac.uk>
Source record: 175867

rbets@edx.ed.dreo.dnd.ca (Ron Bets) writes:
>I have recently acquired Gemini2 and I have to say that I'm impressed.
>
>Is there an english version or resource files in english available?
>
>Also, I have just started using a STe w. TOS 1.06 and the version of
>Startgem won't work. Is there a program that will load GEM apps at
>bootup on an STe?

You don't need startgem on your TOS. Just set Gemini to boot as the
first GEM application through one of the Atari desktop dialogs.
Forgotten which one, I never use it any more :-)

An English version of Gemini 2 is being worked on by Coe COnnor
(jconnor@cix.compulink.co.uk) and Danny Bhabuta
(danny@micros.hensa.ac.uk). ATM they are waiting for some tools from
the German author so they can create the .msg file.

I can mail you my English .msg and .rsc if you'd like, they aren't
perfect but...

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4039. Re: de.comp.sys.st - help please

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 09:47:27 UTC
From: to@osir.hihm.no
Message-ID: <to.9.0009CABE@osir.hihm.no>
Source record: 175861

In article <3b5fq7$i6b@golem.wcc.govt.nz> wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
>Path: studserv.osir.hihm.no!nntp-oslo.uninett.no!nac.no!trane.uninett.no!sunic!pipex!howl
and.reston.ans.net!wupost!waikato!comp.vuw.ac.nz!newshost.wcc.govt.nz!WELLS_S@kosmos.wcc.g
ovt.nz
>From: wells_s@kosmos.wcc.govt.nz (Steve Wells)
>Newsgroups: comp.sys.atari.st
>Subject: Re: de.comp.sys.st - help please
>Date: 25 Nov 1994 20:01:11 GMT
>Organization: Wellington City Council, Public Access
>Lines: 10
>Message-ID: <3b5fq7$i6b@golem.wcc.govt.nz>
>References: <3b4ad1$8hv@cyber.ict.pwr.wroc.pl>
>Reply-To: wells_s@kosmos.wcc.govt.nz
>NNTP-Posting-Host: kosmos.wcc.govt.nz

>] My NNTP server doesn't get any de.comp.sys.st news. (I'm subscribed there
>] two months) And the people here say the server is OK.

>Probably because the group exists on virtually no systems. This group
>would be near enough the same thing.

actually I much prefer the german atari groups myself, the noise/signal ratio
is much better. especially in the maus* groups. de.comp.sys.st isn't used that
much I think.

since they are in german though, distribution has always been limited and you
have to find a friendly nntpserver in germany usually. (They usually stop
being friendly when 6458 remote nodes start grabbing abpe.*, so at the moment
I don't know of any myself..)

Cheers,

Torbjørn Ose - to@hihm.no

4040. Re: splitting files for floppy

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 10:40:24 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <786019224snz@chowgar.demon.co.uk>
Source record: 175879

In article <1994Nov24.150220.19665@rzu-news.unizh.ch>
abro@amath.unizh.ch "Arnt Broska" writes:

> Hi Aatri-Freaks
>
> For backups of my Harrddisk I use the zip- or zoo-compression programs. But
> somtimes the resulting archive is too large for ONE floppy disk (ap. 700
> k). Is there anywhere a good mint-friendly program, which can split a large
> file in two, three our more 700k-Files? And - of course - then I need a
> programm zu concaternate the splitted Files for restoring again.
>
> Or is there any archiver around, which can split the archive in several
> parts for floppy-disks at it self?
>
> Ciao, Arnt
>

There is a program called SPLITTER which does this. Should be on one of the
FTP sites somewhere.

--
Simon Moore
smoore@chowgar.demon.co.uk

4041. PERL Version 5.0

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 10:55:00 UTC
From: forden@cs.man.ac.uk
Message-ID: <3bccu4$6an@m1.cs.man.ac.uk>
Source record: 175877

Does anyone know whether Version 5.0 of the 'Perl' programming
language has been ported to the ST?

If so, where can I get hold of it?

Nick.

4042. Re: A bit of Falcon w/powerPC chat (was something else with a bit of Falcon w/powerPC chat)

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 10:57:21 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.1.000AF50B@cam.ac.uk>
Source record: 175875

In article <3ba453$ou8@zippo.uwasa.fi> peseb@freeport.uwasa.fi (Peter Back) writes:

>In reply to the Falcon w/powerPC thread,
>I am afraid it has to be agreed that Atari can't and won't
>reenter the computer business, But I do think that
>TT-workstations (Medusa) and new MusicWorkstations
>(Rumored Eagle) still stand a very Good chance on the market,
>I disagree that the TOS range is expensive, (Save the TT),

I don't think they do now I'm afraid. They are expensive compared to PCs, and
although we might consider it money well spent on a better machine, I can't
see them selling in large numbers even if they were cheaper.

>The Falcon is about 50% cheaper here then a PC with the
>same capabilities, ie. Direct-to-disk, 16 Ch. 50Khz/16 Bit
>and all the fun extras like LAN, SCSI-II, Video....And so on...

A moderate speed PC with scsi hard disc and a good sound card can do all this
and costs the same or less than the falcon, at least here.

>a very priceworth machine, The only thing I think is missing is
>a bit more raw power, which the Aledged Eagle060 could provide,

Yes, an '060 should be faster than a pentium, and of course you wouldn't be
running Windoze on it :)

>even further Enhanced Audio&Video from the Current Falcon030,
>Say atleast a 96001/40 or 50 Mhz DSP and enhanced Bandwidth
>to allow for atleast 800*600 24Bit true-color....

No, I think they have to stick with the 56k now for compatibility. A faster
one would be nice though, although I think speeding the main processor would
be more useful.

Enhanced bandwidth will come with a faster processor, but I think for that
kind of resolution they really need seperate vram, preferably dual port.

>But I guess this will once again become to expensive,

dual port ram is expensive.

>Also the OS needs a *lot* of improvement, Falcon w/MiNT & MultiTOS
>is Sluggish as hell, now the '030 is slow, but It's not *that*
>slow....

As many people have said, if and when they release the versions of MultiTOS
they have in development, it will not be slow.

>As someone said, The '030 on the Falcon is not being used for
>what it is, but it's used like a turbo-charged 68000, which is
>again a real draw-back...

Not much of one. In PCs the 386 is used as a turbo charged 8086 which did hold it back, but the difference in architecture between the '030 and the 68000 is much less significant and optimising code for the '030 will only have a few percent speed up at most.

>The Eagle series would need an OS which kills the Mac and others..
>An OS which is fully MultiTasking and fast, and that runs *all*
>TOS software....

MiNT and MultiTOS runs most, and will be fast with multitasking etc.

MagiC already is fast and multitasking, although not quite as sophisticated as MiNT.

They run all gem applications and text mode applications. Other applications generally don't work very well on different screen modes etc anyway.

> (Ie. Built in Backwards emulator...)...

I don't see that as necessary, since the only things that need that are a few games, written badly or at least without much thought of the future.

>Plus the software needs to take a turn towards being much
>more OS-legal... That'll kill future compatibility problems...

I think software already has gone that way. With new machines, and with various multitasking operating systems I don't think anyone could get away with releasing software that wasn't these days.

>One last thing needs to be said, Atari *could* reenter the
>computer business, but not with TOS.
>PrEP is the answer.

In that case though they would have to try and sell more or less identical hardware to other companies at a lower price, which I think they would find difficult. They would not even attract loyal atari supporters if their hardware is identical.

What atari have always been good at is producing exciting new hardware (even if it's not so exciting or new by the time they release it) and these days no-one wants exciting hardware if it isn't PC comp
/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** If at first you don't succeed, call it DOS 6.2 **

4043. Re: Email-Organizer

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 10:59:57 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.2.000B0021@cam.ac.uk>
Source record: 175876

In article <EK3PDHVGUp@stingray.manawatu.gen.nz> richard@stingray.manawatu.gen.nz (MORRIS Richard) writes:
>>much work) to find a solution because I can't use uucp to connect my
>>server. ^^^^^^^^^^^^^^^^

>Try upoint_l.lzh - it's a _very_ easy to install e-mail/news uucp proggie

A great program but I don't think it will help him much :)

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** If at first you don't succeed, call it DOS 6.2 **

4044. Re: Looking for a prg that will tell me DiskDrive Speed

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 11:04:24 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.3.000B131D@cam.ac.uk>
Source record: 175865

In article <3bao27$cl0@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>"Quick-Index" will tell you the RPM of the disk drive, as well as a

Basically it finds out how many sectors per track and reads that many sectors repeatedly. Gives strange results on floppy look-alike ramdiscs, cached hard discs etc :)

>performance reading for GEMDOS I/O performance, but won't tell of actual
>"K per second" which I suspect is what you want. I can't think of
>any program that is the floppy equivalent of RATE-HD (A Hard-drive
>access tester), although there probably is one.

Rate-HD tests the speed of the drive and interface. The program you want is called how-fast, and tests the actual read and write speeds of the drive obtainable by a real program ie tests the operating system, filesystem and drivers as well. It works on all drives including ramdiscs, and plots a graph of speed against block size. This graph will normally be a curve that tends towards a value as the block size increases, this is the sustained speed of the drive.

I got it from a local BBS, but it is probably on most ftp sites.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** If at first you don't succeed, call it DOS 6.2 **

4045. MOD Files

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 11:11:06 UTC
From: bd@st-andrews.ac.uk
Message-ID: <3bcdsa$kc4@calvin.st-and.ac.uk>
Source record: 175870

Hi.
Can anyone tell me if there is an FTP site which has Stereo (or non-Stereo)
MOD music files? I know this is a common Amiga format too, so should I be
looking in the Amiga directories also (aaargghhh...)?

Thanks,

Brian

|> |\ Brian Duff |> |\
|> |/ University St. Andrews |> |/ Sensible SIG v1.0..

4046. SLIP on a 1Mb Machine

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 11:14:32 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.yHJUq2rBclo@albemuth.equinox.gen.nz>
Source record: 175872

Hi there,

Does anybody have any recomendations for using SLIP on a 1Mb RAM Atari ST. I know there is KA9Q based software out there, but it is rather confusing with the different packages. Has anyone any useful suggestions or recommendations??

I believe that there is a collection of software developed for use with Demon Internet services in the U.K. Has anyone here got direct experience and can recommend this stuff?? Where can I get hold of it??

Cheers,
John
--
-=-=-=-=-=-=-=-=-=-=-=-=-=- John Collis at Home! -=-=-=-=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz John_Collis@equinox.gen.nz
John Collis at 3:770/105.7 @ fidonet.org or 51:801/1.7 @ atarinet

4047. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 11:35:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Czz6v6.8BB@cix.compulink.co.uk>
Source record: 175871

>Of course, if you could run ST software on the Mac hardware, there are
>plenty of configurations with as much or more raw horsepower than the
>TT (and better video built-in), at a much lower price. Perhaps, some
>day, you will be able to.

You already can with MagicMac which has gone on sale in Germany yesterday!
It's still under dev and doesn't work 100%, but they are very close to a
final release version. From what I understand this is a public test
version.

Ofir ogal@cix.compulink.co.uk

4048. Re: GHOSTLINK--STe>DOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 11:40:58 UTC
From: v892250@si.hhs.nl
Message-ID: <Czz74C.F0@si.hhs.nl>
Source record: 175869

In article 8pd@netnews.upenn.edu, rrice@netnews.upenn.edu (Rob S. Rice) writes:
> To Whomever:
>
> I just received a Belgian program called GHOSTLINK, which is
> supposed to allow an ST/STe/MSTe/Falcon to access a PC's
> hardrive partitions from the Atari TOS desktop over a null modem

Hello Rob,

I'm using Ghostlink with a Mega STE4 and a Compaq LTE-Lite/25 (386SX) notebook, and it works fine. I connected the Mega STE4 with the serial2 port to the com1 port of the notebook. On the Mega STE I don't use any patch-programm. The maximum speed I get when I'm reading the C-drive of the PC is 57600 bps, but when writing to the C-drive the best maximum speed is 38400 bps, at higher speed I get errors and retries. The speed is limited by the Mega STE, because it cannot go faster. This is due to some hardware bugs in the Mega STE.
When the program on the Mega STE seems to hang up, it is constantly trying to get contact with the program on the PC, I get this when I try to read the C-drive when I haven't started the slave-program on the PC yet.
Have you tried it with another PC ?

Greetings, Luc

4049. Re: A bit of Falcon w/powerPC chat (was something else with a bit of Falcon w/powerPC chat)

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 11:44:59 UTC
From: contacts@mits.mdata.fi
Message-ID: <3bcfrr$1hb@prime.mdata.fi>
Source record: 175866

In article <mnb20.1.000AF50B@cam.ac.uk>, Mark Baker <mnb20@cam.ac.uk> wrote:
>In article <3ba453$ou8@zippo.uwasa.fi> peseb@freeport.uwasa.fi (Peter Back) writes:
>
>>The Falcon is about 50% cheaper here then a PC with the
>>same capabilities, ie. Direct-to-disk, 16 Ch. 50Khz/16 Bit
>>and all the fun extras like LAN, SCSI-II, Video....And so on...
>
>A moderate speed PC with scsi hard disc and a good sound card can do all this
>and costs the same or less than the falcon, at least here.

Get out of here! Tell me the name of the PC-soundcard that can do 16
separate/simultaneous tracks of 16bit Digital Audio in 44,1 or 48 KhZ
(direct to/from hard disk), and I'll show you an elephant
wearing Camel Boots. :-) And the system with 0.5 Gb SCSI Drive should
not cost more that 2000 pounds (20000 finnish marks), Including programs!

Remember: Digidesign 8-track system costs 3 times the price of the Falcon,
and in Cubase Audio Falcon there's also a complete Midi Sequencer with
prof. notation running at the same time/in sync (inside a same program!).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4050. Re: GCC compiler for DSP

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 12:02:40 UTC
From: sjg@bilbo.ph.kcl.ac.uk
Message-ID: <1994Nov28.120241.5254@bay.cc.kcl.ac.uk>
Source record: 175868

In article <Pine.BUL.3.90.941125121827.20365A-100000@bull.mimuw.edu.pl
Stasik <stasik@bull.mimuw.edu.pl> writes:
% In one of famous Atari ftp sites I found sources of old gnu c (v 1.xx)
% compiler configured to give DSP code. It can be compiled on many systems,
% but of course not on Falcon. I was trying to configure it for Atari, but
% it doesn't give good results. I wonder if someone tried to compile this
% GCC, and can help me with this problem.

I compiled this last night on the Falcon. You have to set the target
to
sun3-dsp56 or something like that. Do a 'config.gcc sun3-dsp56' which sets
up links to tm,md, etc (all the gcc stuff). After that it compiled without
a hitch, once I'd removed references to bcopy,bcmp,bzero. (Do we *have*
to have these in string.h - it seems to cause more problems than it solves)

Anyway, once compiled I got g56k, g56-cc1, and mccp. I installed them
and
g56-cc1 bombed whenever I called g56k. That was 12:30 last night so I haven't
got any further...

The program I tried was simply:

```
int main()
{
TYPE a;
TYPE b;

a=5;
b=a*a;
}
```

with TYPE set to int or float. Neither worked. I plan on trying to set
up to do a similar Xcompiler, just to see if it'll work. I'm a
bit mystified why g56k doesn't, because I don't even remember any error
messages, apart from those I fixed...

Anyway, that's all as of now.

Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.acBhabuta
Microsoft is not the answer. Microsoft is the question. NO is the answer <

4051. ADITalk -> dbase

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 12:32:52 UTC
From: olenz@techfak.uni-bielefeld.de
Message-ID: <Czz9It.E2z@hermes.hrz.uni-bielefeld.de>
Source record: 175878

Hello!
A friend of mine has got some problems with transforming ADIMens-Data into dbase-Data. Is there anyone who knows how to translate it into dbase-Data??????

--
Bye
Olaf B-)

4052. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 12:42:00 UTC
From: Christian_Roth@a2w.maus.sub.org
Message-ID: <199411281442.a32109@a2w.maus.de>
Source record: 175846

Tommy,

TJ>Well, diods is the swedish word for it, since english isn't my native
TJ>tongue I do make errors like that.

...that isn't even really an error, since LED's are finally diodes, too. LED
stands for 'light emmitting diode', doesn't it?

bye,
with greetings to the Viking's country ;-)

Chris (Gaenserndorf / Austria)

4053. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 12:45:34 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3bcjde$m1c@infa.central.susx.ac.uk>
Source record: 175873

Eric March (diehl@nudge.io.org) wrote:
: Jo Even Skarstein (josk@Lise.Unit.NO) wrote:
: : I don't understand why people are still arguing about this. There is *no*
: : question that the average PC (DOS/Windows-computer.) have several advantages
: : over a normal Falcon.

: : 1) It's a lot faster.

: Granted; but that can be readily ameliorated by the purchase of an
: accellerator board for the Falcon...

Oh, so you must be the first Falcon owner who's cpu operates at the same
clock speed as my DX2 66.

: : 2) It's got slightly better (But not very versatile) graphics cards.

: Falcon's video modes are programmable.

Whoopee! My video card allows 64K colours at 1024*768 resolution

: : 3) Better sound (Most people have a SoundBlaster or a GUS.).

: The DSP kill ssoundblaster.

Why? What does your DSP do better than the soudblaster AWE32? You'll
probably need to think about this for a while...

: : 4) Better keyboard (Which is quite important.)

: I much prefer my ST's keyboard.

Suit yourself! Personally I prefer a nice mechanical keyboard, freely
usable away from the tower it's connected to.

: : 5) Cheaper hardware.

: The Falcon uses standard SCSI-2 and IDE hard drives. No advantage either
: way.

: : 6) More software available.

: This is true; but the PC has its entire software libreary available at the
: expense of backwards compatibility back top its 8-bit days, which has
: severely hindered the PC's advancements in terms of raw power.

I severly unfounded statement I feel. Chech your facts first.

: : Anyone who hasn't understood this propably owns an Amiga...

Not quite sure why we need to drag this machine into the discussion.

: : So what? I use a lot of different OS/computers, but I prefer my Falcon. OK,
: : the PC's are faster, and the SGIs at school are "better" in every sense, but
: : IMO they suck. I've got the programs I want (Hey, I've even paid for some
: : of them!), the OS is so much faster and nicer, and I've got lots of friends
: : with Ataris. So if anybody thinks that the ultimate thing is to own a PC
: : because
: : that's what everybody else owns, they have missed something. The lack of
: : individuality makes these people pathetic...
: :

I feel that my PC is as personal to me as my Atari ever was.

: True ... I prefer my ST to the PC in every way. I've used PCs extensivey
: and have _never_ liked them ... I don't like the OS (any of them), I don't
: like the architecture, and I most certainly don't like the complete
: modularity of design. I'll stick with Atari; they have everything I want in
: a machine, and it does things the way I want to do things with a minimum of
: fuss; the PC is nothing but constant editing of your AUTOEXEC.BAT and
: CONFIG.SYS files.

What a load of BOLLOX - I can't believe that you just turned a
reasonable argument into a farcical blithering with your last statement.
I spent nearly all my time on my Atari tweaking files left right and
centre so as to make the damn thing work! Tweaking the .sys and .bat
files of the PC is merely to make it work BETTER.

Everything I ever did on my Atari required a large amount of fuss, and
still bombed for no real reason half of the time.

: --
: _____ _____
: _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
: _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
: _________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

Steven

4054. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 12:53:54 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3bcjt2$m5m@infa.central.susx.ac.uk>
Source record: 175874

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <Pine.SUN.3.91.941117130802.4368I-100000@CSOS.ORST.EDU>, James Wood writes:
: > I'm sure illiterate people have no use for the encyclopedias.
: >Doing an 8-page paper from the comfort of your bedroom and enlist the aid
: >of 3-4 sources without going to the library sounds appealing to me.
: >However, my point was not to debate the merits of Multimedia
: >encyclopedias, but to illustrate the vast array of PC software. Excuse
: >me while I interrupt this session to blast some bastards in a game of
: >PC DOOM. Have fun with whatever you can play that comes closest.

: Tonnes of software, all crippled because it runs on DOS. Tonnes of
: software, most of which is crap.

You're SOOOOOOO right... NOT! Yeah, I have to agree with you. XWING is
just a load of crippled DOS drivel. What planet are you on? DOOM is
shit, DOOM II is shit. Get a grip. NO game on my Atari comes close to
anything I have on my DX2 66.

Jeez, you're such a dick!

: Sure, a large software library is great (believe it or not, we've got
: one for the Atari, with new titles being released every week, even if
: they're not all commercial), but for some people, like myself, the
: drawbacks far outweigh it.

The ONLY drawback is cost! I run Word 6, Excel 5 and, yes Windows, and
ChemWindow 3 for writing up my Ph.D. Show me a more integrated, user
friendly system for me to use and i'll gladly change.

I've owned a Spectrum 48k, Amiga 500, Atari 4Mb STe (HD, mono mon etc)
for 4yrs, frequently use UNIX and have now settled on the system taht
allows me to knock out a HIGH QUALITY looking document, compatible with
Mac users' Word software etc WITH EASE!. I changed from the atari PURELY
because that platform would not let me do this.

: NEXTSTEP comes with a multimedia encyclopedia. NEXTSTEP doesn't cripple
: your machine. NEXTSTEP actually does multitasking, _and_ it's got a
: fantastic interface. Oh, and Microsoft doesn't develope for it, one of
: the biggest advantages.

Just FUCK OFF!

Steve
: --
: ------------------==------------------
: ||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
: / | \ DO THE MATH Chris Herborth

: Canter and Siegel had nothing to do with this. I don't need a Green Card.

4055. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 12:55:44 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3bck0g$m6p@infa.central.susx.ac.uk>
Source record: 175881

Daniel Eriksson (der@discovery) wrote:
: In article <H.eg.IpAGJj9Og6c@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

: > I've only found _one_ keyboard that's as
: > good as my ST's keyboard (I _like_ the mushy, quiet keys), and that was
: > an NCR keyboard that isn't made anymore... now they use those crappy
: > clicky keyboards that most cloners use. It's only slightly better than
: > the IBM PS/1 keyboard, which is TERRIBLE.

There are actually 3 types of keyboards available for the PC - the
clicky, mecahnical ones (highest quality, durable etc) and two different
'soft mushy' ones - can't remember what they are.

: Then you really should try a Cherry keyboard. The feel is much like
: the MSTE and TT keyboards. I've got one hooked up to my Falcon tower-
: system (through an interface) and I just love it. Unfortunately for
: you they are made in Germany. :-(

I personally hated my ST keyboard.

Steve

: - Daniel Eriksson, der@astrakan.hgs.se

4056. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 13:03:38 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3bckfa$mb6@infa.central.susx.ac.uk>
Source record: 175882

Kristoffer Lawson (krlawson@xgw5.xgw.fi) wrote:
: James Wood (jamesw@CSOS.ORST.EDU) wrote:

: : encyclopedias, but to illustrate the vast array of PC software. Excuse
: : me while I interrupt this session to blast some bastards in a game of
: : PC DOOM. Have fun with whatever you can play that comes closest.

: I'd rather play Llamatron or Starball. Sorry.

Watch out Kris - here comes puberty!

Anyone with the mentality to place Llamatron against Doom needs to wake
up. Quickly.

Steve

: --
: **
: ** Kristoffer Lawson **
: ** krlawson@xgw.fi **
: ** -=-= KASVUA =-=- **
: ** For more info mail: **
: ** kasvua@freenet.hut.fi **
: **

4057. STOS and Falcons

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 13:18:39 UTC
From: geoff@damp.apana.org.au
Message-ID: <3bclbf$2o3@frisbee.damp.apana.org.au>
Source record: 175850

Hi all...

I am after a solution to a problem I have with running STOS on a Falcon.

I have used STOS on an ST for quite a while, and have tried to get it running reliably on my newer beast. I have used all the fixes I can find (STOSFX14 and STOSFX27), and have it running, but every 6-10 seconds the keyboard throws a '3' at the editor... most inconvenient when you are trying to edit a file.

Is this the best I can expect, or have I now buggered up the boot files putting then through so many fixes!!!

Any help much appreciated.

Geoff

--

I used to be indecisive, | Answers, abuse and replies to
but now I'm not so sure | geoff@damp.apana.org.au

4058. MiNT & Kobold

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 13:25:03 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.16.000D6B49@cam.ac.uk>
Source record: 175880

When using MiNT to call Kobold for copying and formatiing, you might have to press Esc to get the directory windows updated.

4059. Re: Virtual Ram on a Falcon030

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 13:46:35 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.786030395@acp5>
Source record: 175826

cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:

>Is there an English version available?

Yes, you can get the English version of OUTSIDE from Lexicor.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4060. 68000 INSTRUCTION SPEED

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 13:46:43 UTC
From: shill@jet.NoSubdomain.NoDomain
Message-ID: <3bcn04$75h@pheidippides.axion.bt.co.uk>
Source record: 175883
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,
I wonder if anyone can help. I am looking for a guide that tells me the speed of instructions on the 68000. In particular, I am trying to find out how many memory-to-memory ADDs can be done per second. Also, does the addressing mode affect the speed.

eg, is ADD.W (A0),(A1)+
faster than ADD.W (A0)+,(A1)+ ?

The reason why is that I am helping to write an FFT program in DEVPAC, and I need to find the fastest instructions.

TIA,
Steve

P.S. Email replies preferred, but posted replies OK.

--

```
_____________________________________________________________________
| Steve Hill - Stephen.Hill@axion.bt.co.uk | DDSTed, 68K, YSFC#2(VP) |
| I do not speak for my employers, I only (just) work for them |
|-------------------------------------------------------------------|
| <Jay is trying to organise a poker session> |
| HD : Well, I'll play poker. |
| J : Oh - I didn't know you liked poker Heddy? |
| HD : Oh, what's not to like? You cheat and bluff and take money |
| from men. It's just like dating. |
|___________________________________________________________________|
```

4061. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 13:52:07 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3bcna7$bt8@matrix.fwi.uva.nl>
Source record: 175884

kaps3@central.susx.ac.uk (Steven Constantine) wrote:

:Kristoffer Lawson (krlawson@xgw5.xgw.fi) wrote:
:: James Wood (jamesw@CSOS.ORST.EDU) wrote:
:
:
:
:: : encyclopedias, but to illustrate the vast array of PC software. Excuse
:: : me while I interrupt this session to blast some bastards in a game of
:: : PC DOOM. Have fun with whatever you can play that comes closest.
:
:: I'd rather play Llamatron or Starball. Sorry.
:
:Watch out Kris - here comes puberty!
:
:Anyone with the mentality to place Llamatron against Doom needs to wake
:up. Quickly.

yes, I fully agree! I do not see why atari users are too proud to admit
that their machines can not compete with PC's. Comparing an ST with
a 486DX2/66 is stupid (and I know, i have both of them). I don't mind
the 486 being the faster machine, having more software, much much much much
better games etc. I still use my ST and really like this machine.
yeah yeah, I know, atari has a TT etc. sure. now look at the how much a TT
costs and compare it with a 486. Look at the amount of software for the TT
and compare it with the amount of software for the 486. And still I would
like a TT. You see, there is more to it than just speed/software etc.
I just _like_ the atari computers, like the hardware etc. We all do.
But don't close your eyes and dream that atari are the superior machines
these days. It is just not true.

BTW. IMHO there will never be a game like Doom on an atari (except the
version for the jag, maybe). I heard a lot about this game and this
weekend I got a copy for my 486. I was astonished about the graphics of
this game. I had never seen anything like this. it is fabulous.
check it out, and then go and play Llamatron or Starball......

--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| Mail for info about Ishido
Math department |
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

4062. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 14:04:53 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3bco25$gd9@osiris.wu-wien.ac.at>
Source record: 175885

Cornelius Krasel (krasel@alf.biochem.mpg.de) wrote:
: Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
: > [as a reply to John Townsend (John_Townsend@taligent.com)]

: > Frankly speaking, if you would have made your comments (in your original
: > posting) by using a more "dry" vocabulary (this is also what I refer to as
: > "professionalism), I would not have written in that style to you and many
: > others would not have flamed at you, either. Fact is, however, that the
: > all-knowing tone you used in your posting could VERY WELL be interpreted
: > as an insult towards those people working with Atari computers and those
: > who are programming for it.

: Fact is, that the only person who has flamed at John Townsend is Alfred.
: Fact is, that Alfred did get the reply he asked for. If he now complains
: about the tone of it, that's his personal problem.

Fact is, only sentence 2 of yours is true. Proove at least for sentence 3:
Read line 1 and 2 of the follow up you quoted. I did not complain about
the tone of the reply, I complained about the tone of his original posting.
Simple conclusion:
READ FIRST, THEN WRITE!

Till then

Alfred

4063. Re: 68000 INSTRUCTION SPEED

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 14:12:30 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <CzzE4v.H4E@news.gu.se>
Source record: 175887
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Steve Hill (shill@jet.NoSubdomain.NoDomain) wrote:
> Hi,
> I wonder if anyone can help. I am looking for a guide that tells
> me the speed of instructions on the 68000. In particular, I am
> trying to find out how many memory-to-memory ADDs can be done per
> second. Also, does the addressing mode affect the speed.

> eg, is ADD.W (A0),(A1)+
> faster than ADD.W (A0)+,(A1)+ ?

I don't really think this will work!!?? Will it??
As far as I know the syntax for 'add' is:

add.x Dn,<ea>
add.x <ea>,Dn

That makes it about 0 add's/sec.
Usually (An) and (An)+ uses the same amount of CPU-cycles!!

Stefan

4064. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 14:24:34 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3bcp72$gd9@osiris.wu-wien.ac.at>
Source record: 175886

John Townsend (John_Townsend@taligent.com) wrote:
: During the 1985 to 1989 timeframe.. Atari released the 520ST, 1040ST,
: the Mega2 and Mega4 as well as work on things like STPad and STBook
: as well as the ST Portable. When you add the Laser Printer, GDOS, the
: CD-ROM player, and some networking stuff that never made it, you have
: quite an array of hardware projects that were produced.
: For each one of those computers than was released, TOS had to be brought
: up and tested on each one. This took time. In the case of the Mega machines,
: this meant a BLiTTER chip. The addition of this chip required a complete
: rewrite of the lower levels of the VDI subsystem.
: When you consider than Atari had a staff of about 12 people working on
: TOS (at the most, usually less than that).. you begin to understand that
: we are dealing with a resource problem. Atari simply didn't have the staff
: to do everything it wanted to do. Now, remember.. I am not slamming
: Atari for this. Every single company in the world has this problem. They
: have to make decisions on what they need to do and what they have the
: resources to do.

When I look at Magic I see a staff of 3 people working on it. They have
designed that operating system during the last, say, 4 years. The
operating system is stable and comatible. Besides, 2 of the programmers
have developed NVDI 3.01, a full rewrite of the buggy full rewrite of the
atarigraphicsroutines called VDI, and at the same time replaced Speedo
GDOS. They have manaaged to port that system onto another plattform, the
Macintosh. They have succeeded in supporting (see NVDI) an array of
graphics cards with different grpahic processors. Let us take two more
people into account, T. Tempelmann and the guy, who wrote Ease, we have at
total 5 people working on Magic/NVDI/Ease. Add anaother programmer for
systems extensions (WinCom) we have at MOST 6 people working on Magic and
essential tools nearby.
These people have to do a lot of work besides programming. B&B, the 2
programmers, have to run their own company, meaning doing customer and
programmer support, arrange for packaging, doing the accounting, dealing
with lawyers on some occasions etc.; one other guy is responible for a lot
of system tools, and still supports and develops a Modula 2 development
system.
Conclusion: these people are also hard on work. Counting at most 6
programmers having done a better job than the 12 at atari, having done
the work from scratch and in only half the time, they have worked 6 to
seven times more productively than their counterparts at atari.
How do you explain that?

:So, please.. don't get the idea that the engineers at Atari were sitting around
: drinking coffee and playing video games during the four years between TOS
: releases. They were actually doing alot of stuff.

I am certain that those guys developing hardware were really into it. I also think that Eric Smith is doing an excellent job there.

BTW, it was said by you, that Atari had a special person, full time paid, to do the documentation. What happened to his work? (although, it seems odd that atari having that much ressource problems pays a person just for documentation...)

Alfred

4065. Reply to Marlin Bates

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 14:25:33 UTC
From: jchung@stimpy.us.itd.umich.edu
Message-ID: <3bcp8t$93l@lastactionhero.rs.itd.umich.edu>
Source record: 175889

Marlin,
I stopped payment on that check because you sent me a pile of
junk. I couldn't get my computer to recognize either drive, and
when I took it in to have it look at they said that they
couldn't either. They said that the setup that you have,
having another hard drive hooked up to a Megafile 30 controller was
simply awful. Also, more than 100 of the Megafile 30 sectors were bad.
I'm sorry for not getting back to you soon as I
threw away your Email address. If you want the stuff back, and
you want to pay for shipping, sent me your address.

-John

4066. Re: Kobold

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 14:29:06 UTC
From: czwersch@aixterm8.urz.uni-heidelberg.de
Message-ID: <3bcpfi$pbp@sun0.urz.uni-heidelberg.de>
Source record: 175888

Mark Montreuil (ai066@FreeNet.Carleton.CA) wrote:

: Has anyone used Kobold yet? Will it significantly improve file operations
: even if you are not using MagiC? Can it run in conjunction with Neodesk,
: Geneva, regular TOS 2.05 or Multitos? Is it worth buying? Thanks!

Yes. Yes. Yes, I suppose, Yes, Yes. Yes!!

- Christoph -

4067. Re: ST-Review...!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 14:29:49 UTC
From: ace@ars.ath.forthnet.gr
Message-ID: <04899FEKDGCTJBDKLBD@ars.ath.forthnet.gr>
Source record: 175897

```
Il> >
Il> >So ST Review, drop the price, remove those stupid cover disks, (ST-World
Il> never
Il> >had them) and have reviews articles for the average Atari user...
Il> >
let me agree with that point of view !!

ST Review is a nice magazine..but expencive too...!!
* CQWK 2.2 * IF IsStolen(Tagline) THEN Insult(Thief);

--
Sent via ARS_FORUM ONLINE INFORMATION SYSTEM, ATHENS GREECE
```

4068. Re: MacMagiC?

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 14:45:01 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Nov28.144502.1541@cathy.ijs.si>
Source record: 175833

In article <3agpra$di4@charm.magnus.acs.ohio-state.edu>,
Panjandrum <dhbutler@magnus.acs.ohio-state.edu> wrote:
>I've heard rumor of a product called MacMagic that will supposedly run Atari
>software on a PowerMac? If anyone has the scoop on this could they fill the
>rest of us in on it?

Well, it is rumor no more. The MacMagic booth at the Bonn proTOS was showed
macMagic running on several different Apple machines, and a lot of the dealers
present at other booths were really excited at this development. They see it
as a way to expand the market for their atari software into the mac area.

Calamus, for instance, is a very good DTP and has a price/performance ratio
few Mac applications can match.

As I understand it, macMagic runs as a task under Multifinder and allows data
exchange between Atari and Mac side.

The R.O.M. representative told me that his company has just hired a hardware
expert who will design some things that will make macs more compatible with
Atari's (midi, true paralel interface, two button mice).

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

4069. Where can I get a Portfolio?

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 15:09:14 UTC
From: rshipley@access3.digex.net
Message-ID: <3bcrqq$oll@news1.digex.net>
Source record: 175890

Does anyone here know where I can get an Atari Portfolio? (preferably under original price).

Rich

4070. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 15:34:06 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3bct9e$fmb@whitbeck.ncl.ac.uk>
Source record: 175891

In article <3bcjde$m1c@infa.central.susx.ac.uk>, kaps3@central.susx.ac.uk (Steven Constantine) writes:
>Eric March (diehl@nudge.io.org) wrote:
>: : 1) It's a lot faster.
>
>: Granted; but that can be readily ameliorated by the purchase of an
>: accellerator board for the Falcon...
>
>Oh, so you must be the first Falcon owner who's cpu operates at the same
>clock speed as my DX2 66.

It should be pointed out that a DX2/66 only has an external bus speed of 33 MHz, and is internally clock doubled. That means that the local bus can be running at 33Mhz. Most stuff isn't on the local bus however, and is in fact on the MUCH slower ISA bus. I do mean MUCH slower -the ISA bus was designed (well, conglomerated), quite a while ago as a kludge on the original PC architecture. The devices on this bus are in fact accessed at a slower rate than a standard 8Mhz ST accesses it's devices.

The CPU speed isn't everything, and although the intel chips in PC's are quite powerful (but not in the same league as the MIPS, ARM or PPC chips in terms of cpu power VS cpu price. And taking into account the power consumption of a x86 class chip, you see that they are very inefficient. However, that aside, they are still a powerful processor.

The point is not one of CPU power, but of system architecture. The basic premise of having an open & expandable architecture is a good one. But the PC standard is a bad one for this, which is imposing a stranglehold on the advance of computing. The speed of the bus used in a PC is ridiculous when compared to that of the CPU - all that happens is that the CPU blasts through it's task mighty quick then sit's and waits for the rest of the system.

Better bus systems exist for open architectures, so that is not a real justification for maintaining the PC (I would hold FutureBus+ up as an example of one such architecture).

>: : 2) It's got slightly better (But not very versatile) graphics cards.
>
>: Falcon's video modes are programmable.
>
>Whoopee! My video card allows 64K colours at 1024*768 resolution

True, a PC tends to have a better video subsystem in terms of maximum res - however, you must bear in mind that games will generally not use that maximum res due to the inherent difficulty of doing complex mannipulation

of large amounts of VRAM in the PC architecture (to much paging). You
will find that a written for falcon game will use exactly as much video
memory as it needs, and will be able to shift it around at a pace that the
PC can only dream of. And I don't mean the Doom style things, which are mostly
maths based - although, the falcon can in fact do Doom FASTER than an average
PC (I've seen a demo, and hopefully Griff's next release will blow that as well).

>: : 3) Better sound (Most people have a SoundBlaster or a GUS.).
>
>: The DSP kill ssoundblaster.
>
>Why? What does your DSP do better than the soudblaster AWE32? You'll
>probably need to think about this for a while...

Support. That great reason for buying a PC. Few people actually own an
AWE32, and few softs explicitly support it's advanced features. With the
DSP, all falcons have it, so almost all falcon software for audio has
support for it. Games use it for their soundtracks - routines are in the
PD - even basic programmers can use them :). There is no reason not to,
as every f030 owner has one.

>: : 4) Better keyboard (Which is quite important.)
>
>: I much prefer my ST's keyboard.
>
>Suit yourself! Personally I prefer a nice mechanical keyboard, freely
>usable away from the tower it's connected to.

I personnally never had a problem with the standard keyboard, but if it
really stresses you, you can plug in a PC keyboard instead (PC approach
creeps in here - you'll need a plug in card to do this).

>: : 5) Cheaper hardware.
>
>: The Falcon uses standard SCSI-2 and IDE hard drives. No advantage either
>: way.
>
>: : 6) More software available.
>
>: This is true; but the PC has its entire software libreary available at the
>: expense of backwards compatibility back top its 8-bit days, which has
>: severely hindered the PC's advancements in terms of raw power.
>
>I severly unfounded statement I feel. Chech your facts first.

No - check the architecture of DOS & Windows. The current versions of these
are severely hampered by the need to maintain compatibility with an architecture
designed to only have 640K of RAM. Any more has been kludged. And DOS
has not moved in terms of real solid features since it got directories.
Also, think that DOS & TOS both have a common ancestor in CPM, on which
they are both based. TOS added proper memory managment support, and then
quantum-leaped with the advent of the MiNT kernal.

A MiNT kernal is more than a match for any existing version of DOS (you
want long filenames ? no problem. Networking? thats in there to. Multitasking?
fine, take it away. Posix? great....

There are OS available for the PC which eat MiNT for lunch (eg. Linux, NextStep),
but most PC owners just use DOS/Windows, crippling their machines.

Things in the last post deteriorated around here, so I'll sign off.

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
MMS Space Systems || Phone : (UK) 091 4105928
Stevenage,England.|| Snail-mail: 12 Ashvale Avenue, Kibblesworth, Gateshead,
|| Tyne & Wear, NE11 0XT, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

4071. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 15:35:57 UTC
From: djs@jet.uk
Message-ID: <1994Nov28.153557.8432@jet.uk>
Source record: 175893

In <3bcjt2$m5m@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven Constantine) writes:

>Jeez, you're such a dick!
He says this.

>Just FUCK OFF!
And this.

>ChemWindow 3 for writing up my Ph.D.
^^^^^^^^^
He's doing this.

And I'm paying for it :-(

>I changed from the atari PURELY
>because that platform would not let me do this.
Why are you still bothering with the atari groups? Why can't you keep this discussion where it belongs (in .advocacy)?
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

4072. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 15:37:12 UTC
From: djs@jet.uk
Message-ID: <1994Nov28.153712.8522@jet.uk>
Source record: 175895

In <3bckfa$mb6@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven Constantine) writes:

>Watch out Kris - here comes puberty!
You are Roger Sheppard, and ICM5P.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

4073. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 15:41:20 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3bctn0$fsp@whitbeck.ncl.ac.uk>
Source record: 175892

In article <3bckfa$mb6@infa.central.susx.ac.uk>, kaps3@central.susx.ac.uk (Steven Constantine) writes:
>: : PC DOOM. Have fun with whatever you can play that comes closest.
>
>: I'd rather play Llamatron or Starball. Sorry.
>
>Watch out Kris - here comes puberty!
>
>Anyone with the mentality to place Llamatron against Doom needs to wake
>up. Quickly.
>

There is a lot to be said for Llamatron (well at least on the Atari, the PC version stinks). It is based on one of the real classic arcade concepts. It doesn't fall back on a flash gfx engine to get it's pull. It goes for the original arcade concept of reflex and adrenaline rush. As do most Jeff Minter games (Llamazap & T2K follow this line as well).

Starball is another kettle of fish, and provides a game which actually has more depth than Doom can ever have. The doom engine could go on to produce a game with depth, but hasn't so far (although AvP on a Jag takes the style some way along that route). Starball requires more though than Doom, and also provides the same sort of arcade reflex hook as Llamatron (but not quite as intense).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

4074. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 16:03:33 UTC
From: et94drw@exeter.ac.uk
Message-ID: <CzzJ9y.KJ1@exeter.ac.uk>
Source record: 175894

I have played Starball, Pinball Dreams and Obsession, and I can only say, Obsession is DEFINITELY the winner. The excellent music, the superb sound, the fantastic scrolling makes my STE look and sound like a Falcon. It has huge playability; I've been playing it all day, and still I'm looking forward to playing it again tonight. Starball's superb for a PD game, but it can't beat Obsession.

Cheers,

Dave.
--
```
/--------\
I O--O I
I [] I
I I
I <DAVE> I
\________/
```

4075. MacMagic Info?

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 16:14:22 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <3bcvku$shg@charm.magnus.acs.ohio-state.edu>
Source record: 175896

>You already can with MagicMac which has gone on sale in Germany yesterday!
>It's still under dev and doesn't work 100%, but they are very close to a
>final release version. From what I understand this is a public test
>version.

So far I've seen a number of posts concerning this subject but no information about *who to contact*! Could someone who knows please post all important information about htis porduct. Who makes it? Who are the distributors? What Macintosh platforms will it run on? And, most importantly, what is their telephone #, address, and e-mail address?

Thanks!

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's 'Statistics of Deadly Quarrels'. You've probably never heard of it even though its relevance to the mess you're in is at least as great as that of Darwin's 'On the Origin of Species,' which you learned about in fourth grade. And that's because it's so completely terrifying only those 'experts' who are adequately armoured with preconceived contrary ideas which will enable them to disregard Richardson's work completely ever get to study it."
- Chad C. Mulligan

4076. Re: Doom & AvP not all that great

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 16:24:46 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <3bd08e$sj5@charm.magnus.acs.ohio-state.edu>
Source record: 175898

In referenct to AvP's resolution (which I complained about) I recieved several of the following sort of messages;

> More likely, it's a case of TV's having difficulty handling that
>kind of resolution. Most Jag owners don't have monitors and TV's (as we
>all know) run into problems when the resolution passes 320 X 200.

Unfortunately I'm already running on the Atari SM1124? (you know the old Atari Color that I got with my ST). This certainly does look far superior to the tv set, but trust me, *none* of that action is at 768*512 or whatever it is the Jaguar claims to run at. It looks nice, sure, but not beautiful like it could. Also, they could have done more with so many things; for example, why not make the tables look nice instead of looking like they do? Why not just map a texture of some sort on them? The intro screen is certainly looks hi-rez, but that's not as important as the game.

My guess is that it's a limited memory problem,a cartridge can only hold so much info and high-rez graphics take a lot of space to store. Hopefully the CD-rom games will use the full resolution!
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

||| // "It is in fact NOT true that all american beers are brewed
/ | \ \// in a single, secret underground vat roughly the size of
Pakistan... It just TASTES that way."
- The Curmudgeon

4077. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 16:40:40 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411281545.AA03256@ilmen.lanl.gov>
Source record: 175899

>In article <1994Nov25.233552.2803@ida.liu.se> (Patrik Sanfridsson) wrote:

>>hutch@ilmen.lanl.gov (Hutch) writes:
>>Don't sweat it, John. Anyone who tries to honestly speak their mind in
>>this forum is bound to be trounced upon by the mindless-throng. If those
>>thoughts include anything other than roses and champagne for Atari, then
>>you will be regarded an outcast, a blasphemer and a PC-loving Atari-traitor.
>>Such is life in the big city. :)
>>-Hutch- @ Fair Dinkum Tech

>Very funny. The only difference between you and Roger is that he's honest
>enough to stand by his words while you hide behind a smiley. Sad.
>/mk

Ah, I stand corrected. I should have said that anyone who tries to honestly
speak their mind or _supports_ anyone else that does so will be trounced
upon by the mindless throng.

So... which of my words am I not honest enough to stand by? If you wish to
flame someone, at least be specific so a proper reply can be made, OK?

-Hutch- @ Fair Dinkum Tech

P.S.: I spel bedder than Roger duz, two.

< Smiley deleted for the humor (and reality) impaired. >

4078. Re: 68000 INSTRUCTION SPEED

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 16:45:22 UTC
From: shill@jet.NoSubdomain.NoDomain
Message-ID: <3bd1f2$a57@pheidippides.axion.bt.co.uk>
Source record: 175900
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
|> > eg, is ADD.W (A0),(A1)+
|> > faster than ADD.W (A0)+,(A1)+ ?
|>
|> I don't really think this will work!!?? Will it??
```

Shit! I hope so! I'd rather not have to use 2 instructions...

```
|> That makes it about 0 add's/sec.
```

Not very fast then... :)

Okay then, how about:

```
|> Usually (An) and (An)+ uses the same amount of CPU-cycles!!
```

That sounds good!

Steve

--

```
_____________________________________________________________________
| Steve Hill - Stephen.Hill@axion.bt.co.uk | DDSTed, 68K, YSFC#2(VP) |
| I do not speak for my employers, I only (just) work for them |
|-----------------------------------------------------------------|
| <Jay is trying to organise a poker session> |
| HD : Well, I'll play poker. |
| J : Oh - I didn't know you liked poker Heddy? |
| HD : Oh, what's not to like? You cheat and bluff and take money |
| from men. It's just like dating. |
|_________________________________________________________________|
```

4079. Re: Hermes UUCP e-mail

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 16:51:22 UTC
From: brusch@eslapion.sh.sub.de
Message-ID: <EK3QFHVT1UP@eslapion.sh.sub.de>
Source record: 175805

In <3206Vc2w165w@dogbox.manawatu.planet.co.nz> wrote :

>HELP!!!!!!!!!
>
>I can't get my hermes uucp e-mail working! It doesn't help that there

I never got it running, too. Instead, I've given up after a few hours
trying to get it run and decided to write my own program.

>Can any1 help? I tried uupoint_l instead but that is the "light" version
>and so I can't send which is no good for evaluation (I do actually
>register shareware stuff =8-])

There are no restrictions (right word?) in UPoint-'light'. Even some
functions for working more comfortable are not included in the 'light'.

>Any help would be most appreciated - at the moment I have to use an
>online mail reader and it's a pain...

>Please help?

What's the problem with sending mail and news with upoint ? You should
explain a little more detailed..

Gruï¿½,
Stefan

--

UUCP auf dem Atari ST(E),TT,Falcon: UPoint 'medium'
-- --
** Stefan Brusch, Am Bast 15, 25335 Bokholt-Hanredder, Germany, Earth **
** brusch@eslapion.sh.sub.de **
-- --
pgp public-key available on request

4080. Samples

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 17:07:14 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <786042434snz@chowgar.demon.co.uk>
Source record: 175836

I know this isn't exactly an Atari specific but as I use a Falcon I hope it will be tolerated. I was wondering if there are any FTP sites that have sound samples stored on them.

Thanks.

--
Simon Moore
smoore@chowgar.demon.co.uk

4081. Re: useful auto prgs/ACCs

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 17:10:05 UTC
From: alfasoldt@aol.com
Message-ID: <3bd2td$slo@newsbf01.news.aol.com>
Source record: 175802

In article <36f5e5$10f@mailer.fsu.edu>, boyd@hardy.math.fsu.edu (Mickey Boyd) writes:

| As for reliablility, since I switched to NVDI, my system has been robust

| enough for me to turn on write caching in the ICD software...

I have had no problems with the ICD write cache running under NVDI (version ET4000, Crazy Dots II).

Al

4082. a few news more :)

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 17:19:06 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3bd3ea$s0i@osiris.wu-wien.ac.at>
Source record: 175801

The protos show took place on Sat/sun, nov 26,27 and one could see an interesting array of products around atari

Hardware:
on display were
-the medusa t 60
-the eagle

the eagle is now available; as it looks, its CPU will is being placed on a card that is easily interchangable to support other CPUs, at first, it will feature a 68030 card, which will be (at no extra cost) replaced by a 68040 card and later on by a 060 card. It will have an extremely fast bus system available with 8 slots minimum; it is fully TT downward compatible and coimprises all interfaces the TT has, except for DMA sound.
price at baout 4000 DM. GE soft is pl�anning also a low cost ST/TT clone at about 1000 DM.

the medusa t60 was up and running. It has specs similar to the medusa t40, yet it is 3 to four times faster than any existing 040 machine.

I couldn't see the afterburner040 and the barracuda040 on the show, but that should not say anything. Also not on display: the falconspeed486, which seems to have died quietly.

Progemtec, formerly Wilhelm electronik, has announced a range of new products for the atari line; though they were not at the show, they said on telephone, that they have two alternatives for increasing speed for atari computers ready for production. They have to chose between two alternatives. A solution, which includes inserting into existing atari hardware or a "more functional stand alone solution"; it would definitely involve a pci bus system

Software:
magic3 was up and running at several developers, such as No, Compo etc....; the macintosh version was also displayed and already sold. (ssome kind of public beta, as it seems....); apple were alsao there; their offer included performas with a free copy of magic.

other new products:
that's write 4, tempus word 2.90, papyrus gold in new version, ldw powercalc 3, a new viedeo software called "Neon", which was REALLY incredible, from comp Apex media, NVDi 3.01, Linux up and running with X11, Ease 3.5,......

Till then,

Alfred

4083. Re: Hensa logo

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 17:20:46 UTC
From: paul@xciv.demon.co.uk
Message-ID: <786043246snz@xciv.demon.co.uk>
Source record: 175818

In article <Czs1I4.64L@westminster.ac.uk>
vctec@westminster.ac.uk "Denesh Bhabuta" writes:

> : Don't you all think the Lancaster University logo on the Hensa web pages
> : looks remarkably like a Fuji logo on acid? X-)
>
> :-) I like it...I like it.
>
> Anyway...now that you think that it does look like the Fuji logo....you
> know where to come for your Atari PD. ;-)
>
> {FX. HENSA/micros Atari section promotion mode off}

That's funny, it seems like it never switches off from where I'm sitting.

:-)

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC Like a thief in the night, see the world by candlelight */
/* Owner I think the phrase rhymes with "clucking bell" - Blackadder */

4084. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 17:24:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.uMg7JcYRoC6@semprini.waterloo-rdp.on.ca>
Source record: 175914

In <3b1r29$i6h@turing.fwi.uva.nl>, Martijn Dekker writes:
>diehl@nudge.io.org (Eric March) wrote:
>
>:: 6) More software available.
>:
>:This is true; but the PC has its entire software libreary available at the
>:expense of backwards compatibility back top its 8-bit days, which has
>:severely hindered the PC's advancements in terms of raw power.
>
>bull. The new software coming out now, almost always assume 386 or higher.
>And the amount of software that run only on 386 or higher is enormous.
>Software for the falcon? well, we all know about that....

Most software for DOS and even Windows assumes an 8088, and that's it.
Only OS/2, Windows NT, and the various UNIX varients (NEXTSTEP, Linux,
Solaris, SCO, etc) actually use a '386-or-higher the was it was designed
to be used, instead of as a fast 8088.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

4085. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 17:41:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.MOtMZBj8fII@semprini.waterloo-rdp.on.ca>
Source record: 175915

In <3b11p5$bn7@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>d2cg@dtek.chalmers.se (Christer Gustavsson) writes:
>>>All this talk of pc's, dos & windoze makes me think that Bill Gates / Intel
>>>has hired a hypnotist to work on the global population!
>
>You Don't Have To Run DOS.

True, but your hardware still has some silly design compromises because
of DOS-compatibility. If you could buy a PCI-only non-DOS-compatible
Intel-based computer, it would be great, and probably expensive.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

4086. GEMBench and MagicMac]

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 17:45:36 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Czzo01.Lsv@cix.compulink.co.uk>
Source record: 175804

```
This is a public announcement:

GEMBench does not run 100% under MagicMac!

The FPU and VDI Scroll tests fail!

The VDI Text and Text effects test results should be ignored!

I am looking into these problems and will release a fixed version.

All other tests work just fine.

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

4087. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 18:11:39 UTC
From: trek@intgp4.ih.att.com
Message-ID: <Czzp7F.10v@ssbunews.ih.att.com>
Source record: 175825

In article <H.eg.hGxotYUomvU@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:

>No, it's not. To buy a "decent" TT setup, you need:
>
>TT, 2M RAM 0 disk -> ~$1500 US
>500M SCSI disk -> ~ 500 US
>16M RAM SIMMs -> ~ 1280 US
>RAM adapter card -> ~ 300 US
>2M VRAM video card -> ~ 800 US
>External SCSI CD-ROM -> ~ 600 US
>17" Sony Trinitron -> ~ 900 US
> Total -> ~$5880 US
>
>Prices are higher in Canada. If you can find someone to sell you the TT
>or the TT video card.

Not sure what part of America you live in - but those are the most
outrageous prices I have seen anyone quote - ordering from someone
expensive no doubt.

Ram Adapter card on Falcon is $80-100 depending on vendor - why should
TT's be ~300? 16M of Ram 70ns can be had for $400-525. Why would
anyone pay $1280? My last external SCSI cd-rom (2x scsi2) cost $189.
Its a Texel and even when just introduced a little over a year ago
was only $500. So where are you shopping? I sure want to stay away
from there.

If all the prices are that inflated (guess I shaved about $1200 off
of the ~2200 so better than 50% reduction) then you can have the
system for <$3000. Wayne

4088. HELP: ST 1040 BOOT

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 18:31:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199411282031.a32252@a2w.maus.de>
Source record: 175803

Hi

I am not having too much luck with my Atari recently :(

Because I had to take my wonderful SM124 offline for repairs, I have to use an old RGB TV as a monitor all the time :(This monitor has worked fine as a medium and low rez screen for a long time.

When I boot the ST I now get a line of bombs or a grid of coloured squares. Sometimes I have to reset 4 or 5 times to get it to boot from the hard disk :(

Anyone know what is going on?

Ian_Taylor@a2w.maus.de TOS 1.4

4089. Atari ST games for sale, cheap

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 18:53:51 UTC
From: jamesd@cg57.esnet.com
Message-ID: <3bd8vv$hbp@cg57.esnet.com>
Source record: 175832
Cross-posted to: misc.forsale,ca.forsale,fidonet.for-sale,comp.sys.atari.st

I have the following Atari ST programs for sale. They are all
original disks but, with exceptions noted, are parted from
their documentation (who reads it anyway?).

I pay postage at the prices shown to anywhere in the US.

The Black Cauldron: Sierra Software, Walt Disney, on 2 disks. $11.

Falcon: Spectrum Holobyte, on 4 disks, $15.

King's Quest: Sierra Software, 2 disks plus a 360 page book
"King's Quest Companion," all for $16.50 (The book by itself is cover
priced at $14.95)

King's Quest II: Sierra Software, 2 disks $11.

Flight Simulator II, 3 disks (2 are scenery disk) $13.

High Roller: Mindscape, 2 disks, $11.

Typing Tutor Word Invaders: Academy Software $7.50

--------the following programs are each on a single disk----

Dungeon Master: FTL Games, one disk and a 69 page book,
"Secrets of Dungeon Master" $10.

STWars: Miles Computing $7.50

Outrun: Sega $7.50

Hades Nebula: Gamebusters (requires color monitor) $7.50

Airball: Microdeal $7.50

Super Cycle: Epyx 7.50

MadLibs, World's Greatest Party Game: Price/Stern/Sloan $7.50

ALSO

PrintMaster Plus: Kyocera Unison Inc. $13.

--

jamesd@cg57.esnet.com

"To be born in a certain faith is good,
to die in it is unfortunate."
The Initiate, Some Impressions of a Great Soul

4090. Re: MiNT1.12+MinixFS problem

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 19:14:56 UTC
From: michrm@central.susx.ac.uk
Message-ID: <3bda7g$s5k@infa.central.susx.ac.uk>
Source record: 175807

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: BLAIR DEAN (bdean@hpb.hwc.ca) wrote:
: : Chris Gray (cgra@se.bel.alcbel.be) wrote:

: : : Funny thing is, I have minix.xfs sitting in my root directory (C:\) and
: : : MiNT 1.12 just seems to ignore it. I don't see any announcement from
: : : MinixFS at all.

: : Try it in C:\MINT\ instead of on C:\ . That is where mine is & it works
: : fine. Not much else works, but the filesystem works well.

: My system now refuses to run the RAMDISK.XFS programme under 1.12.

: Rod

I have the RAM FS and Minix FS both in my C:\MULTITOS directory working
just fine.

Michael

Michael May
University of Sussex, Brighton, England Falcon030, 4 MB RAM, 65 MB H/D

4091. Re: Warrum Demo

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 19:18:02 UTC
From: MSG1COM@bolton.ac.uk
Message-ID: <3bdada$cm3@yama.mcc.ac.uk>
Source record: 175806

In article <3baabf$lb5@quartz.ucs.ualberta.ca>, britchie@gpu.srv.ualberta.ca (britchie) writes:
>Is anyone in the Atari scene able to RIP the music from the warrum demo
>(if memory serves me correctly, that's what it's called)... it's a WICKED
>demo for the Falcon with GREAT MUSIC... any help appreciated...

use Easyrider - disassembler or MonST.

Unless it's encryp
>

4092. Re: MOD Files

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 19:35:47 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3bdbej$p92@golem.wcc.govt.nz>
Source record: 175809

] Can anyone tell me if there is an FTP site which has Stereo (or non-Stereo)
] MOD music files? I know this is a common Amiga format too, so should I be
] looking in the Amiga directories also (aaargghhh...)?

Get Octalyser (STE only) and find the 8-track MOD file "Jade".
You'll need at least 2meg of RAM to fit it into memory, but it sounds
really impressive! The MOD is on ftp.uni-kl.de in ./pub/atari/
somewhere. I got it from the /incoming/ directory some time ago,
so it would have been moved to the sound section now.

Some other good MOD's to look out for are:

Guitar Slinger
Space Debris
Gummisnoppis
Daley-88
Street Jungle
Celtic

They're the best ones I've got. Have a look in the amiga directories,
they'll be where the MOD files are at!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4093. Spectrum Emulator files

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 19:38:55 UTC
From: ig@cix.compulink.co.uk
Message-ID: <Czzt8v.DEw@cix.compulink.co.uk>
Source record: 175815

A friend of mine (without Internet access) asked me about games for the Spectrum Emulator. I was given a site name of "ftp.ijs.si", but I can't get access to it. Anyone know of a rather more accessible site with games for the Spectrum Emulator?

TIA,

--
Ian Glover
ig@cix.compulink.co.uk

4094. STe add-ons

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 19:41:19 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3bdbov$p92@golem.wcc.govt.nz>
Source record: 175810

What enhancement boards are available for a stock STe and what sorts of prices would I be looking at? (I'm talking about accelerators, graphics cards (That work with an SC1224 type color monitor), etc.

I've used Spectre-GCR in the past, and have been quite impressed, but with the majority of new software commercial or otherwise being released as System 7 only, it isn't a great deal of use anymore, any there no longer seems to be any support. However, as I sold my mono' monitor, it's not very practical anyway! :)

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4095. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 19:55:51 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3bdck7$idu@mailer.fsu.edu>
Source record: 175808

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> In article <3bbjd0$sc3@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
> Mickey I don't know if this is correct, but I think their was a follow up
> program to LCP, called Tass Times in ToneTown..??

Hmm, I though TTiTT was an installment of the Leisure Suit Larry series, but
I'm not sure. LCP was intended to be educational entertainment software
for kids (the docs clearly state this). TTiTT is a graphical adventure of
some sort, right? If so, they are totally different.

> To change the subgect, that great Game (French) 'NORTH & SORTH' Infogrames,
> did they ever produce a follow up, I read that they were going to,
> if so what was it called...??

I don't know, but I'd be interested in finding out. I just recently got
North and South, and am quite impressed with it.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

4096. Re: MOD Files

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 20:01:27 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3bdcun$idu@mailer.fsu.edu>
Source record: 175812

Brian Duff (bd@st-andrews.ac.uk) wrote:
> Hi.
> Can anyone tell me if there is an FTP site which has Stereo (or non-Stereo)
> MOD music files? I know this is a common Amiga format too, so should I be
> looking in the Amiga directories also (aaargghhh...)?

Look on wuarchive.wustl.edu in /systems/amiga/aminet/mods/*. This site
is mirrored on src.doc.ac.uk (or something similar) in /computing/systems/...

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

4097. Atari ST System for sale $300

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 20:04:27 UTC
From: Mark Kieling <mark@genmagic.com>
Message-ID: <3bdd4b$ibt@cnn.genmagic.com>
Source record: 175811

Atari ST System
Atari 520ST, 4 megs. RAM, TOS 1.4
Atari SC1224 RGB Color Monitor
Atari SC124 Monochrome monitor
Spectre GCR Macintosh emulator
Sound digitizer
IMG scan digitizer (printer type)
Two Atari 3 1/2" double-sided floppy drives
40 meg. hard disk in large case (will hold two more drives)
Software: Colonel's Bequest, Space Quest III, Space Rogue, SDI,
Dungeon Master, Chaos Strikes Back, AutoDuel, Carrier Command,
STOS, F19, Pascal, and more...

$300 obo.

Contact Darin Acquistapace
email: Darin_Acquistapace@genmagic.com
or call: 408-688-3126

4098. Mega-Depack v2.13/New Depack v1.00

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 20:05:03 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3bdd5f$pf9@golem.wcc.govt.nz>
Source record: 175816

I've noticed "Mega Depack v2.13" appearing on several sites, don't bother getting it, as it's an old version, which was long ago replaced by "New Depack v1.00" by the same authors. The new version is more stable, multitasks properly, and recognises more pack-formats.

What they both are for those who don't know, are programs that will analyse any file, determine if it is packed or not, and if it recognises the pack-format (i.e. Which program was used, e.g. Ice Pack v2.4, PFX-pack etc.), it will attempt to depack it. Useful for programs like Ice-Pack which has no unpack function.

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4099. Re: MacMagic Info?

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 20:08:07 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3bddb7$2snq@sat.ipp-garching.mpg.de>
Source record: 175813

Ok, the following is from memory. My ASH correspondence is at home.

Panjandrum (dhbutler@magnus.acs.ohio-state.edu) wrote:
> So far I've seen a number of posts concerning this subject but no information
> about *who to contact*! Could someone who knows please post all important
> information about htis porduct. Who makes it?

One of the developers is Thomas Tempelmann, author of the famous templemon
debugger.

> Who are the distributors?

AFAIK Application Systems Heidelberg (ASH), the primary distributors of
Signum, Papillon, Phoenix, ...

> What Macintosh platforms will it run on?

Currently, only 680x0 Macs are supported.

> And, most importantly, what is their
> telephone #, address, and e-mail address?

Sorry.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

4100. Re: GEMBench and MagicMac]

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 20:09:55 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3bddej$2snq@sat.ipp-garching.mpg.de>
Source record: 175814

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
> This is a public announcement:

> GEMBench does not run 100% under MagicMac!
> The FPU and VDI Scroll tests fail!
> The VDI Text and Text effects test results should be ignored!

> I am looking into these problems and will release a fixed version.

Maybe it would be better if MacMagic would be fixed? After all, I suppose
GEMBench is written quite "compatible"?

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

4101. Re: MOD Files

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 20:37:35 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3bdf2f$idu@mailer.fsu.edu>
Source record: 175820

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
> Get Octalyser (STE only) and find the 8-track MOD file "Jade".
> You'll need at least 2meg of RAM to fit it into memory, but it sounds
> really impressive! The MOD is on ftp.uni-kl.de in ./pub/atari/
> somewhere. I got it from the /incoming/ directory some time ago,
> so it would have been moved to the sound section now.

Cool! I have been looking for any 8track mods that would work with
Octalyzer, without success. Do you know of a place I can get more 8track
mods (that work with Oct)?

> Some other good MOD's to look out for are:
>
> Guitar Slinger
> Space Debris
> Gummisnoppis
> Daley-88
> Street Jungle
> Celtic

> They're the best ones I've got. Have a look in the amiga directories,
> they'll be where the MOD files are at!

Have you heard Dope For Your Mind? Awesome (should be in the pro directory
on aminet/mods). I'll have to go and find the last four you mention.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

4102. Re: STe add-ons

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 20:48:02 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3bdfm2$idu@mailer.fsu.edu>
Source record: 175821

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
> What enhancement boards are available for a stock STe and what sorts
> of prices would I be looking at? (I'm talking about accelerators,
> graphics cards (That work with an SC1224 type color monitor), etc.

One of the best ways to enhance the STE is to get an ICD AdSpeedSTE 16mHz board. It will allow switching between 8mHz and 16mHz modes for compatablity. Cost is a bit over $100, if ICD still has any left. If not, Toad offers them for over $200 (!). I would assume you could get closer to the ICD price if you shopped around the various Atari mail order firms.

Whoops, you are across the pond, aren't you? Well, all bets are off as far as price goes, but it is still a great addition. I have a MegaSTE, and have been fairly successful in getting older games to work in 16mHz mode. Some games that were really bad on an 8mHz machine are great at 16mHz! Others are so fast as to be unplayable.

> I've used Spectre-GCR in the past, and have been quite impressed,
> but with the majority of new software commercial or otherwise being
> released as System 7 only, it isn't a great deal of use anymore,
> any there no longer seems to be any support. However, as I
> sold my mono' monitor, it's not very practical anyway! :)

Hmmm, interesting. I use my GCR more than ever nowadays. My situation is a bit special in that I manage a bunch of networked Macs, many of which are still running System 6.0.8 due to the age of some Macs. Anyway, I still deal with System 6 a lot, and being able to run the stuff at home is great.

Even taking the System 7 domination into account, one can still purchase (new from discount houses, or used) lots of excellent software that is System 6 compatible, dirt cheap too. There are a number of firms that specialize in selling off old versions of stuff for really low prices. Finally, I have not really noticed a lot of things that won't work with System 6. Admittedly, I have not bought much new Mac software in the last year or so, but I am surprised that it has changed that much.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

4103. Seeking Magnifier Program

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 21:02:59 UTC
From: ramartin@parc.xerox.com
Message-ID: <3bdgi3$73b@news.parc.xerox.com>
Source record: 175830

I heard there may be some code for the 1040st running around, perhaps of German origin, to magnify a portion of the screen. This is useful for folks who have poor vision. Any info on this would be appreciated.

Russel Martin

4104. Re: Hermes UUCP e-mail

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 21:07:28 UTC
From: sos@sos.sh.sub.de
Message-ID: <EK3UFEVD1UP@sos.sh.sub.de>
Source record: 175823

In <EK3QFHVT1UP@eslapion.sh.sub.de> Stefan Brusch wrote :

s>In <3206Vc2w165w@dogbox.manawatu.planet.co.nz> wrote :
s>
s>>HELP!!!!!!!!!
s>>
s>>I can't get my hermes uucp e-mail working! It doesn't help that there
s>
s>I never got it running, too. Instead, I've given up after a few hours
s>trying to get it run and decided to write my own program.

:-)
I had Hermes and it was a pain....
Now I use Upoint since the first version. And I'm really satisfied with
it!

s>>Can any1 help? I tried uupoint_l instead but that is the "light" version
s>>and so I can't send which is no good for evaluation (I do actually
s>>register shareware stuff =8-])

You CAN send all you want.

s>There are no restrictions (right word?) in UPoint-'light'. Even some
s>functions for working more comfortable are not included in the 'light'.

That's true.

s>>Any help would be most appreciated - at the moment I have to use an
s>>online mail reader and it's a pain...
s>
s>>Please help?
s>
s>What's the problem with sending mail and news with upoint ? You should
s>explain a little more detailed..
s>
s>Gruï¿½,
s> Stefan

SOS

4105. PPP for TT?

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 21:12:23 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CzzxKo.380@watserv2.uwaterloo.ca>
Source record: 175834

Hello,

I have just realized that I have an available PPP connection here
at school. I just went to a demonstration for Windows based PPP
connections. Does anyone know if PPP software exists for the
Atari (I have a TT)? I know there was a thread about this a while
ago but I ignored it because I didn't know I could use it.

Thanks for any info,

Sam

```
+-------------------------------------------------------------------------+
| Samy Mesbah "Stupid Bug! You go _squish_ now!" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+-------------------------------------------------------------------------+
| "If the feeling drops out of your voice, would you kindly pick it up" |
| - +Live+, _t.b.d._ |
+-------------------------------------------------------------------------+
```

4106. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 21:14:52 UTC
From: trauth@pepper.rutgers.edu
Message-ID: <3bdh8c$9gc@pepper.rutgers.edu>
Source record: 175819

sinclair@ins.infonet.net writes:
^^^^^^^^

What are you doing here, Sincrap? Go back to .advocacy where you
belong.

>-Peter

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Real computers aren't named after fruits and vegetables!
*

4107. Re: Turning off MTOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 21:19:47 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3bdhhj$1tj@ugle.unit.no>
Source record: 175822

Rmccall@mcs.Dundee.Ac.Uk,
In a message on 20 November, wrote :

rm> Where can I get this 'fasttext' device?
rm>
rm> My existing text output is too slow for words.
rm>
rm> Rod

This is a compile-time option for mint. In other words - you will have
to recompile the mint-kernel in order to get it. Just add -DFASTTEXT
to the makefile and recompile.
Then add the lines:

CON=u:\dev\fasttext
HARDSCROLL=24

to mint.cnf.

Make the HARDSCROLL variable the same as the # of lines on your
screen to get OK results.
(ST-HIGH/MED: 24
TT-MID/Falcon 640/480: 30
TT-HI: 60

Note; This will only gain speedup for TOS applications.

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

4108. Re: a few news more :)

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 21:29:22 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3bdi3i$lo9@whitbeck.ncl.ac.uk>
Source record: 175817

In article <3bd3ea$s0i@osiris.wu-wien.ac.at>, h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:
>The protos show took place on Sat/sun, nov 26,27 and one could see an
>interesting array of products around atari
>the eagle is now available; as it looks, its CPU will is being placed on a
>card that is easily interchangable to support other CPUs, at first, it
>will feature a 68030 card, which will be (at no extra cost) replaced by a
>68040 card and later on by a 060 card. It will have an extremely fast bus
>system available with 8 slots minimum; it is fully TT downward compatible
>and coimprises all interfaces the TT has, except for DMA sound.
>price at baout 4000 DM. GE soft is pl&#65533;anning also a low cost ST/TT clone
>at about 1000 DM.

Now, that sounds interesting. I'm not quite up to date on DM/Sterling exchange
rate, but that does sound a more competitive price than the Medusa for
a comparable performance. A low cost clone doesn't really affect me though,
'coz I've got a falcon already.....

>the medusa t60 was up and running. It has specs similar to the medusa t40,
>yet it is 3 to four times faster than any existing 040 machine.

Now that is a proper fast machine. I believe (but cann't swear by it) that
you will find this is faster than any Apple machine at running 68000 binaries.
(Yes, I know native PPC apps are faster, but most software on PPC at the
moment runs under 68000 emulation, so this would be faster).

>I couldn't see the afterburner040 and the barracuda040 on the show, but

I actually saw a baracuda040 board at the Newcastle atari show last easter,
I cann't understand why they aren't actually selling them yet ?

>that should not say anything. Also not on display: the falconspeed486,
>which seems to have died quietly.

Not really surprising, it's probably as cheap to buy a low end PC as it
is to emulate one these days. And then you still get to use your Atari
while the PC chugs out the dull stuff.

>Progemtec, formerly Wilhelm electronik, has announced a range of new
>products for the atari line; though they were not at the show, they said
>on telephone, that they have two alternatives for increasing speed for
>atari computers ready for production. They have to chose between two

I hope a decent falcon accellerator will hit the UK real soon. I could
really do with something that gives me 32bit fast ram, and accelerates
the main mother board.

>
>Software:
>magic3 was up and running at several developers, such as No, Compo

Did it run on a falcon ? Magic looks great, but without f030 support
v2 was no good for me.

>etc....; the macintosh version was also displayed and already sold. (ssome
>kind of public beta, as it seems....); apple were alsao there; their offer
>included performas with a free copy of magic.

A fast mac running macMagic instead of MacOS is quite tempting as a cheap
way of getting a faster machine - watch the price of 680x0 macs tumble
as the PowerMac gets rolling.

>other new products:
>that's write 4, tempus word 2.90, papyrus gold in new version, ldw
>powercalc 3, a new viedeo software called "Neon", which was REALLY
>incredible, from comp Apex media, NVDi 3.01, Linux up and running with
>X11, Ease 3.5,......

It was announced on the Linux68K mailing list that a stable X server for
Atari Linux is now running real well in mono, and colour is being performance
tweeked at the moment. We are told to expect the first general release in
the next few weeks (what a christmas present).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

4109. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 21:36:04 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3bdig4$q9a@golem.wcc.govt.nz>
Source record: 175827

```
In article <9411281545.AA03256@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>>In article <1994Nov25.233552.2803@ida.liu.se> (Patrik Sanfridsson) wrote:
>
>>>hutch@ilmen.lanl.gov (Hutch) writes:
>>>Don't sweat it, John. Anyone who tries to honestly speak their mind in
>>>-Hutch- @ Fair Dinkum Tech
>
>>Very funny. The only difference between you and Roger is that he's honest
>>enough to stand by his words while you hide behind a smiley. Sad.
>>/mk
>
>-Hutch- @ Fair Dinkum Tech
>
>P.S.: I spel bedder than Roger duz, two.
>
>< Smiley deleted for the humor (and reality) impaired. >

John, you just can't win here, even when you are Polite and nice...

*******************************************************************************
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
*******************************************************************************
```

4110. Re: STe add-ons

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 21:44:09 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3bdiv9$q9a@golem.wcc.govt.nz>
Source record: 175828

In article <3bdbov$p92@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>What enhancement boards are available for a stock STe and what sorts
>of prices would I be looking at? (I'm talking about accelerators,
>graphics cards (That work with an SC1224 type color monitor), etc.

The ICD ADspeed is a 16mhz accelerator, and at $125us,? its cheap,
has a slott for a FPU..

You will have to ask ICD here if they still have some....

>WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
>Steve Wells. or City Council.
^^^^^^^^^^^^^^^^
He just doesn't like to admit that he just cleans the loos...:-)

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4111. Need Printer Driver Help With AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 22:09:06 UTC
From: rpool@iastate.edu
Message-ID: <3bdke2$6tt@news.iastate.edu>
Source record: 175824

I purchased AtariWorks off the net and have sucessfully installed it on my harddrive. The problem I have is that I cannot find a printer driver anywhere to work with it. Neither the install discs, the Works folder on the harddrive or the manual give a clue about drivers. I've tried an Epson LQ driver from Wordup in the ASSIGN.SYS file for Works but it just printed solid black bars. If you could give me anykind of assistance I'd greatly appreciate it.

-Ron

4112. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 22:15:56 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.786060956@txfs1.hfb.se>
Source record: 175829

In <3bcjde$m1c@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven Constantine) writes:

>Oh, so you must be the first Falcon owner who's cpu operates at the same
>clock speed as my DX2 66.

Hmmm, easy to buy a accelerator to the falcon which clocks it to 40Mhz...
still You ONLY have 33Mhz on th bus in your DX2!

But agree, the Falcon doesn't run at the same speed as your DX2? 66

>Whoopee! My video card allows 64K colours at 1024*768 resolution

Yep... And HOW does it work? Swapping 64k of memory out to the Video card
:^D You NEED a DX2 66 to get that kind of output ;^D

>Why? What does your DSP do better than the soudblaster AWE32? You'll
>probably need to think about this for a while...

Well... badly choisen words... Havn't seen the AWE32 card... But the
16bit? cards that is out is SHIT! 8 bit AD-converters says it all...

How about the Falcons Oversampling... 256times!!! (No oversampling on a
soundblaster :^D)

Then WE have the DSP to add effects to the sound... And hey! we have DMA
for the sound _AND_ the SCSI... Remember, the CPU don't have to do much
on a Falcon when it comes to the sound, The CPU is free for other tasks!

Then we have the Price... a Falcon costs 300UKpounds... :^D

>Suit yourself! Personally I prefer a nice mechanical keyboard, freely
>usable away from the tower it's connected to.

Ever tried the Atari MEGA ST or TT keyboard... I must say I rather do the
(Very easy) hack to add one of those to my Falcon then use a Crappy
PC-keyboard!

>What a load of BOLLOX - I can't believe that you just turned a
>reasonable argument into a farcical blithering with your last statement.
>I spent nearly all my time on my Atari tweaking files left right and
>centre so as to make the damn thing work! Tweaking the .sys and .bat
>files of the PC is merely to make it work BETTER.

>Everything I ever did on my Atari required a large amount of fuss, and
>still bombed for no real reason half of the time.

Hmm... that is exactly the reason why I hate the PC's, but they don't
BOMB They give you a nice error message, like: Keyboard not present,

press F1 to continue. :^D

I can agree with people that a PC is more suitable for Heavy tasks... but not as a NICE homecomputer... or Music machine!

My ATARI's does what I want them too... This SUN Sparc do what I wan't it to... NO PC do what I wants todo... Easy choice!

>Steven

So why bother in this group, move to .atari.advocasy!

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

4113. Jet Find....

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 22:19:53 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3bdl29$qvk@golem.wcc.govt.nz>
Source record: 175835

Well those that wanted Jet Find, well its now on Hensa..

p061 28/11/94 S--- JETFIND 1.31 A Desk Accessory grep program (G/E)

It also runs as a PRG, and its Fast Real Fast...!!!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4114. Re: TWO IN ONE AND NEODESK 3

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 22:48:39 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-2811941748390001@flash.comm.mtholyoke.edu>
Source record: 175831

In article <3bahbl$d49@aristotle.algonet.se>, jonaeson@algonet.se (Tommy Jonaeson) wrote:

> Ther is a bug in NeoDesk that returns wrong values when a program uses
> RSCFIND or what it was. Don't know the details about it, but a friend of
> mine wrote a patch for NeoDesk 3 that corrects the call.
>
> Regards, Tommy

There is no "rscfind" call. There are shell_find and resource_load calls, I'm guessing you are talking about one of those. While NeoDesk does affect the way these calls work (part of how NeoDesk itself works), we don't know of any bugs in NeoDesk 3 or 4 as you describe. Maybe if you can give us a little more information. I'd also be very interested in what your friend wrote.

--
Rick Flashman Tel 413.247.5620
Gribnif Software Fax 413.247.5622
P.O. Box 779, Northampton, MA 01061-0779 rflashma@mhc.mtholyoke.edu
For information or technical support, contact "gribnif@genie.geis.com"

4115. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 23:26:38 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EK4ABAVK@ttgk.textlitho.nl>
Source record: 175765

In <CzyB71.BJs@cix.compulink.co.uk> "Roland Givan" wrote :

>XADAVU@ttgk.textlitho.nl> <3bag2g$c91@aristotle.algonet.se>
>X-Newsreader: CixRead/CixComm
>
>In message <3bag2g$c91@aristotle.algonet.se>, jonaeson@algonet.se said:
> > That's not true! I format a tape in 1 hour on my PC! :) :)
>
>Stick in a dedicated tape controller and you are down to 30 minutes. Still
>pretty abysmal though.
>
>:-(
With my Archive Viper, I don't need to format the tape at all (I just use
it) !!

Gert

--

-- --
Atari TT-Point
-- --

4116. Re: de.comp.sys.st - help please

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 23:30:48 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <ig3zmjvmhfe@moacs11>
Source record: 175849

In <to.9.0009CABE@osir.hihm.no>, Torbjorn Ose wrote:

> since they are in german though, distribution has always been limited

Non-international Netnews hierarchies are rarely limited to a geographical
distribution (my main newsfeed for example carries de.*, jp.* and probably
fr.*). You just have to find a Usenet site that is willing to feed you.
It shouldn't be to hard to find one for de.* in Poland, I guess.

Regards,
Waldi

PS The maus.* hierarchy is off course quite a different story.

4117. Re: STe add-ons

Newsgroup: comp.sys.atari.st
Date: 1994-11-28 23:44:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3bdq00$rst@golem.wcc.govt.nz>
Source record: 175837

```
] >WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
] >Steve Wells. or City Council.
] ^^^^^^^^^^^^^^^^
] He just doesn't like to admit that he just cleans the loos...:-)

Umm.. No, I don't think so! (Homey don't play that!)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
```

4118. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 00:22:39 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D006Dr.9t@cix.compulink.co.uk>
Source record: 175839

> > External SCSI CD-ROM -> ~ 600 US
> ...wow! try $199 for double-speed units from a dozen places

Considering a bare double-speed SCSI CD-ROM unit cost best part of 200ukp
in the UK, either you get a *much* better deal than us - or your price is
a little on the low side ;-)

Roland.

@CiX

4119. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 00:22:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D006Du.AK@cix.compulink.co.uk>
Source record: 175840

> yes, I fully agree! I do not see why atari users are too proud to admit
> that their machines can not compete with PC's. Comparing an ST with

Atari owners are proud <fullstop>. Back in the early 1980s we had a machine called the BBC micro in the UK. Its owners were like Atari owners. Convinced the machine was superior - in the face contradictory evidence that just wasn't going away.

In both cases - each machine *was* state of art when it was released. But machines never stay state of the art. I remember clearly in 1987 showing a BBC owner, my 520 STM. I had a SF354 floppy and a 12" Romanian B/W TV that was fuzzy. He was totally amazed though. I was just so fast and had *so* much memeory (512K). Up until that point he still believed BBC micros to be the market leader even though the spec hadn't really changed since 1981.

ST owners are in the same situation now. The machine is no *less* usefull than it was in 1986 which is why many people still find them adequate. However it has almost entirely expended its potential. Its not going anywhere. The average PC is so much better specified than almost all Ataris - and while certain Ataris have certain advantages over the PC, there is no universal reason to favour an Atari over a PC.

> I know, atari has a TT etc. sure. now look at
> how much a TT costs and compare it with a 486. Look at the amount
> of software for the TT and compare it with the amount of software
> for the 486. And still I would like a TT. You see, there is more to
> it than just speed/software etc. I just _like_ the atari computers,
> like the hardware etc. We all do. But don't close your eyes and dream
> that atari are the superior machines these days. It is just not true.

This paragraph above is just so true IMO. Another point about machines like the TT and Falcon is that they are exceptions. In the PC world the base spec is just so much higher than what the average Atari has (discounting things like the DSP for the moment). Atari software which requires a TT or Falcon has such a limeted market. However requiring a 486 and SVGA monitor on a PC is quite acceptable.

> BTW. IMHO there will never be a game like Doom on an atari (except
> the version for the jag, maybe). I heard a lot about this game and
> this weekend I got a copy for my 486. I was astonished about the
> graphics of this game. I had never seen anything like this. it is

I too got a copy for my 486 this weekend - though I had seen it being played a lot. True - its only a game, but I've never seen anything like that on my TT. Even if I could write a DOOM clone for the TT, why bother - how many

people have a TT and would be interested?

I think the main point comming out of all this PC talk is that its no longer a case of Atari or PC. If you stick with just an Atari you ostricise yourself from 90% of the current computer market. *However* just because you might now own a PC *doesn'* mean you are not still a dedicated Atari owner.

Roland.

@CiX

4120. 040-accelerators for Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 00:42:57 UTC
From: der@discovery
Message-ID: <DER.94Nov29014258@discovery>
Source record: 175838

Does anyone have any specs for the Baracuda or the Afterburner?
According to my dealer the Baracuda will ship from mid December, but
before shelling out 1300USD I would like some more info.

How do I get in contact with the makers of the Baracuda? Phone, email?

- Daniel Eriksson, der@astrakan.hgs.se

4121. Re: Need Printer Driver Help With AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 01:07:28 UTC
From: mparrott@pnw.net
Message-ID: <3bdusg$1sv@cascade.pnw.net>
Source record: 175841

RE: Print driver for Atari Works

It would help if we knew what kind of printer you are using, or
at least want to use...

4122. ST Stuff For Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 01:28:05 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Nov28.212806.30703@ac.dal.ca>
Source record: 175842

Once again 1435 color monitor, monitor master, Migraph
hand scanner w/tray and all software, 5.25 floppy drive
SM125 mono monitor all for sale. Best offers....

4123. Re: TWO IN ONE AND NEODESK 3

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 02:06:32 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3be2b8$t5i@golem.wcc.govt.nz>
Source record: 175845

In article <rflashma-2811941748390001@flash.comm.mtholyoke.edu>,
rflashma@mhc.mtholyoke.edu (Rick Flashman) writes:
>In article <3bahbl$d49@aristotle.algonet.se>, jonaeson@algonet.se (Tommy
>Jonaeson) wrote:
>
>> Ther is a bug in NeoDesk that returns wrong values when a program uses
>> RSCFIND or what it was. Don't know the details about it, but a friend of
>> mine wrote a patch for NeoDesk 3 that corrects the call.
>>
>> Regards, Tommy
>
>There is no "rscfind" call. There are shell_find and resource_load calls,
>I'm guessing you are talking about one of those. While NeoDesk does affect
>the way these calls work (part of how NeoDesk itself works), we don't know
>of any bugs in NeoDesk 3 or 4 as you describe. Maybe if you can give us a
>little more information. I'd also be very interested in what your friend
>wrote.

From what I have been seing here, that this person has other problems, not to
do with Neodesk at all..

None of us here have any Problems with 'Two in One', as they say if you do
things wrong you end up with wrong results...

It is allways best to try with all those TSR's and ACC/CPX removed....

When you do have problem becarefull in what you blame....

>Rick Flashman Tel 413.247.5620
>Gribnif Software Fax 413.247.5622
>P.O. Box 779, Northampton, MA 01061-0779 rflashma@mhc.mtholyoke.edu
> For information or technical support, contact "gribnif@genie.geis.com"

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4124. Re: GHOSTLINK--STe>DOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 02:10:59 UTC
From: rrice@netnews.upenn.edu
Message-ID: <3be2jj$70s@netnews.upenn.edu>
Source record: 175843

Many more thanks to all who have responded about my problems in getting the Omnibook 300 to link to my Mega 4 STE with GHOSTLINK.

I have tried all three serial ports, and gotten the same results, and I have disabled every auto program (including the HS serial driver patches and gotten the same results, which are--

1)A bad link (directory with SLAVE ERRORS) at 9,600 BPS, and no file transfers from the Omnibook. I get (TOS commands echoed)

Open File [File Name] Return 1
Find First [File Name] Return 0
Read 4096 Bytes [1] pos: 0 Return: 0

And then freeze city.

2)At 2400 bps or lower I get the same but then the rest of the file in increments until I get (at length) the whole thing.

I'd say it's the Omnibook, but I can't be sure there, either. Obviously there's a 4k buffer involved, but what appears to be happening are nasty protocol errors--on a null modem cable? With PROCOMM/STALKER I get 19,200 BPS with no errors.

Is there one so great of brain that he can solve two computer problems at one time?! No use looking here...

Rob S. Rice
rrice@ccat.sas.upenn.edu

4125. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 02:56:45 UTC
From: bob@goldleaf.com
Message-ID: <3be59d$dih@nntp.crl.com>
Source record: 175844

In article <3b2i54$bn3@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk
(Requiem) writes:
> Craig Graham (Craig.Graham@ncl.ac.uk) wrote:
>
> : In article <9411231600.AA36528@cluster1.urz.uni-halle.de>,
iagaw@cluster1.urz.uni-halle.de writes:
> : >4) they had some kind of "rumour-page" in the magazine, and there
> : >they were talking about a new Atari-computer called "Milan"
>
> : it, the product lists they said were due for release, it all turned out
> : to be lies. So even though its a nice machine, the support from Atari
> : has been crap. They just don't want to know.....
>
> : Craig.
>
>
> If Milan is as impressive as the specs I've read, you'll want to know.
> Believe me.
>
>
> Richard Davey
> Falcon Owners Group (UK)

John Townsend has already tried to tell you guys; there isn't any more
computing development going on at Atari. He's very well connected there,
and left under the best of terms. Why do you insist on foistering these
rumors about another machine??

To add a little backup to John's comments, some months before I left Atari I
had a very long discussion with Jack Tramiel. There simply wasn't any
margins left in the hardware business. He felt that Atari would return to
the computer business in a few years with a unit based on the Jaguar. But
that unit would be at least two-three years down the road.

Atari is doing what they must do in order to stay in business. The Jaguar
is a wonderful product, and I'm confident that they'll sell boatloads of
them. And I'll still be using my Atari Computers on the homefront for a
long time to come...

regards to all,

Bob Brodie
bob@goldleaf.com

4126. Stripping-my-STe sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 03:26:22 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <D00Evy.J25@oucsace.cs.ohiou.edu>
Source record: 175847

Well, my 1040STe has now experienced failure of floppies (internal and external), printer and DMA port. I've tried replacing the sound chip, DMA chip, TOS, cpu, memory, and about every other thing that can be replaced, with no improvement. So, it's time to scrap it and minimize my loss. The following items are for sale at a fixed price:

1 meg simms (4 of them) - $25 each

720k DS/DD Epson floppy drive - $20

Power supply - $20

DEKA keyboard adapter and PC-clone style 101 key keyboard - $50

ST to multisync monitor adaptor cable - $15

For any other pieces, make an offer and I'll probably accept.
(No, it doesn't have TOS 2.06).

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

4127. Re: Ghostscipt 2.61

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 06:19:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199411290819.a32716@a2w.maus.de>
Source record: 175610

Chris Gray (cgra@se.bel.alcbel.be) (cgra@se.bel.alcatel.be) wrote on
24.11.94:

>ROTFL :>
?????

Is this Belgian Chris?

Ian_Taylor@a2w.maus.de

4128. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 07:49:34 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3bemee$3g0@golem.wcc.govt.nz>
Source record: 175934

In article <3be59d$dih@nntp.crl.com>, bob@goldleaf.com (Bob Brodie) writes:
>In article <3b2i54$bn3@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk
>(Requiem) writes:
>> Craig Graham (Craig.Graham@ncl.ac.uk) wrote:
>> If Milan is as impressive as the specs I've read, you'll want to know.
>> Believe me.
>> Richard Davey

>John Townsend has already tried to tell you guys; there isn't any more
>computing development going on at Atari. He's very well connected there,
>and left under the best of terms. Why do you insist on foistering these
>rumors about another machine??

>To add a little backup to John's comments, some months before I left Atari I
>had a very long discussion with Jack Tramiel. There simply wasn't any
>margins left in the hardware business. He felt that Atari would return to
>the computer business in a few years with a unit based on the Jaguar. But
>that unit would be at least two-three years down the road.

>Bob Brodie
>bob@goldleaf.com

Bob did they not tell you...??

You are not allowed to tell the Truth here, but you can bull all you like...

I do hope you are waring that Metal Jacket, as the knives will start flying
now.

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4129. Ace '95 In Toronto!

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 08:15:00 UTC
From: Dan.Dreibelbis@balmybeach.tor250.org
Message-ID: <e47_9411291636@tor250.org>
Source record: 175758

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ACE '95 ACE '95 ACE '95 ACE '95 ACE '95 ACE '95 ACE '95
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NEWS RELEASE: THE TORONTO ATARI FEDERATION PRESENTS.....ACE '95!
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_/_/ _/_/ _/_/ _/_/ 16/32 Bit Library!
_/_/ _/_/ _/_/ _/_/ Monthly Meetings!
_/_/ _/ _/_/ _/ Flea Market!
_/ Seminars!
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******************************************************
NEWS RELEASE: THE TORONTO ATARI FEDERATION PRESENTS.....ACE '95!!
******************************************************

There have been a few events that captured the imagination of
Atari Users over the years. One of the most significant of those
events was ATARI CANADIAN EXHIBITION '92 - better known as ACE '92.

Memories are long - especially about great successes!

ACE '92 was all of that and more. It provided unprecedented
opportunities for an enormous number of DEALERS, DEVELOPERS,
SHAREWARE authors and (most important of all!) ATARI USERS, to
gather in a venue which was bright, extremely busy, accessible
and interesting. ACE '92 was well organized, highly successful
and a profitable experience for everyone who participated.
```

We're doing it again!

ACE '95 IS COMING: ** April 1, 1995 - April 2, 1995 **

We have booked the North York Civic Centre, MEMORIAL HALL facility - 5,000 square feet in four rooms! The superb Civic Centre Complex features excellent highway access, high speed local route access as well as airport, bus, subway, car and truck access. In the main complex itself you'll find the NOVOTEL HOTEL, Civic Center SHOPPING MALL & an excellent FOOD COURT immediately adjacent to the Show Hall in addition to other RESTAURANTS and SERVICES. We're also located on Toronto's famous Yonge Street! The location features high traffic volume & a site central to several thousand Atari users from Toronto, Southern & Eastern Ontario, Quebec, Western New York, Pennsylvania, Ohio & Michigan!

The Main Auditorium (The Burgundy Room) is 2400 square feet of show/display floor, with a full sound system, proscenium stage, projection facilities, three entrances/exits, medium height ceiling (very intimate!), loads of electricity and direct access to the main foyer. The facility entrance is integrated with the Main Concourse traffic areas and prominently features a Canopied Main Entrance. The second hall (The Gold Room), is a 1,500 square foot room with direct access to the main foyer as well. The Gold Room has ample power, projection facilities, medium ceiling height and two entrances. The two smaller conference rooms are being slated for continuous LECTURES, DEMOS & WORKSHOPS throughout the weekend. The conference rooms also feature large picture windows, which provide loads of natural light (these are the same rooms which TAF uses for its regular teaching seminars!). We even have a dedicated MIDI room! The music people can *really* turn it up, without disturbing anybody! Show hours will be from 9 AM to 6 PM on Saturday April 1/95 and 9 AM to 5 PM Sunday April 2/95.

Every EXHIBITOR who attends will be supported by a large group of enthusiastic TAF VOLUNTEERS: for directions, support, banking, show liaison, etc. Transportation for Registered Exhibitors from the airport (Pearson International), will be provided free of charge (you must book this service in advance).

****

ACE '92 saw over two thousand visitors and this time around,

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| Internet: Dan.Dreibelbis@balmybeach.tor250.org
| Standard disclaimer: The views of this user are strictly his own.

4130. Ace '95 In Toronto!/2

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 08:15:00 UTC
From: Dan.Dreibelbis@balmybeach.tor250.org
Message-ID: <e48_9411291636@tor250.org>
Source record: 175759

[Continued From Previous Message]

we know our visitors will be even more eager to shop for all the great products being offered, attend the SEMINARS & WORKSHOPS, see the very latest DEMOS of all the terrific new Atari SOFTWARE and HARDWARE and best of all.....have a terrific time!

****

FOR THE FIRST TIME EVER, we're presenting a THREE-TIERED RATE SCHEDULE. We know it will provide for greater participation by the smaller Shareware and Single Product Developers and User Groups. Show rates are as follows:

#A - DEALERS & DEVELOPERS, ONLINE SERVICE VENDORS & OTHER COMMERCIAL SUPPLIERS: *$350 Cdn/$230 US per booth, not including hotels and meals. This includes 8' x 10' booth, electricity, transportation from the airport/bus depot or train station, ACE Liaisons (during show hours for directions, services, services, show support, etc.), 3 display tables, 6 chairs, table skirts & partitions, discount hotel rate, setup and tear down help, access to the Hospitality Room. The ACE '95 Registered Exhibitor's Kit consists of a floor plan (showing your booth, parking and loading areas), City Map, directions, TAF brochure, pen, ID badge & the Toronto Tourist Pack. We will be mailing Kits to all Exhibitors, of course. You must pre-book your Booth(s). Attendance will be very high, and nobody arriving without a booking can be accommodated.

**Show management reserves the right to make a final determination as to who qualifies for this rate!

#B - SMALL DEVELOPERS & SHAREWARE AUTHORS: (*2 or FEWER products developed or marketed): $175 Cdn/$115 US per booth, not including hotels and meals. This includes a Half-Booth, electricity, table skirt and partition, transportation from the airport/bus depot or train station, ACE Liaisons (during show hours for directions, services, show support, etc.) 2 display tables (1-Std, 1-Sm), 4 chairs, discount hotel rate, setup and tear down help, access to the Hospitality Room. Registered Exhibitor's Kit (as above). We will be mailing Kits to all Exhibitors, of course. You must pre-book your Booth. Attendance will be very high, and nobody arriving without a booking can be accommodated.

*Show management reserves the right to make a final determination as to who qualifies for this rate!

#C - USER GROUPS - All User Groups are invited to bring their Disk Libraries, Newsletters and Membership Kits, etc., and set up in our new USER GROUP CENTER! It will be set up in the Main Foyer. The fee per User Group is *$55 Cdn/$35 US, not including hotels and meals. This includes a single table section at the Center, 3 chairs, table skirt, general liaison, access to the Hospitality Room, electricity, Registered Participants Kit (as above). We will be mailing Kits to all Exhibitor's, of course. You MUST pre-book your space in the User Group Center. Attendance will be very high, and nobody arriving without a booking can be accommodated. Please Note that used hardware and software (for sale or trade) is not permitted at ACE '95! We know the User Group Center will be perfect for exchanging ideas & practical solutions to fundraising, membership drives, newsletter production, library management, club account management, seminar & workshop planning, BBS networking, Sysop'ing, and much, much more.

*Show management reserves the right to make a final determination as to who qualifies for this rate!

****

AND MOST IMPORTANT OF ALL.....VISITORS - ATARI USERS.....THE BEST VISITORS OF ALL!!

****

VISITORS - Show tickets are only $6 per day or $10 for the entire weekend. Your Single Day or Weekend ticket will give you admission to the ENTIRE SHOW including, all LECTURES, SEMINARS & WORKSHOPS (1st come 1st served, of course), all DEMOS, & the Keynote Speaker. You may pre-book a room at the Novotel ($89 Cdn/$68 US per night - single *or* double occupancy). We have advance ticket forms available which include Hotel Booking forms; you must have a Visa, M/C or Amex card to book a hotel room. All Show Tickets are automatically entered in all the DOOR PRIZE and GRAND PRIZE Draws - extra Draw Tickets are only $2 each. For advance forms, call, write or E-Mail; see the addresses and numbers below! NO VISITORS RESERVATIONS ARE NECESSARY. Come as you are!!

We have a large, modern facility that is well equipped. We have a very large Volunteer base for Show Support. We have a large user base that is screaming for another ACE! We have inquiries coming from as far away as England, Germany, Taiwan and

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4131. Ace '95 In Toronto!/3

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 08:15:00 UTC
From: Dan.Dreibelbis@balmybeach.tor250.org
Message-ID: <e49_9411291636@tor250.org>
Source record: 175760

[Continued From Previous Message]

Alaska. Atari Users want and need this show. We will be
advertising the show far and wide. The budgets are done. The
planning is done. All we need is for you all to bring your
Products, your Expertise, and Yourselves!

****

Many Exciting Show events are scheduled: especially the Awards
for our BEST OF SHOW CONTESTS for Graphics, MIDI, DTP, Video,
Animation as well as TAF's Official Software and Hardware Awards.

****

We've got a surprise, too! A very special Guest (Keynote)
Speaker actually, who will be addressing everyone at the
Exhibitor/Volunteer Dinner....as well as giving a SHOW SPEECH.
Believe it or not...there are great things in Atari's future!

For Booking Kits (includes Floor Plan, Show Booth Contract,
Hotel Booking & Ticket Booking, etc.), or Visitor
Tickets/Reservations
contact the Chief Organizer, HOWARD CARSON as soon as possible on:
GEnie: H.CARSON1
Internet: h.carson1@genie.geis.com
howard.carson@canrem.com
CRS Online: Howard Carson
TAF Online: Howard. Carson
Atarinet: Howard. Carson@51:5/6

by mail: Toronto Atari Federation
Attn: ACE '95 Chief Organizer
5334 Yonge St. Suite 1527
Willowdale, Ontario
Canada
M2N 6M2

by phone: (416) 752-2744 or (416) 225-5823 (CALL-TAF)

Howard Carson, Chief Organizer - ACE '95

... Microsoft is the QUESTION - and the ANSWER is NO!
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.tor250.org

| Standard disclaimer: The views of this user are strictly his own.

4132. SIMMs for Stacy?

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 09:45:28 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Nov29.094528.11099@news.unige.ch>
Source record: 175932

I want to upgrade Stacy from 2 Mb -> 4 Mb RAM; can I buy any SIMMS,
or are some incompatible or better/worse than others ?
thanks in advance,
Mike
****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

4133. Re: Megafile 60 problem

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 09:58:00 UTC
From: Rainer_Wiesenfeller@rs.maus.de
Message-ID: <199411291158.a30022@rs.maus.de>
Source record: 175763

Hi Peter!

PM>The latest AHDI driver 6.06 works fine with old units, even with SH204
PM>drives.

There's an errorfixed version, which is faster than 6.06, it's 6.061.

Gruss,

Rainer ï¿½:-)

4134. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 10:04:47 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3beubv$br6@infa.central.susx.ac.uk>
Source record: 175902

Robert Krenn - HFB T d93 (d93rkr@t.hfb.se) wrote:
: In <3bcjde$m1c@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven Constantine) writes:

: >Oh, so you must be the first Falcon owner who's cpu operates at the same
: >clock speed as my DX2 66.

: Hmmm, easy to buy a accelerator to the falcon which clocks it to 40Mhz...
: still You ONLY have 33Mhz on th bus in your DX2!

How much does the upgrade cost?

: But agree, the Falcon doesn't run at the same speed as your DX2? 66

I can upgrade to a Pentium, selling my DX2 chip to offset the cost.
Works out to be a cheap upgrade.

: >Whoopee! My video card allows 64K colours at 1024*768 resolution

: Yep... And HOW does it work? Swapping 64k of memory out to the Video card
: :^D You NEED a DX2 66 to get that kind of output ;^D

So what, that whats I have, therefore i use 64K colours etc... What is
your point.

: >Why? What does your DSP do better than the soudblaster AWE32? You'll
: >probably need to think about this for a while...

: Well... badly choisen words... Havn't seen the AWE32 card... But the
: 16bit? cards that is out is SHIT! 8 bit AD-converters says it all...

The AWE32 is a major step forward from the old Sounblaster 16 (I have
this one) but it is hampered by a lot of software incompatibilities -
something like being to advanced for its own good!

: How about the Falcons Oversampling... 256times!!! (No oversampling on a
: soundblaster :^D)

: Then WE have the DSP to add effects to the sound... And hey! we have DMA
: for the sound _AND_ the SCSI... Remember, the CPU don't have to do much
: on a Falcon when it comes to the sound, The CPU is free for other tasks!

Wave Studio that comes with the SB16 seems to me to have more facilities
that I need. I can record CD D2D at 44KHz, 16bit stereo and save in
numerous formats - with .8Gb of drive space, no problem with room. By
the way, I have a PCI bus.

: Then we have the Price... a Falcon costs 300UKpounds... :^D

Ah, but who wants a 1Mb 0HD falcon - it's about as useful as chocalate
oven-gloves!

: >Suit yourself! Personally I prefer a nice mechanical keyboard, freely
: >usable away from the tower it's connected to.

: Ever tried the Atari MEGA ST or TT keyboard... I must say I rather do the
: (Very easy) hack to add one of those to my Falcon then use a Crappy
: PC-keyboard!

My PC keyboard is NOT crappy though - mechanical yes, but still with a
soft feel (sounds like a soap ad.). Having owned a number of home
computers in the past, and use a number at work here, I feel that the
keyboard I got 'lumbered' with is the best I've yet used.

: >What a load of BOLLOX - I can't believe that you just turned a
: >reasonable argument into a farcical blithering with your last statement.
: >I spent nearly all my time on my Atari tweaking files left right and
: >centre so as to make the damn thing work! Tweaking the .sys and .bat
: >files of the PC is merely to make it work BETTER.

: >Everything I ever did on my Atari required a large amount of fuss, and
: >still bombed for no real reason half of the time.

: Hmm... that is exactly the reason why I hate the PC's, but they don't
: BOMB They give you a nice error message, like: Keyboard not present,
: press F1 to continue. :^D

If you're dumb enough to use the machine without a keyboard then stick
to ZX81.

: I can agree with people that a PC is more suitable for Heavy tasks... but
: not as a NICE homecomputer... or Music machine!

I was very upset to have to get rid of my dearly loved STe - I'd had it
for 4yrs. Believe me, it doesn't take long to work up affection for a
new machine. PCs are not as impersonal as most people feel. I've seen
the grass on both sides - it's just as green.

: My ATARI's does what I want them too... This SUN Sparc do what I wan't it
: to... NO PC do what I wants todo... Easy choice!

Go buy a sun sparc then. I fail to believe that you see the Atari as;

1) a better games machine
2) a better WP machine
3) a better multitasking machine
4) a better mathematical machine.

i.e. if you can't get a PC do do the above, then you need to read a book
- like Peter & Jane.

Sure, music maybe the Falcon's forte, but don't try an pull the wool
over everyones' eyes that the PC can't manipulate music.

: So why bother in this group, move to .atari.advocasy!

It's about time this was done - who's up for it?

: --
: d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
: University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
: tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
: http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

Regards,

Steven.

4135. Roland Givan

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 10:08:48 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3beujg$bv6@infa.central.susx.ac.uk>
Source record: 175903

Surely Roland has the most unbiased opinion of all of us.

I like his last comment on the Obsolete Atari thread.

When I get the cash, my PC will have to move over a little and share the
desk with an STe!

Regards,

Steven

4136. Re: 68000 INSTRUCTION SPEED

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 10:12:59 UTC
From: hoshi@sra.co.jp
Message-ID: <HOSHI.94Nov29191259@ext221.sra.co.jp>
Source record: 175901
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CzzE4v.H4E@news.gu.se> gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE (Stefan Berndtsson) writes:

> add.x Dn,<ea>

cycles for .b cycles for .w cycles for .l

add.x Dn, (An) 12 12 20
add.x Dn, (An)+ 12 12 20
add.x Dn, -(An) 14 14 20

> add.x <ea>,Dn

add.x Dn, Dn 4 4 8
add.x (An), Dn 8 8 14
add.x (An)+, Dn 8 8 14
add.x +(An), Dn 10 10 16

> Usually (An) and (An)+ uses the same amount of CPU-cycles!!

seems true...

hoshi

4137. Atari 800xl emulators?? exists or what?

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 11:52:08 UTC
From: ozkane@vax.sbu.ac.uk
Message-ID: <1994Nov29.115208.8502@vax.sbu.ac.uk>
Source record: 175909

I dont know if this the place to ask but..
Is there an emulator for the 8-bit atari range?...Im talking 800XL
If so where can I get it from ...I would apreciate it MORE for my PC as well
as ST
thanks for any info

Ps. Its for emotional reasons...

```
*******************************************************************************
* Ehhhhhhh..... |Ejber Ozkan 1994 *
* The lights are blinking , | *
* I'm Thinking , | C U L8er Dudez!! *
* Its all over when I go out drinking!!!.... | "'DOS-TO-DOS',When they met *
* ^-Cypress Hill | it was Murder!" *
*******************************************************************************
```

4138. FORSALE: Atari ST/TT Software & Magazines

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 12:00:04 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3bf544$4in@canopus.cc.umanitoba.ca>
Source record: 175904
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
======================================================================
SOFTWARE
======================================================================
Assempro Assembler Language.....$ 29.00 (no box)
OSS Personal Pascal.............$ 29.00 (no box)

Night Shift.....................$ 14.00 (cute fun Lucasfilm platform/action)
Paladin (rpg)...................$ 11.00 (excellent rpg game)
Firezone........................$ 6.00 (strategic war game)
TV Sports Football..............$ 5.00 (xlent Football game 1 or 2 players)

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

======================================================================
MAGAZINES
======================================================================

Atari Interface Disks of the Month:
Oct'91 - Oct'92
*** 14 disks total with a wealth of useful & fun programs ***
Note: these are only the disks, not the magazines
Only $15 + shipping!

STart magazine:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total + 21 disks.....$21 + shipping

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ AtariTT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
```

University Of Manitoba, Canada $ Dr.Who SCTV Unix $ the subject: SEND INDEX
$$$

4139. starball on TT

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 12:07:36 UTC
From: meulenbr@prl.philips.nl
Message-ID: <meulenbr.786110856@cstw168>
Source record: 175702

Triggered by the recent messages on starball, I decided to check it out.
It looks interesting, but unfortunately on my TT the screen turns black
after a short while (often the initial screen does not even show up).

Has anyone an idea how to fix this? If it matters: I'm using TOS 3.06
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

4140. Re: Geneva/Neodesk problem with opening windows

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 12:09:08 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3bf5l4$dou@infa.central.susx.ac.uk>
Source record: 175905

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
:] > Also, a bit off subject but are there any good PD games to be found
:] > that will actually run on a TT? I have found a few , but they are
:] > few and far between...
:]
:] Well there is the BATTLEZONE clone - CBZONE, if you haven't found it
:] already.

: He said _good_ games! :) Although, it might work at a playable speed
: on a TT.

: Graphical Nethack will work on a TT perfectly well, but there are
: virtually no "arcade" games that will work under the TT resolutions.
: A fair few games will work in ST-Low with Cache etc. turned off.

: WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
: Steve Wells. or City Council.

Hey, Steve, nice sig. - I read that other moron's post aswell.

Regards, Steven.

4141. Re: Samples

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 12:12:16 UTC
From: ceebsm@bdgd4c10.caledonia.hw.ac.uk
Message-ID: <D0138H.1Kt@cee.hw.ac.uk>
Source record: 175912

In article <786042434snz@chowgar.demon.co.uk>, smoore@chowgar.demon.co.uk (Simon Moore) writes:
>
>I know this isn't exactly an Atari specific but as I use a Falcon I hope it
>will be tolerated. I was wondering if there are any FTP sites that have
>sound samples stored on them.

Try this site:

ftp atena.sdsu.edu

Path: /sounds/
Path: /pub/sound_requests/

Or there is an *deep breath*....amiga... newsgroup which could be of use:

comp.sys.amiga.audio

Hope these help somehow!

Barry
--
+++ Barry S. Munro ++++++++++++++++++++++++++++++++++
+++ InterNet: ceebsm@clust.hw.ac.uk +++
+++ URL: http://www.cee.hw.ac.uk/~ceebsm/ +++

4142. Re: Caligrapher Gold on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 12:18:43 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3bf673$dqk@infa.central.susx.ac.uk>
Source record: 175906

dpj@delphi.com wrote:
: Steven Constantine <kaps3@central.susx.ac.uk> writes:
:
: >The version given away was a very limited one -very few modules etc. The
: >upgrade list was as long as your arm, and what with U.K. prices for the
: >upgrades -you'd be better off buying Calamus S
: >
: >Steve
:
: Again, another reason why I think this cover disk thing is ridiculous!
: A user would probably be better off buying the entire package rather
: than in bits and pieces - probably cheaper in some ways.
:
: -Dana
YOu ARE MISSING THE POINT!

Cover disk is the commercial equivalent of shareware. You get to try the
software without forking out loads of money for the privilige. At the
same time, you are not really getting something for nothing. There will
always be those who will settle for the limited version or the older
version, but hey, that's the way the cookiek....blah blah....

Simple as that. Whether you buy the rest of the package through the
magazine offer or through another source, that's upto the person concerned.

Regards,

Steve

4143. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 12:29:54 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3bf6s2$e4b@infa.central.susx.ac.uk>
Source record: 175908

: Cornelius Krasel (krasel@alf.biochem.mpg.de) wrote:
: Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: > I fail to see the argument about "Gem is better than windows" the reality
: > is the opposite. MS-WINDOWS may be buggy and slow at times but it offers
: > iconify, looks pleasant and is realtively easy to use, plus is is
: > standard across ALL pieces of software.

: Whether MS-Windows looks better than GEM is IMHO a matter of taste.
: Personally, I prefer GEM with a decent shell (i.e. Gemini 2) although
: it lacks some features of Windows (i.e. iconifying of windows). But
: I think GEM usage is much more intuitive (since it's much more Mac-like).
: GEM seems also more user-friendly to me than X-Windows.

My favourite bit about GEM/Atari etc is the high res large colour base.
Hang on, that's Windows. Sorry!

Come on, Windows has a little more over GEM than just window
iconification.

: One of the problems with GEM is that there are no real guidelines by
: Atari for the user interface. Something like Apple Human Interface
: Guidelines is missing. (There are some "de facto" standards created
: by the Atari user community, I know. It's a shame that many programmers
: don't stick to these standards.)

: --Cornelius.

: --
: /* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
: /* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
: /* "Science is the game you play with God to find out what His rules are." */

4144. Re: Hensa logo

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 12:49:50 UTC
From: vctec@westminster.ac.uk
Message-ID: <D014z3.3rt@westminster.ac.uk>
Source record: 175907

Paul Civati (paul@xciv.demon.co.uk) wrote:
: > {FX. HENSA/micros Atari section promotion mode off}

: That's funny, it seems like it never switches off from where I'm sitting.
: :-)

Really? ;-)

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

4145. Re: GHOSTLINK--STe>DOS

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 12:52:36 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <ef6_9411291425@wmeonlin.sacbbx.com>
Source record: 175774

```
r> From: rrice@netnews.upenn.edu (Rob S. Rice)
r> Newsgroups: comp.sys.atari.st
r> Date: 29 Nov 1994 02:10:59 GMT
r> Organization: University of Pennsylvania
r> Lines: 30
r> References: <Czz74C.F0@si.hhs.nl>
r> Nntp-Posting-Host: ccat.sas.upenn.edu
r> X-Newsreader: TIN [version 1.1 PL9]
r>
r> Many more thanks to all who have responded about my problems in
r> getting the Omnibook 300 to link to my Mega 4 STE with GHOSTLINK.
r>
r> I have tried all three serial ports, and gotten the same
r> results, and I have disabled every auto program (including
r> the HS serial driver patches and gotten the same results,
r> which are--
r>
r> 1)A bad link (directory with SLAVE ERRORS) at 9,600 BPS, and no file
r> transfers from the Omnibook. I get (TOS commands echoed)
r>
r> Open File [File Name] Return 1
r> Find First [File Name] Return 0
r> Read 4096 Bytes [1] pos: 0 Return: 0
r>

This is what is supposed to show on the PC.

r> And then freeze city.
r>
r> 2)At 2400 bps or lower I get the same but then the rest of the file
r> in increments until I get (at length) the whole thing.
r>
r> I'd say it's the Omnibook, but I can't be sure there, either.
r> Obviously there's a 4k buffer involved,but what appears to be
r> happening are nasty protocol errors--on a null modem cable? With
r> PROCOMM/STALKER I get 19,200 BPS with no errors.

GHOSTLINK uses a 4k buffer for transfer.

r>
r> Is there one so great of brain that he can solve two computer
r> problems at one time?! No use looking here...
r>

Have you tried the MODE command on the PC ? I use Com1 and use the following
.BAT file
```

```
mode com1 19200,n,8,1
pcslave
```

I have had no problems running @ 38400 using the RSVE mod on the ST
(My system is a Mega ST , hope your problem is not a STE specific one)

Hope this helps.

TTYL

John

4146. Printer driver.

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 12:57:00 UTC
From: bertil.jagard@f0.n200.z2.ct.se
Message-ID: <ftn_2.203.221.14$fidonet.org_2edb25cf_Bertil.Jagard@ct.se>
Source record: 175768

Hi Folks.

I'm wondering if there is someone with a printerdriver for a Canon BJC-600
Colour printer to Calamus? Please answer this in Email.

Best regards Bertil Jagard.

Email: bertil.jagard@straight.ct.se

4147. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 13:11:50 UTC
From: gstovall@bnr.ca
Message-ID: <3bf9am$nj8@crchh327.bnr.ca>
Source record: 175910

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: > > External SCSI CD-ROM -> ~ 600 US
: > ...wow! try $199 for double-speed units from a dozen places

: Considering a bare double-speed SCSI CD-ROM unit cost best part of 200ukp
: in the UK, either you get a *much* better deal than us - or your price is
: a little on the low side ;-)

We get a much better deal. Don't know why. Are UK tariffs extraordinarily
high?

--
Gregory T. Stovall gstovall@bnr.ca> | BNR does not endorse
Advisor, ACNS | my opinions.
Richardson, Texas, USA (214) 684-7009 |

4148. Re: a few news more :)

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 13:23:58 UTC
From: contacts@mits.mdata.fi
Message-ID: <3bfa1e$6qm@prime.mdata.fi>
Source record: 175911

In article <3bdi3i$lo9@whitbeck.ncl.ac.uk>,
Craig Graham <Craig.Graham@ncl.ac.uk> wrote:
>
>It was announced on the Linux68K mailing list that a stable X server for
>Atari Linux is now running real well in mono, and colour is being performance
>tweeked at the moment. We are told to expect the first general release in
>the next few weeks (what a christmas present).
>Craig.

If this happens, could someone who has the knowledge build a "plug and pray"-
package out of Linux and X. If I get a christmas present which has installation
that is almost impossible to accomplish without a degree in computer sciences,
the joy of getting a new toy is surely gone.

I mean: if someone has a successful installation, he could do a package out of
it which I then could just put under to e.g. E:\LINUX\.

Is this possible?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4149. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 14:38:06 UTC
From: tmoffitt@bfsec.bt.co.uk
Message-ID: <D019zI.3pC@bfsec.bt.co.uk>
Source record: 175916

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: Atari owners are proud <fullstop>. Back in the early 1980s we had a machine
: called the BBC micro in the UK. Its owners were like Atari owners. Convinced
: the machine was superior - in the face contradictory evidence that just
: wasn't going away.

: In both cases - each machine *was* state of art when it was released. But
: machines never stay state of the art. I remember clearly in 1987 showing
: a BBC owner, my 520 STM. I had a SF354 floppy and a 12" Romanian B/W TV
: that was fuzzy. He was totally amazed though. I was just so fast and had
: *so* much memeory (512K). Up until that point he still believed BBC micros
: to be the market leader even though the spec hadn't really changed since
: 1981.

I have to plead guilty, myself, to being amazed by the 520 STFM (which I
bought), even though I owned an 'amazing' BBC Micro model B (32K RAM).
I think I bought the BBC back in 1982, and the Atari in 1987.

HOWEVER....don't forget that Acorn (the makers of the BBC Micro) built
the FIRST home computer based on RISC technology in 1987 (or so). Saying
that, I didn't buy one since I'd already bought an Atari.

Last year I bought myself an Acorn A5000 (again RISC technology) and
it is a really amazing machine - yep even more so than the good old
520 STFM. It's now been superseded by the Acorn Risc PC, an even
more amazing machine.

You just can't keep up these days...

Terry Moffitt - BT Belfast Engineering Centre
tmoffitt@bfsec.bt.co.uk +44 1232 894436

All opinions expressed are my own.

4150. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 14:41:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3bfehs$9ev@cxc1.cl.msu.edu>
Source record: 175913

bob@goldleaf.com (Bob Brodie) writes:

>Atari is doing what they must do in order to stay in business. The Jaguar
>is a wonderful product, and I'm confident that they'll sell boatloads of
>them. And I'll still be using my Atari Computers on the homefront for a
>long time to come...

I disagree with you here, Bob. Atari is doing VERY LITTLE to assure that
they stay in business. The Jaguar is not going to save this pathetic
company. Better to let it die gracefully than suffocate the way it is...
(Have you counted the number of available jaugar games to date???)

The Family Tramiel should pull its collective thumbs out of its collective
ass. In case they haven't figured it out yet, IT'S CHRISTMAS _NOW_.

I have been, and still am, a fan of Atari hardware since 1980. The company,
however, sucks. You were wise to get out. I'll leave it at that.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

4151. Re: Anyone out there?!?

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 15:12:50 UTC
From: ace@ars.ath.forthnet.gr
Message-ID: <18546SJTTTXHTWXLBAR@ars.ath.forthnet.gr>
Source record: 175935

```
Ie> Anyone out there who has an atari st??? i used to have one and i like
Ie> em.. also i need a terminal program for it :)

ALL of us have and use an Atari ST or Falcon or TT or....
If you need a terminal program, try to ftp one from an ftp site...
There are plenty of them out there...!
* CQWK 2.2 * Back Up My Hard Drive? I Can't Find The Reverse Switch!

--
Sent via ARS_FORUM ONLINE INFORMATION SYSTEM, ATHENS GREECE
```

4152. Probs with TeraDesk (#2)

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 15:20:02 UTC
From: swhatley@blkbox.com
Message-ID: <3bfgr2$coh@news.blkbox.com>
Source record: 175925

Seaking of problems with TeraDesk 1.40, I get an error (or worning) message when I exit some programs. the message is "This is not a GEMDOS program." Two of the programs which do this is Flash 1.6 and TOSWin. When I run Flash form the normal GEM desktop, I get the normal Flash logo when it starts up but, when I use TeraDesk, I don't get the logo. In fact, it immediately puts me in the execute .DO macro file selector.

In order to do Zmodem, I normally start 'sz' on the host while in Flash. Then I exit Flash, go to the desired directory, and then click the 'rz' icon on my desktop. It now seems the the GEMDOS error message is sending an 'exit' signal through the modem port which causes 'sz' on the host to terminate before I can run my 'rz'.

Finally, it seems that TeraDesk sometimes sends error messages to the modem buffer instead of to the screen, I notice that when I ran ZOO.TTP with the wrong parameters, the error text appeared on my screen when I ran Flash.

I have noticed these problems since TeraDesk v1.39. I had previously used version 1.35. I have a Mega 4 ST with TOS 1.02.

Thanks,
Steven Whatley

4153. Re: Atari CDRom

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 15:23:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411291723.a11965@pb2.maus.de>
Source record: 175761

On Friday November 25th at about ten past six
sidcelery@cix.compulink.co.uk (*Harry Sideras*) happened to write:

Hi Harry!

HS>The remainder being flogged off to Brad Korda and a Dutch company, so

Yep, that's right.

ACN Holland is the name. Theo from COMPO tried to sell those machines to
other dealers without actually having them in stock.

COMPO really p*ss*s me off ...

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* <<< NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4154. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 15:27:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199411291727.a11966@pb2.maus.de>
Source record: 175762

On Wednesday November 23rd at about twenty past eight
d2cg@dtek.chalmers.se (*Christer Gustavsson*) happened to write:

CG>Is this a completely new mag? Hope they start to import it to
CG>Gothenburg :-).

This magazine is really bad. Typos all over it, terrible layout, and printed
on a thick glossy paper (thats really bad on the environment).

IMHO not worth buying.

/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* <<< NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4155. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 15:30:38 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411291435.AA03628@ilmen.lanl.gov>
Source record: 175917

In article <3bdig4$q9a@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard) wrote:

> John, you just can't win here, even when you are Polite and nice...

Yeh, that may be true. But all we can do is try, eh mate? And thanks for not taking offence at yesterday's spelling pun. No malice intended. ;-)

Cheers,

-Hutch- @ Fair Dinkum Tech

4156. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 15:40:53 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411291445.AA03631@ilmen.lanl.gov>
Source record: 175918

In article <3be59d$dih@nntp.crl.com> bob@goldleaf.com (Bob Brodie) writes:

>John Townsend has already tried to tell you guys; there isn't any more
>computing development going on at Atari. He's very well connected there,
>and left under the best of terms. Why do you insist on foistering these
>rumors about another machine??

OK, guys... here's your chance to flame Bob Brodie as an anti-Atari radical and to oust him from the fold of the true believers.

C'mon, there is nothing wrong with facing the truth concerning the business situation at Atari. In fact, now is the time that Atari users can help each other the most as the level of support dwindles.

If you choose to move on to another platform for whatever reason, then more power to ya. It's been fun. Good luck.

If you choose to keep using your Atari until Hades freezes over, that's cool too. Whatever works for you. It's NOT a competition, gang.

Remember... whoever dies with the most toys... still dies (not wins).

Enjoy life, dudes (and dudettes). :)

-Hutch- @ Fair Dinkum Tech

P.S.: And thanks go to the Brodiemeister for the 'sanity check.'

4157. Re: Atari 800xl emulators?? exists or what?

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 15:49:11 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411291453.AA03634@ilmen.lanl.gov>
Source record: 175919

ozkane@vax.sbu.ac.uk (Ejber Ozkan) wrote:

>I dont know if this the place to ask but..
>Is there an emulator for the 8-bit atari range?...Im talking 800XL
>If so where can I get it from ...I would apreciate it MORE for my PC as well
> as ST

You should look into PC-Xformer by Darek Michoka of GEMulator fame.
Judging from the buzz in comp.sys.atari.8bit (where you should ask for
more info) it seems to work very well. Darek actively supports this
product, too. You can email him at darekm@microsoft.com for more
specific info.

-Hutch- @ Fair Dinkum Tech

4158. I'm looking for a program that will...

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 15:49:38 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <3bfiii$h62@infa.central.susx.ac.uk>
Source record: 175922
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for a program that will convert pictures, especially scanned clip art, into ASCII pictures. I know there are some about but don't know where.

Can anyone point me in the right direction?

Thanks.

Andy.

--
Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk
---
I _DO_ have reason why I do what I do - I just can't remember them
---

4159. Re: Where can I get a Portfolio?

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 15:53:06 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411291457.AA03638@ilmen.lanl.gov>
Source record: 175920

rshipley@access3.digex.net (Rich Shipley) wrote:

> Does anyone here know where I can get an Atari Portfolio? (preferably
> under original price).

Check in comp.sys.computer.handheld (or something like that) and
post a 'Want To Buy' notice. And of course try the more common
trading newsgroups such as misc.forsale.computers.other, et. al.

-Hutch- @ Fair Dinkum Tech

4160. Any FREEWARE jpg viewer FTP'able?

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 15:57:15 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Nov29.155715.5276@bay.cc.kcl.ac.uk>
Source record: 175923

Subject says all.

-Al, udem148@bay.cc.kcl.ac.uk-

4161. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 15:57:31 UTC
From: peseb@freeport.uwasa.fi
Message-ID: <3bfj1b$enc@zippo.uwasa.fi>
Source record: 175921

```
I'd still like to see full specs on the rumored Eagle....
Does it have a Falcon compatible sound-system etcx?

-Peter.
--
+-------------------------------------------------+
| "Here's the known and the Unknown, and Inbetween |
| are the Doors.... Open The Doors!" |
| - William Blake "Doors Of Perception" |
```

4162. -= CALLING ALL FALCON OWNERS IN FINLAND =-

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 16:03:02 UTC
From: peseb@freeport.uwasa.fi
Message-ID: <3bfjbm$eq6@zippo.uwasa.fi>
Source record: 175924

This is my second attempt to raise the Interest of
Falcon owners in Finland to start a Falcon Owners group
in Finland. To date I have only gotten two replies.. :(
This whole thing shouldn't cost anyone any money and only litlle
time, I basically intend just to keep the correspondence going,
start a mailing-list, support functions, etc.

Alone we are weak, together we are strong!
-Peter.

reply to peseb@cute.fi
--
+---+
| "Here's the known and the Unknown, and Inbetween |
| are the Doors.... Open The Doors!" |
| - William Blake "Doors Of Perception" |

4163. v08INF4: Introduction to comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 16:30:13 UTC
From: avg@cwi.nl
Message-ID: <D01F6D.1JJ@cwi.nl>
Source record: 175927
Cross-posted to: comp.sources.atari.st,comp.sys.atari.st

Submitted-by: avg@cwi.nl (Annius Groenink)
Posting-number: Volume 8, Info 4

This article is posted twice a month. It gives a short
introduction to comp.sources.atari.st and describes how to submit
sources or digressions to the group.

I am always looking for suggestions on how to improve the usefulness of
the newsgroup, and can be contacted at the following internet address:

avg@cwi.nl

Annius Groenink, Moderator.

ABOUT comp.sources.atari.st

The moderated usenet group comp.sources.atari.st contains publications
or announcements of sources and texts about programming for Atari TOS
computers. The publications on comp.sources.atari.st may be freely
distributed as long as modifications are documented and the original
authors are mentioned.

THIS IS A MODERATED GROUP. YOU CANNOT POST TO IT BY YOURSELF. Read the
instructions below for submitting material intended for publication on
comp.sources.atari.st.

SUBMITTING SOURCES OR DIGRESSIONS FOR PUBLICATION

Items intended for posting or queries and problem notes should be sent
to avg@cwi.nl. If you are on a UUCP-only site, you can send them to
uunet!cwi.nl!avg.

If you want verification of arrival, say so at the beginning of your
submission, or in a cover note. I try to verify that a program works,
and if I can't get it to work, I may hold up posting it for a couple of
days. Please note that, except in rare cases, software without
documentation will not be published. The backlog from receipt to posting
varies from one to four weeks depending mostly on the set of submissions
currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two
separately. If I have to separate your sources from your binaries by
hand, your submission will most likely sit on the back burner for a

while, or be rejected outright.

Sources can be submitted in ASCII form, but for large pacages, a ZOO 2.1 archive encoded using Dumas uuencode is preferred.

Please include a description of your program at the top of your article. Look at old issues of comp.binaries.atari.st for examples of the sorts of descriptions I'm looking for. In general you should indicate what the program does, on what types of Atari TOS computers, whether your program requires a certain amount of on-board memory, a hard disk or a certain screen resolution. If necessary, I may rewrite or add to this information in order to make the postings to the group more uniform. I can't check your submission in all possible configurations, and see what works and what doesn't. Without a description, your submission is likely to be rejected.

THE STRUCTURE OF COMP.SOURCES.ATARI.ST ARTICLES

There are two types of articles in comp.binaries.atari.st: "information postings" and "sources". The source postings are also called "Issues". For a while, 'announcements' were also accepted, but there is now a dedicated group, comp.sys.atari.announce, for that purpose. The type of a posting can be distinguished by the subject line:

Subject: v02INF1: Introduction to comp.sources.atari.st

This first word in the title identifies this as the first info posting of volume two. Similarly, the subject line shown below:

Subject: v06i081: godsrc -- Universe simulator

identifies this as the 81st source article in Volume 6. Large sources are broken up into smaller pieces, and have subject lines that look like this:

Subject: v06i088: decbustr -- VMS clone in ST-LOGO, Part03/08

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: MWC, Megamax, 1meg, high

This means that the program compiles with Mark Williams or Megamax C, requires at least one meg of RAM and only runs in high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self- explanatory.

Alcyon - Alcyon C (included with Atari developer's kit)
MWC - Mark Williams C
Megamax - Megamax C
Laser - Laser C
Lattice - Lattice C
C - Any C compiler

OSS - OSS Personal Pascal
BASIC - ST BASIC (this is not a joke!)
uuencode - program is uuencoded (uudecode required to unpack)
arc - program is archived (arc required to unpack)
zoo-high - program is archived (Zoo 2.1 required to unpack)
lharc - program is archived (lharc required to unpack)
high - high resolution
medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The References: line, if present, points to the previous part of a multi-part program, so that newsreaders (trn, nn, etc.) which can follow threads will recognize a large program as a single thread.

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: david@bdt.UUCP (David Beckmeyer)
Posting-number: Volume 6, Issue 80
Archive-name: micro-rtx

The "Submitted by" is the author of the program. If you have comments about the sources published in comp.sources.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this source in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

REPORTING AND TRACKING BUGS AND PATCHES TO POSTINGS

Most of the time, bugs and updates will be posted to comp.sys.atari.st. Sometimes, "official" updates from the author will be posted submitted to comp.sources.atari.st so that they are archived with the sources.

Since there is no easy way to apply source code patches on the ST, changes to a program often result in a whole new version being posted.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the sources I moderate, so don't send your bug reports to me.

HOW TO OBTAIN OLD ISSUES

There is currently no officially documented archive for this group.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4164. Another clone?

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 16:39:30 UTC
From: iagaw@cluster1.urz.uni-halle.de
Message-ID: <9411291639.AA48145@cluster1.urz.uni-halle.de>
Source record: 175926

Well, I heard a few news about another Atari-clone from Germany.
It will be a 060-machine, and cost around 4000 DM. When I get more
informations, I will tell you.

4165. Toad Holiday Fest '94 Update

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 16:53:58 UTC
From: toad@charm.net
Message-ID: <3bfmb6$67p@sowebo.charm.net>
Source record: 175929

The following is a hucksterish plug for Toad Computers Holiday Festival '94 which will take place this coming weekend at Toad Computers in Severna Park, Maryland. If you are unable to attend or are not interested in reading about the show, please feel free to skip this article. Thanks -- from the folks at Toad Computers.

TOAD COMPUTERS -- HOLIDAY FESTIVAL '94! -- DEC 3 & 4, 1994
==========

== THE SHOW IS APPROACHING FAST! ==

IF YOU'RE LOOKING FOR ATARI EXCITEMENT, DON'T MISS
TOAD COMPUTERS HOLIDAY FESTIVAL 1994!

The show will take place at TOAD COMPUTERS in the Park Plaza Shopping Center in Severna Park, Maryland. There's unlimited free parking and lots to see and do nearby, as we're nestled between Washington, Baltimore, and Annapolis (eat the great local seafood!).

Confirmed 1994 attendees include:

- Tom Harker, ICD Inc. (CatBox and Star Battle)
- Roger Burrows, Anodyne Software (ExtenDOS CD Driver)
- Gribnif Software -- Dan Wilga / Rick Flashman
- Wizztronics (Falcon enhancements & more)
- Bob Luneski, Oregon Research
- Jim Fouch, Fouch Software (Mailing Manager ST)
- MajicSoft
- Binary Sounds (Hybrid Arts Product Line)
- Joe Waters, Ed. of Current Notes
- Greg Ondo, Steinberg Jones
- Charles Smeton (STraight FAX!)
- And of course, the Toad Gang -- including
Dave and Jennifer Troy

ATARI ST / TT / Falcon, Jaguar, Lynx, Portfolio and 8-Bit!!
Come SEE IT ALL at the nation's premier ATARI Outlet!

TOAD COMPUTERS HOLIDAY FESTIVAL '94:

Saturday December 3rd 10:00am - 7:00pm
Sunday December 4th 10:00am - 5:00pm

Toad Computers
Park Plaza Shopping Center
570 Ritchie Highway
Severna Park, MD 21146-2925

Voice: (410) 544-6943
Orders: (800) 448-8623
FAX: (410) 544-1329
BBS: (410) 544-6999
TOADFAX: (410) 544-0098

For MAPS, DIRECTIONS, HOTEL ACCOMODATIONS, or any other
information you may need, please call us!

The local HOLIDAY INN is offering $59 (reg $90) rooms for the
show. For more information, please call us at (410) 544-6943!

LOTS OF FOLKS KNOW ABOUT THE SHOW:

- 5000 Postcards Mailed in mid-November
- Featured on the back of our latest catalog
- Advertised in Current Notes & ST Informer
- Advertised Electronically (Internet et al)
- Highway Signage

SPECIAL ICD PROMOTION:

ICD is offering a special promotion at the show. Buy an
AdSpeed ST/STE for $159 _INSTALLED_. The board will be
installed & your computer shipped back to you FREE or,
time permitting, the board can be installed at the show --
ABSOLUTELY FREE!

This is a great opportunity to get your ST going faster
and save a little CASH! Bring your machine to the show
to take advantage of this great deal!

A SAMPLING OF WHAT WE'LL HAVE FOR THE SHOW:

- Falcon030's (LOW!) - Hard Drives
- TT030's - Hand Scanners
- 1040STE's - 450 Mice
- Stacy's - 125 Trackballs
- Mega STE's - Joysticks
- Laser Printers - ALL NEW SOFTWARE
- CD ROM Drives - STraight FAX! (Show Special)
- Monitors - Disks
- Power Strips - Mousepads
- Books - 8-Bit Hardware
- ST Hardware - Games
- DTP Software - Printers
- Multimedia Speakers - Internet Demos
- Lynx / Lynx Games - Jaguar
- NEW JAGUAR TITLES! - Codehead Stuff
- Printer Ribbons - FAX Modems

- Great deals on all hardware and software
- Full selection of Atari hardware & software
- Atari Falcon030 Computer Systems at Special Discount Prices

- Super Low Clearance Prices on a wide range of items
including discontinued hardware and software, store demo
equipment, and much more!
- Our Toadally Cool Dog, Zoe

- Free Hot Apple Cider (and cookies if you're good!)
- Special "Kid Korral" with fun stuff, like crayons
- Dave Small's Own "Live Rust" Neil Young Album,
The One To Which Spectre was Programmed!
- Demos of hardware and software!
- NETWORKED JAGUARS!

=== MUCH, MUCH, MORE! ===

OTHER COOL STUFF WHICH IS ON ITS WAY TO US (As We Speak):

- Over 14,000 ST Games
- ImageCopy 3.5CD (Supports Photo CD Pictures)
- NVDI 3.0 (New Version)
- MagiC (Newest Version)
- Desktopper (Falcon Case)

STUFF WE'RE GIVING AWAY:

- Jaguar System (Raffle to Benefit Habitat for Humanity)
- Jaguar T-Shirts, Mugs & Bumper Stickers
- Codehead T-Shirts
- Free Toad T-Shirts to First 25 Attendees
- Games
- Lots more!

How much would you pay to be a part of a celebration like this? $3.98?
$14.59? $75.00 Non Refundable? Well, no need! Admission to TOAD
COMPUTERS HOLIDAY FESTIVAL '94 is ABSOLUTELY FREE!

In the immediate area is historic and scenic Annapolis! Annapolis had
been the capitol of the thirteen colonies under the Articles of the
Confederation. Its historic state house is the oldest in use in this
country and its white dome was built without the use of nails.
Annapolis has a truly quirky personality that is a combination of
southern hospitality, northern charm and historic clout. For you
military buffs, Annapolis is the home of the United States Naval
Academy. It is open to the public and features several museums,
exhibits, and historical buildings. Annapolis is also home to some of
the best seafood in the world, straight from the Chesapeake Bay.

Toad Computers is TEN MINUTES away from downtown Annapolis.

Also nearby is Baltimore, home of the recently renovated and world
famous Inner Harbor -- a huge shopping and eating fiasco that's
just minutes from some of the city's most historic sites. In the
inner harbor area, you can visit the National Aquarium (home to
thousands of species of marine life) which also features a working

rainforest in its pyramid shaped dome. Visit the Maryland Science Center, home to a huge I-MAX theater and also packed with hundreds of constantly changing exhibits that relate to science, computers, and more. Visit the home of Babe Ruth, Betsy Ross, or Edgar Allan Poe. See the new stadium for the Baltimore Orioles -- Oriole Park at Camden Yards. You might also want to visit Fort McHenry -- the rampart that still stood after a night of bombardment in 1812 that led Francis Scott Key to write our national anthem to the tune of an old drinking song. Find out why this happened! Visit the B&O Railroad Museum where you can learn about the story of the rise and fall of the greatest form of transportation this country has ever known.

Toad Computers is THIRTY MINUTES away from downtown Baltimore.

Lastly, you may want to make a stop in Washington DC -- murder capital of the world and Capitol of the United States. Where else can the mayor of a city smoke crack and get RE-ELECTED? Come see the White House -- maybe you can visit Bill Clinton at home and give him your ideas for healthcare reform (yeah, like we're gonna see that anytime soon). Visit the Smithsonian Institute, National Art Gallery, countless memorials (Iwo Jima, Viet Nam, Jefferson, Lincoln, Washington Monument), and more. There is more to do in Washington than I could ever begin to list here with any justice. If you do want to go to Washington, check with AAA to make sure that you're not missing anything. It is truly a city with something for everyone.

Toad Computers is FORTY FIVE MINUTES away from downtown Washington.

HOTEL ACCOMODATIONS

If you plan to visit the Annapolis area from out of state, there are several hotels in the area that we may recommend:

Sheraton At BWI Airport 15 Minutes Away
(410) 859-3300 On Airport Grounds

Loews Annapolis Hotel 15 Minutes Away
126 West Street Downtown
Annapolis, MD 21401 AAA 4 Diamond Rating
(410) 263-7777 Somewhat Expensive

Days Inn 10 Minutes Away
1542 Whitehall Road Next to Outlet Mall
Annapolis, MD 21401 on U.S. Route 50
(410) 974-4440 Near Bay Bridge

** Holiday Inn 15 Minutes Away
** 6600 Ritchie Highway On Ritchie Highway
** Glen Burnie, MD 21061 (MD Route 2)
** (410) 761-8300 SPECIAL $59 RATE!

Historic Inns of Annapolis For you lovebirds who
(There are several) are just dying to
Church Circle have a romantic time
Annapolis, MD 21401 in the "ancient city."
(410) 263-2641 15 Minutes Away

For more information, please call Toad Computers at
(410) 544-6943.

==========

OK! So you're coming! TERRIFIC! Here's everything you need to know:

When: Saturday, December 3rd 1994 10:00am - 7:00pm
Sunday, December 4th 1994 10:00am - 5:00pm

Where: Toad Computers
Park Plaza Shopping Center
570 Ritchie Highway
Severna Park, MD 21146

So come see the Jaguar, see Falcons in flight, see Toad Computers (America's Atari Source and the only Atari Superstore), see the local attractions and have fun. And help us ring in the holiday season! We look forward to seeing you!

HOW TO GET HERE:

For a map to Toad Computers and the immediate area, see GEnie ST Roundtable file #25969 (PostScript) or #25970 (Img Format). Or just call and we'll FAX or mail it to you. (This is also available on TOADFAX!, our FAX-on-demand service.)

Come Visit! We're Expecting You!

From Annapolis: Cross Severn River using US 50 bridge (east).
Take MD 2 north (first exit across bridge).
Turn left at sixth traffic light (McKinsey
Road). Turn right immediately into Park Plaza
shopping center.

From Baltimore: Take I-695 (Baltimore Beltway) south to MD
route 10 (to Severna Park). MD 10 will
intersect with MD route 2 south. Take route 2
about 3 miles further. Turn right at sixth
traffic light, onto McKinsey Road, then
immediately right into Park Plaza shopping
center.

From Washington: Take US 50 (begins as New York Avenue) east to
Annapolis. Follow directions from Annapolis.

From Columbia: Take MD 32 east to I-97 north (to Baltimore).
Exit onto Benfield Boulevard towards Severna
Park. Follow Benfield Road to Robinson Road to

MD 2. Turn right onto MD 2; second light on
right is McKinsey Road. Then turn right
immediately into Park Plaza shopping center.

Once Inside
Park Plaza: Locate and face Jo-Ann Fabrics. Turn left and
proceed about 200 feet. We are on your left,
across from the Signet Bank drive-through
island.

The street address is 570 Ritchie Highway. If you need any further
assistance, please feel free to call us at (410) 544-6943!

We hope to see you here! Last year, we were really happy with how
things went. The holiday season is a really wonderful time to get
together with Atari folks and it adds a spirit of real levity and
excitement that is often missing at other Atari events. We're looking
forward to putting on a first-class show, and we hope you can join
us.

David Troy
Jennifer Troy
Ray Mitchell

========== 11/28/94 =====

--
David Troy
Toad Computers, Inc. America's Atari Source
-- toad@charm.net Toad Computers

4166. Seeking English documentation for AV protocol

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 16:54:43 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-2911941154430001@flash.comm.mtholyoke.edu>
Source record: 175928

A couple people have been asked us to support the AV protocol (actually--two people on this newsgroup). Therefore, we are looking for English documentation for it. Atari has not heard of this protocol, so we are not able to use official channels to get information on it.

Recently we were sent what was supposed to be English documentation, but after a brief English intro, all the C and H files were still in German. Is there any available English translation of this protocol?

Any help would be appreciated.

--
Rick Flashman Tel 413.247.5620
Gribnif Software Fax 413.247.5622
P.O. Box 779, Northampton, MA 01061-0779 rflashma@mhc.mtholyoke.edu
For information or technical support, contact "gribnif@genie.geis.com"

4167. 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 17:05:00 UTC
From: christian.mittendorf@space.ct.se
Message-ID: <0af6716f@ct.se>
Source record: 175769

Hi!

In the november issue of german ST-Magazin (Page 14) a 68040 accelerator board for the Falcon is said to be shown on the proTOS-Show last weekend. The board is manufactured by an american company called "best electronics". Does anybody have information about this board? Was that board on the show or does it have the same problems(?) as the Afterburner?

And what is the Afterburner doing? Last spring I ordered information from Overscan/Berlin and for 2 or 3 month I got lots of papers about all their products - but no information about my main interest. Then the papers stopped and even the advertising was stopped. Some rumours (?) said that the Afterburner was sent to Sunnyvale to be checked by ATARI. That was the last information I got. Are there any new information?

Could we Falcon owners speed up our beloved bird by an accelerator board to 040 or do we have get a Medusa?

Greetings,
Christian

+++
Internet: christian.mittendorf@space.ct.se
Fido: 2:203/202.11

4168. Re: Shareware or not Shareware

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 17:10:00 UTC
From: Gerrit_Meyer@ol2.maus.de
Message-ID: <199411291910.a4686@ol2.maus.de>
Source record: 175764

Hi Eric,

EM>I ccan't comment on the
EM>profitability of games as I havn't yet released any -- though I am
EM>working on a few.

They are _no_ bargain :-(

EM>But again even there you have a whole different EM>genre -- it depends again
on what _kind_ of a game it is and how well it's EM>written.

Well that^s right. They must be _excellent_ to get something out of it.
But that^s almost impossible for a single software author like me :-/

Best regards,

Gerrit

Do NEVER send me any filoes/mails >48KB per day!!!

Gonz.Meyer@Subetha.zer.sub.org
Gerrit_Meyer@OL2.maus.de

4169. Re: Need Printer Driver Help With AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 17:21:31 UTC
From: rpool@iastate.edu
Message-ID: <3bfnur$hr4@news.iastate.edu>
Source record: 175930

In article <3bdusg$1sv@cascade.pnw.net>, mparrott@pnw.net (Michael
Parrott) says:
>
>RE: Print driver for Atari Works
>
> It would help if we knew what kind of printer you are using, or
>at least want to use...
>
>
The printer is a Panasonic emulating an Epson LQ series.

4170. 7 Plus, for Amateur radio

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 17:48:16 UTC
From: vctec@westminster.ac.uk
Message-ID: <D01IsH.MwH@westminster.ac.uk>
Source record: 175931

Hi

Anyone know where I can get 7 Plus...the Archiver/packer for the ST,
and Amateur Radio?

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

4171. Re: John T. Chung Please

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 18:00:03 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11291994.180003@empyr.dircon.co.uk>
Source record: 175766

In message #189, gijs @mbase97.xs4all.nl*9 writes:
> In <mbatesCzuFtM.8p9@netcom.com>, Marlin Bates writes:
>
> >John T. Chung of Ypsilanti, MI please contact Marlin Bates at
> >209-952-9000 ASAP. Your check for $166.11 bounced. Please contact me
> at
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
> It is not very polite to mention this to the entire internet community.
> I don't know if you have a business, but I will never buy from you.

I rather think that was the whole point. From other msgs, it is alleged that Mr Chung _stopped_ the check. Whatever, if it just bounced because he had no money in his account, or if he stopped it, the least he could have done was to e-mail Mr Bates with an explanation. It is reasonable to presume that he never did this, otherwise there would be no reason for Mr Bates to post the msg he did. I sympathise with Mr Chung if it was an accident, but whatever, an quick e-mail explanation would have avoided all of this.

If *you* wouldn't do that for me, then I certainly wouldn't buy from _you_ !

VQWK 6.20 [Rev H - 04/04/94]

4172. Re: TWO IN ONE AND NEODESK 3

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 18:46:54 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3bfsuu$9k5@golem.wcc.govt.nz>
Source record: 175936

] From what I have been seing here, that this person has other problems, not
] do with Neodesk at all..
]
]
] None of us here have any Problems with 'Two in One', as they say if you do
] things wrong you end up with wrong results...

An older version of 2in1, and Neodesk v3.03 DID have problems. I'm
unsure as to if the latest 2in1 has problems with any Neodesk, or
the latest Neodesk has any problems with 2in1. I've got no use for
archive shells, all I do i double click, so I don't bother trying! :)

The one I did try a few months ago with Neodesk 3 however, did produce
the same problem as is being described...

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4173. Re: Samples

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 18:49:06 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3bft32$9k5@golem.wcc.govt.nz>
Source record: 175937

] I know this isn't exactly an Atari specific but as I use a Falcon I hope it
] will be tolerated. I was wondering if there are any FTP sites that have
] sound samples stored on them.

Virtually all of them, there's plenty of them on atari.archive.umich.edu
which are only mono' 8-bit samples. (Usually not above 20Khz, I suspect
that most of them have been converted from WAV's judging by the
11Khz and 22Khz speeds...)

./atari/Sound/Sounds/ would be where to look, there's a good assortment.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4174. War strategy games

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 18:54:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199411292054.a32717@a2w.maus.de>
Source record: 175609

Hi gamers!

I do like to play war strategy games, it is much more
environmentally friendly than the real thing.

The best ones I have found for the ST are: Empire, Colonial Conquest
and recently World Conquest.

An old ST Format gave 92% to game called "War in the Gulf", has anyone
played this?, is it a war game?, would you give it 92% ?

Ian_Taylor@a2w.maus.de

4175. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 19:23:55 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3bfv4b$lhs@sat.ipp-garching.mpg.de>
Source record: 175933

Steven Constantine (kaps3@central.susx.ac.uk) wrote:
> : Cornelius Krasel (krasel@alf.biochem.mpg.de) wrote:
> : Whether MS-Windows looks better than GEM is IMHO a matter of taste.
> : Personally, I prefer GEM with a decent shell (i.e. Gemini 2) although
> : it lacks some features of Windows (i.e. iconifying of windows). But
> : I think GEM usage is much more intuitive (since it's much more Mac-like).
> : GEM seems also more user-friendly to me than X-Windows.

[...]

> Come on, Windows has a little more over GEM than just window
> iconification.

Um... yes? (Pseudo-multitasking?)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

4176. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 20:25:37 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11291994.202537@empyr.dircon.co.uk>
Source record: 175767

Hell, if this isn't going to move to advocacy, I may as well join in
the fun....

Opinions Please... (that's asking for trouble isn't it ! :-)).....

I am an Atari Owner..STFM, Mono, HD, etc etc. My sole reason for buying
the ST in the first place was to do MIDI sequencing. I don't do a lot of
it these days, but would like to keep the facility in case I ever get back
into it. I have a fair amount of games (mostly rather old), and a lot of
MIDI software. BUT....I'm thinking about moving to a PC. ARRRGHHHH !

I know that my ST has better designed guts than any PC, surely it is what
happens at the user interface that counts most. I'm using the PC in the
office right now, and it *does* irritate me that this box could run much
faster if it wasn't the patchwork of kludges that it is, *but* it doesn't
bomb out on me, I have _very_ rarely had it crash at all, unlike my ST.
I have colour VGA, a nicer (IMHO) keyboard, and after using Procomm Plus
and, well, all other PC apps I've tried, they make my ST seem, well, a
poor second. BUT, it *really* bugs me that I'm using a poorly designed
system that is crippled by a stupid OS. I feel happier that the ST is
whizzing all its bits about with clean efficiency, but it doesn't give
me what the office PC can. I also doubt if a PC could handle the MIDI
stuff with anywhere near the required skill of my ST.

Oh woe is me, I cannot decide. I want both, the ST to do the MIDI and a
PC to do most of the rest, but I cannot afford both. Something's got to
go. Should I sell the ST & get a PC, or keep the ST and wait for a system
that isn't crippled to come out ?

BTW, I see everyone here ripping into each other over the PC v ST thing.
The ST *has* passed it's heyday, and the PC *is* one big kludge we've had
forced on us as 'the standard' [remember the Betamax v VHS thing ?].
Surely we would *all* be better off attacking the manufacturers and
demanding a new system that *works* clean and fast. All this in-fighting
is only going to let them [the manufacturers] get away with it again.
(so, you can tell I'm a union man...:-))

___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

4177. Re: File Finder #3

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 20:53:02 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3bg4be$sst@gumby.cc.wmich.edu>
Source record: 175938
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3bbr5c$i6a@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
> In article <3bbam4$ocs@gumby.cc.wmich.edu>,
> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
> >
> >Have you tried STree (1.04)? It's the only other one I know of that
> >can search for files that contain a substring anywhere within their
> >names.
>
> I think I have, its a ACC from memory...

Yes, that's the one.

> Well the way it runs on my 16mhz Mega ST, I thought I had forgot to turn
> the Computer on...

I think this is exaggerating, just a _little_ bit!

> Its like running a Program on a 500khz machine, far to slow, may be OK for
> those with small 30meg hard drives..

Well, I use it to scan about 600 megs of hard disk space, from time to
time, and find it reasonably fast (as long as you're not scanning for
text _inside_ the files). Even when I'm using my 8 MHz system.

> Just wait untill Danny places Jetfind on Hensa, it will blow you away....

Actually, I have seen JetFind, and it didn't blow me away. Unlike
STree, with JetFind you can't _do_ anything with the files you've
found. No copy/move/delete/rename/view/print. So it's less useful
for me. YMMV. JetFind is also not _that_ much faster than STree,
either. About 30%, if I recall my benchmarks correctly. This was
version 1.3 something IIRC, so it may have improved.

Note that I'm not knocking JetFind. It's well done (although limited
in a number of respects), and very fast. It's been a while since I
was playing with my batch of file finders, but as I recall, JetFind
was about the fastest of the bunch (approaching the theoretical limit
of how fast the directory tree could be searched). I think the only
one I found that was faster was a prototype I developed in-house at
Paradigm (roughly twice as fast as JetFind).

A deficiency that both share (hopefully Ewout's will be better) is
that once you start a search, you're locked out, with very little
useful feedback. Neither shows you how many matches have been
found, or a list of the matches, until they finish. And you can't

stop them part way through if you realize you've specified a wider
(or incorrect) search than you'd prefer. File finders on the Mac
are _way_ better in this regard.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4178. Re: FOG issue 7???

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 21:08:10 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3bg57q$2e3@bs33n.staffs.ac.uk>
Source record: 175939

Chris Gentry (cgentry@delphi.com) wrote:
: What ever happened to this being uploaded to Uni-kl. Is it available yet?
:
: -thanks, Chris

Umm it might still be in incoming/atari but its certainly there!

Rich

4179. Re: Warrum Demo

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 21:09:45 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3bg5ap$2e3@bs33n.staffs.ac.uk>
Source record: 175940

ON A GEEK TIP (MSG1COM@bolton.ac.uk) wrote:
: In article <3baabf$lb5@quartz.ucs.ualberta.ca>, britchie@gpu.srv.ualberta.ca (britchie) writes:
: >Is anyone in the Atari scene able to RIP the music from the warrum demo
: >(if memory serves me correctly, that's what it's called)... it's a WICKED
: >demo for the Falcon with GREAT MUSIC... any help appreciated...

Use Adrenalins Ripper (the NEW Falcon version)
Rips mod files dead quickly.

RiCH

4180. Re: Need Help for STPascal+

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 21:43:18 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3bg79m$1re@gumby.cc.wmich.edu>
Source record: 175941

In article <3avf2n$afn@stud.uni-sb.de>,
Andreas Kerzmann <anker@stud.uni-sb.de> wrote:
>
> I have problems including libraries into Pascal executables. How can
> I link pastrix to my source codes???

You need to add an include directive to your source code {$i PasTrix}
and depending on whther the PasTrix routines reside in a separate lib-
rary, you'll need to add that library to the link list, in the Link
options menu in the Pascal shell.

> (I work with ST Pascal Plus ver2, quite old, I know, but where is something
> new???)

Nope. v2.05 in the U.S. and U.K., and v2.08 in Germany was the last
release.

> Besides, I'd Like to know if there is a Borland-compatible Compiler
> for the ST.

Yes, there are two of them: HighSpeed (Maxon) Pascal (developed by
D-House), and Pure Pascal (by ASH). HighSpeed is (mostly) Turbo 5.0
compatible, and Pure is reputed to be TP7 compatible. HighSpeed lacks
OOP, procedure parameters, and expressions in constant declarations,
but is a pretty nice (and inexpensive) environment overall.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4181. SLIP protocol

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 21:59:50 UTC
From: npetrlik@public.srce.hr
Message-ID: <3bg88m$pph@nippur.irb.hr>
Source record: 175942

Hi !

Is there any program for ST which supports
SLIP protocol ?

4182. Minix question

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 22:08:12 UTC
From: ducky@enterprise.america.com
Message-ID: <3bg8oc$4sq@enterprise.america.com>
Source record: 175944

With the advent of MiNT 1.12 (and figuring out that this version is actually quite usable and stable) I have decided to try and install Minix. So far I have it loaded, only on drive A: for experimentation purposes. I use TCSH, but when I do a listing on the Minix drive it only show the standard atari 8 character and 3 extender filenames. Is there a way to get TCSH to show the extended filenames? Perhaps I am missing something. Any help would be appreciated. Once I get this solved I plan to tackle MiNTnet.

--
~~~~~~
| "The Cash Cow chews cud bigger than you!"...S.Taylor |
|____|
| Ducky (america.com) |
~~~~~~

4183. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 22:25:49 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3bg9pd$40q@gumby.cc.wmich.edu>
Source record: 175943

In article <D006Dr.9t@cix.compulink.co.uk>,
Roland Givan <rgivan@cix.compulink.co.uk> wrote:
> > > External SCSI CD-ROM -> ~ 600 US
> > ...wow! try $199 for double-speed units from a dozen places
>
> Considering a bare double-speed SCSI CD-ROM unit cost best part of 200ukp
> in the UK, either you get a *much* better deal than us - or your price is
> a little on the low side ;-)

Evidently the pricing is pretty good here. I just bought a triple-speed CD-ROM unit (a Toshiba XM-5201), with 510 KB/s transfer rate, 150 mS avg seek, 25 mS rotational latency, tray-loading (motorized in and out), in an enclosure with a power supply, cables, manuals, (mac) driver software, terminator, etc., for $199 U.S. total, plus $3 for overnight delivery.

So my price was actually a little on the _high_ side! :-)

- Mark

P.S. The audio section has a headphone jack on the front and RCA jacks on the back, with x4 oversampling and digital filtering. It sounds pretty good. ;-)

P.P.S. This was from MacWarehouse, by the way. Item #BND-0507 at 1-800-255-6227. I don't know if they accept international orders. I'll check...

Yep, they do. Although it's bound to be extra for shipping. Their international number is 1-908-370-4779, and they accept credit cards. You'll also need a 50-50 SCSI daisy chain cable (I did), unless you're connecting to a TT, which has the Mac-style DB25 connector.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4184. GEnie Close Down...

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 22:26:11 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3bg9q3$c3h@golem.wcc.govt.nz>
Source record: 175946

*** LACK OF ACTIVITY ON GENIE ***

Well from the number of File posting on GEnie lately I can't see it lasting..

Very little has been posted in the last 3 weeks, as they say if you don't use
it you will loose it....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4185. Re: Jet Find....

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 22:34:29 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3bga9l$48q@gumby.cc.wmich.edu>
Source record: 175945

In article <3bdl29$qvk@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>
> Well those that wanted Jet Find, well its now on Hensa..
>
> p061 28/11/94 S--- JETFIND 1.31 A Desk Accessory grep program (G/E)

Well, actually, it's not a "grep" program. Grep stands for "Globally search for Regular Expressions and Print", and scans for text contained inside a file. JetFind doesn't do this, unless I missed it behind one of those German-labelled buttons. :-)

> It also runs as a PRG, and its Fast Real Fast...!!!!!!

Yes, although it can also run as a DA, it's nice not to have to tie up a slot or the memory, if you only need it once in a while. STree only runs as an accessory.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4186. Re: a few news more :)

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 22:40:22 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D01wBB.9J9@cix.compulink.co.uk>
Source record: 175947

In message <3bdi3i$lo9@whitbeck.ncl.ac.uk>, Craig.Graham@ncl.ac.uk said:

> It was announced on the Linux68K mailing list that a stable X server
> for Atari Linux is now running real well in mono, and colour is being
> performance tweeked at the moment. We are told to expect the first
> general release in the next few weeks (what a christmas present).

Ah - some good news for a change ;-)

Hopefully X will work on a TT-Hi monitor. It should look pretty good.

:-)

Roland.

@CiX

4187. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 23:15:52 UTC
From: sinclair@ins.infonet.net
Message-ID: <3bgcn8$ij2@insosf1.infonet.net>
Source record: 175948

In article <3bdh8c$9gc@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth) writes:
>sinclair@ins.infonet.net writes:
>^^^^^^^^
>
>What are you doing here, Sincrap? Go back to .advocacy where you
>belong.

Why....I like it here..

>
>>-Peter
>
>
>*
>* Tom Trauth
>* trauth@paul.rutgers.edu
>* Real computers aren't named after fruits and vegetables!
>*

-Peter

4188. Re: FOG issue 7???

Newsgroup: comp.sys.atari.st
Date: 1994-11-29 23:33:46 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <786152026snz@chowgar.demon.co.uk>
Source record: 175773

In article <3bg57q$2e3@bs33n.staffs.ac.uk>
cm3hirjd@bs47c.staffs.ac.uk "Requiem" writes:

> Chris Gentry (cgentry@delphi.com) wrote:
> : What ever happened to this being uploaded to Uni-kl. Is it available yet?
> :
> : -thanks, Chris
>
> Umm it might still be in incoming/atari but its certainly there!
>
>
> Rich
>

It's in Falcon/Magazines at cnam.cnam.fr, I was going to dowload it but can't
really afford to stay on the phone for that long. How much does it cost to
join FOG anyway?

--
Simon Moore
smoore@chowgar.demon.co.uk

4189. Atari software and hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 00:12:10 UTC
From: glr5029@inxs.uta.edu
Message-ID: <1994Nov30.001210.7512@news.uta.edu>
Source record: 175756

I have a big box of software I need to get rid of to a good home. The Box contains many titles (around 25, I think) including Civilization, Populous, F-16 Falcon, Nitro, etc... It also contains some hardware such as joysticks, Synchro Express disk copy cartridge, a 1200 baud modem, etc... I will take the first $55.00 for this box.

I also have a standard Atari color monitor with a dark screen (JVC?). It worked perfectly when I last unhooked it and had very good color. I would like to get $100.00 plus shipping for this.

If you have any questions or want more details, please e-mail me as I don't get onto this group very often.

Greg

GLR5029@utarlg.uta.edu or glr5029@inxs.uta.edu

4190. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 00:18:08 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D020u9.L4z@cix.compulink.co.uk>
Source record: 175949

In message <D019zI.3pC@bfsec.bt.co.uk>, tmoffitt@bfsec.bt.co.uk said:

> HOWEVER....don't forget that Acorn (the makers of the BBC Micro) built
> the FIRST home computer based on RISC technology in 1987 (or so).
> Saying that, I didn't buy one since I'd already bought an Atari.

Yes Acorn got their act together in the late 80s after treading water for far too long. Because they had sown up the educational market in the UK they believed they could get away with 'new' machines like the BBC B+ (BBC B with 64K). The BBC Master series was much like the MSTE ('too little, too late), but the Archimedies were great.

Atari OTOH have onlt made one real stab at the home market after the ST. This being the Falcon. The STE was about as advanced as the BBC B+ was compared to the BBC B. The MSTE never shipped in any real quantity (though there are a lot in this conference) and the TT was just plain too expensive.

Having said that though Acorn have had to fight *very* hard for their tiny market share. If they weren't bailed out firstly by the UK educational establishment and secondly by Olivetti (who now own them IIRC), they would be long gone.

By this logic Atari should be long gone - but somehow they hang on. It not doing us much good though.

:-(

Roland.

@CiX

4191. Hi Soft!!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 00:19:47 UTC
From: blade01@pplnet.com
Message-ID: <015069NQGPBWUHFGTVDK@pplnet.com>
Source record: 175754

IR>Also if your keen to try before you buy Papyrus has a Demo, which I
IR>believe can be FTP's from some places and is also available FREE from
IR>Hi Soft.

IR>==
IR>Roderick McCall
IR>Dept Maths & Science Fiction, University of Dundee, Saturn
IR>==

What's the address for us colonists, Rod? Nice address for the U of
Dundee, BTW. ;^)

GRUNT Software ** rich.tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld +1-713-682-7474
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--
Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
FEEL The EXCITEMENT of PARADISE Voice - (713)59|-4049 hapydude@pplnet.com

4192. Calamus User!

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 00:43:36 UTC
From: Darren.Trutzenbach@f616.n266.z1.fidonet.org
Message-ID: <1e0_9411300401@nisc.fidonet.org>
Source record: 175775

```
available now...
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| ATARI Exclusive, 28.8 Baud + CD-ROM |
| +=---=+ |
| ~ Sysop: D.Trutzenbach@f616.n2605.z1.fidonet.org ~ |
| Darrenet@aol.com |
|Fidonet 1:266/616 Atarinet 51:1/18 NeST 90:301/18 Tablenet 26:1/1|
+=-----==-----=+

4193. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 00:45:42 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bghvm$n@news2.delphi.com>
Source record: 175950

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>Bry:

>MultiTOS is more than a match for DOS or the mac system. If they had the
>money, Atari could, within 6 months, easily re-enter the computer market
>at any point and compete. Now, I don't mean 6 months from today, I mean
>6 months form the time they decide to re-enter to the time they came out with
>the first new model. The ST itself was invented within 9 months or so. With
>what they have done and good financing (which they don't have) a 6 month lead
>time is plenty and they would absolutely be in-line with whatever is cutting
>edge on that day.

Chris, believe what you want, but I used to be a GEM/ST developer and I
told myself that noone else's OS was better, but now I program for OS/2
and it has features Atari hasn't even HEARD of yet. GEM is severely
lacking in graphics /color manipulation, has no sound support, no movie
support, long filenames etc.. When/if Atari comes back, their OS will
need to be light years beyond MultiTOS if they want to attract new users.

Just my $.02.

-Bry

4194. Hard drives?

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 01:05:59 UTC
From: psthomas@nyx10.cs.du.edu
Message-ID: <3bgj5n$cbn@nyx10.cs.du.edu>
Source record: 175751

Hi,

I was dusting off the ol' ST over Thanksgiving break, and I got to thinking about how it'd be nice to get it running "well" again. To do this, though, I think I'd probably need a pretty decent-sized hard drive, like around 60 MB at very least. Are hard drives still painfully expensive for the ST (that's why I shelved it in the first place, pretty much), or are they at least reasonable?

Or should I just buy a Mega or STe or TT or something... ? :-)

Thanks,

-- Patrick

4195. Q:AVI or APX

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 01:18:14 UTC
From: ab164@yfn.ysu.edu
Message-ID: <3bgjsm$gd4@news.ysu.edu>
Source record: 175752

Has anyone any information on an AVI program that handles
APX file format for the Falcon? I'm asking for a friend that doesn't
have Access. My understanding is that this is for Video>Digital and
back. Any help appreciated!
Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

4196. Re: STOS and Falcons

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 01:55:42 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3bgm2u$fv6@golem.wcc.govt.nz>
Source record: 175755

In article <3bclbf$2o3@frisbee.damp.apana.org.au>, geoff@damp.apana.org.au (Geoff Camp) writes:
>
>
>Hi all...
>
>I am after a solution to a problem I have with running STOS
>on a Falcon.
>
>Geoff

I know of a person that is selling his Falcon because of this, well STOS does not Run on a Falcon or STOS does not support the Falcon modes..??

> I used to be indecisive, | Answers, abuse and replies to
> but now I'm not so sure | geoff@damp.apana.org.au

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4197. Re: :SKILL CONTEST - WIN $750,000 CONDO!

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 02:15:53 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3bgn8p$s2o@uqcspe.cs.uq.oz.au>
Source record: 175757

contest@datanet.com (Contest) writes:

> ******** WIN *********
> VALUED AT $725,000
> Winner is determined by simple contest of skill.
> Limited to 4000 entries. $250 entrance fee.

Skill required: multiplication. $250 x 4000 = $1,000,000. $250,000 is
a LOT of money to pay someone for organizing a contest!

I guess it's time to add ANOTHER company to the list of loser-users:

> DNIS - Palm Springs, California * Via Modem Call: (619) 864-1468

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, /
_.-._/ University of Queensland, / Cheese
v Brisbane, Australia. / - the non-sequitur you can eat.

4198. Where can I get a Portfol

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 03:44:08 UTC
From: bseburn@vaxxine.com
Message-ID: <D02ADK.JCw@vaxxine.com>
Source record: 175800

To: rshipley@access3.gigex.net

r > Does anyone here know where I can get an Atari Portfolio? (pref
r > under original price).
r >

There has been a couple postings in the comp.sys.palmtops group, of people selling a portfolio. Maybe give that a shot. there was one recently that had a PILE of STuff to go with it.

Brian

___ Mountain Reader II - #00000039

4199. Re: Atari 800xl emulators?? exists or what?

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 04:58:37 UTC
From: darrins@uniwa.uwa.edu.au
Message-ID: <3bh0pt$7rt@styx.uwa.edu.au>
Source record: 175771

ozkane@vax.sbu.ac.uk wrote:
: I dont know if this the place to ask but..
: Is there an emulator for the 8-bit atari range?...Im talking 800XL
: If so where can I get it from ...I would apreciate it MORE for my PC as well
: as ST
: thanks for any info

: Ps. Its for emotional reasons...

: **
: * Ehhhhhhh..... |Ejber Ozkan 1994 *
: * The lights are blinking , | *
: * I'm Thinking , | C U L8er Dudez!! *
: * Its all over when I go out drinking!!!.... | "'DOS-TO-DOS',When they met *
: * ^-Cypress Hill | it was Murder!" *
: **

--
Check out PCXformer 2.5 from UMICH. I got it and was instantly
transported back to 8 bit heaven. No P/M support but the upgrade to 3.0
(320K 130XE emulator w/ full sound P/M etc is pretty cheap at US$29.95)

Darrin Smith
darrins@uniwa.uwa.edu.au
Ph.D Student
Department of Physiology
University of Western Australia

4200. Mouse restorer sought!

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 05:19:20 UTC
From: marshall@cs.uq.oz.au
Message-ID: <3bh20o$go9@uqcspe.cs.uq.oz.au>
Source record: 175772

I believe there is an auto program that re-displays a missing mouse pointer, when a key or keys is/are presssed. Does anyone know what it is called, and is it at umich? Thanks.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

4201. Re: Opinions on Microsoft Word and Word Perfect

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 06:09:37 UTC
From: blade01@pplnet.com
Message-ID: <5921RXOHYXLRBCNXFM@pplnet.com>
Source record: 175753

IA>As far as I know there is not a WP for the ST available at the moment.

IA>Adrian

WP 4.1 is available ☐

4202. Re: MOD Files

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 06:50:27 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3bh7bj$ivj@golem.wcc.govt.nz>
Source record: 175770

] Cool! I have been looking for any 8track mods that would work with
] Octalyzer, without success. Do you know of a place I can get more 8track
] mods (that work with Oct)?

I've only ever seen about 4. All of which (from memory), have been
on ftp.uni-kl.de somewhere. I only actually looked at one as the files
are somewhat huge! (Jade takes up an entire 720K disk, with no room
left)

] Have you heard Dope For Your Mind? Awesome (should be in the pro directory
] on aminet/mods). I'll have to go and find the last four you mention.

I'll have to have a look for it!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4203. Re: Why argue

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 08:47:02 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <EK5HDGGCUp@warpcon.ersys.edmonton.ab.ca>
Source record: 175334

In <3beubv$br6@infa.central.susx.ac.uk> Steven Constantine wrote :

>I can upgrade to a Pentium, selling my DX2 chip to offset the cost.
>Works out to be a cheap upgrade.

I can see the benefit in PCs, although I like my atari. I just
wanted to say that upgrading to a pentium is not a cheap upgrade
considering its unfortunate bugs where it will deliver an incorrect
mathematical answer faster. I'd rather stick with a 486 that delivers
a correct answer in reasonable time. Besides, I wouldn't upgrade to
a pentium until the two million faulty chips are sold. (Intel won't
recall them, nor will they replace them for free - Kathleen Day from
the Washington Post)
Of course, this isn't even remotely the newsgroup for this thread.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

4204. Fistfights 'R' Us

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 09:02:54 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <EK5HDGGEUp@warpcon.ersys.edmonton.ab.ca>
Source record: 175333

In <3bemee$3g0@golem.wcc.govt.nz> Roger Sheppard. wrote :

>Bob did they not tell you...??
>
>
>You are not allowed to tell the Truth here, but you can bull all you like...
>
>
>I do hope you are waring that Metal Jacket, as the knives will start flying
>now.
>
<and some other info, which although interesting, were unnecessary
to quote>

First, neither I nor many other people on these atari.* newsgroups complain when people say things that, although unpopular, are true. That said, I would like to make it clear that these messages have little to do anything particularly atari, and more to do with people who seem to want to start flames. I have an atari, I don't care if there is no more official support, I don't need to hear that 'atari is going down in flames', 'atari sucks goat testicles', 'bail out of your atari before it's too late', or any of the other sentiments that I do not call here to read. Neither I nor many of the other people on this newsgroup mind hearing how atari has decided to cease production on the TT until further notice, even though it may bother us (I haven't heard that, it's just an example).

By the way, I'm not saying that you said any of this Roger, I just happened to get an itch when I read your message. Can't we just continue to support the atari as we do without resorting to unnecessary rhetoric and brow beating of those who enjoy their computer (any computer for that matter). I'm not pretending I'm a netcop, it just gets to me when almost (and sometimes over) half of the messages I get are nastygrams.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

4205. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 10:46:54 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3bhl6u$9qp@sat.ipp-garching.mpg.de>
Source record: 175785

Hendrik Mylius (Hendrik_Mylius@pb2.maus.de) wrote:
[about a new German ST magazine]

> This magazine is really bad. Typos all over it, terrible layout, and printed
> on a thick glossy paper (thats really bad on the environment).

What's its name, BTW? Maybe I'll go out and try to get a copy :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

4206. Re: AV protocol docs req'd

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 10:53:35 UTC
From: kuehn@jacquard.math.uni-muenster.de
Message-ID: <KUEHN.94Nov30115335@jacquard.math.uni-muenster.de>
Source record: 175798
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <9411300855.AA04578@duna.ericsson.se> ethami@duna.ericsson.se (Mezei Attila) writes:

Has anyone got the docs for AV protocol in any language
or do you know any ftp sites where I can get it from?

This document is part of the gemini distribution, which is on
ftp.uni-muenster.de /pub/atari/Gemini/gmn1999a.tos
But the Docs are in german, so better learn that first :)

Ciao,
Ulrich
--
--

+---------------+---------------------------+----------------------+
| Ulrich Kuehn | Internet: | Life is uncertain -- |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | eat the dessert first |
+---------------+---------------------------+----------------------+

4207. Re: ST-Review...!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 11:25:51 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <3bhnfv$sav@percy.cs.bham.ac.uk>
Source record: 175776

```
In article <04899FEKDGCTJBDKLBD@ars.ath.forthnet.gr>,
<ace@ars.ath.forthnet.gr> wrote:
>
> Il> >
> Il> >So ST Review, drop the price, remove those stupid cover disks, (ST-World
> Il> never
> Il> >had them) and have reviews articles for the average Atari user...
> Il> >
>let me agree with that point of view !!
>
>ST Review is a nice magazine..but expencive too...!!
>* CQWK 2.2 * IF IsStolen(Tagline) THEN Insult(Thief);
>
>
>--
>Sent via ARS_FORUM ONLINE INFORMATION SYSTEM, ATHENS GREECE
>

--
/\ -----------+-------------+-------------------+
/\ \ ASTRAsoft \ David Oakley \ dxo@cs.bham.ac.uk \
/--\ \ -----------+-------------+-------------------+
```

4208. Re: FALCON DEMO Problems

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 11:57:51 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3bhpbv$4ht@bs33n.staffs.ac.uk>
Source record: 175777

Timothy Miller (millert@babbage.csee.usf.edu) wrote:
: Does Spacejunk run on VGA?

No

4209. Re: STOS and Falcons

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 12:04:58 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3bhppb$4ht@bs33n.staffs.ac.uk>
Source record: 175780

Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
: STOS has various problems on the Falcon. If run with the patch prog, off an ST Format
: coverdisk, it can be made to run, fairly well. The Missing Link extension adds
: joystick routines which work on the Falcon, unlike the original STOS ones. There is an
: annoying bug in the keyboard routines that cause STOS to detect keypresses when there
isn't
: one. I dont think this occurs when compiled...

I remember reading in Faucontact magazine (French Falcon fanzine) that
there is a STOS extension which lets you use the Falcon DSP and video modes.
I don't have it though, so no email saying 'send it me please'.

Also there is a patch from Goodmans which will fix most STOS errors. The
only one remaining is the joystick, but Missing Link fixes this. Or
there is a program which will place the new joystick tables into compiled
STOS programs (it works on old programs too, ie ones you havn't written
yourself). I got Color Clash working with it well plus lots others.

Some graphics commands fail badly, the BLIT command from Missing Link
being one of them. Also Mad Max music will kill the Falcon dead.

Regards,

Richard Davey

4210. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 12:06:40 UTC
From: jonaeson@algonet.se
Message-ID: <3bhpsg$flq@aristotle.algonet.se>
Source record: 175778

Steven Constantine (kaps3@central.susx.ac.uk) wrote:
: : : 3) Better sound (Most people have a SoundBlaster or a GUS.).

: : The DSP kill ssoundblaster.

: Why? What does your DSP do better than the soudblaster AWE32? You'll
: probably need to think about this for a while...

Soundblaster is a standard, but hardly any good. Got myself a
soundblaster and I'm not very impressed with the soundquality.
(A friend of mine bought a GUS the other day, and that soundcard is a
real winner, 10 times better than anything Creative can throw at it.)

: : : 4) Better keyboard (Which is quite important.)

: : I much prefer my ST's keyboard.

: Suit yourself! Personally I prefer a nice mechanical keyboard, freely
: usable away from the tower it's connected to.

All PC-keyboards are not good, I've found a few that is just as good, or
better than the Mega ST-keyboard. I use a detached keyboard to my Atari.

: : : 5) Cheaper hardware.

: : The Falcon uses standard SCSI-2 and IDE hard drives. No advantage either
: : way.

: : : 6) More software available.

: : This is true; but the PC has its entire software libreary available at the
: : expense of backwards compatibility back top its 8-bit days, which has
: : severely hindered the PC's advancements in terms of raw power.

: I severly unfounded statement I feel. Chech your facts first.

Why don't you check your facts.

: : : Anyone who hasn't understood this propably owns an Amiga...

: Not quite sure why we need to drag this machine into the discussion.

Me too.

: : : So what? I use a lot of different OS/computers, but I prefer my Falcon. OK,
: : : the PC's are faster, and the SGIs at school are "better" in every sense, but
: : : IMO they suck. I've got the programs I want (Hey, I've even paid for some
: : : of them!), the OS is so much faster and nicer, and I've got lots of friends
: : : with Ataris. So if anybody thinks that the ultimate thing is to own a PC

: : : because
: : : that's what everybody else owns, they have missed something. The lack of
: : : individuality makes these people pathetic...
: : :

I run an GUI OS on my Atari, with the same processor power as a 286,
and it is FASTER than windows on a 486...
(Windows on a 486DX2/66 is _slightly_ faster, as long as you don't
compare how long it takes to start a program)
(Anybody succeded in startin MS word in less than 10 secs?)

The only thing I have experienced as really fast on my PC, is to compress
files.

: : True ... I prefer my ST to the PC in every way. I've used PCs extensivey
: : and have _never_ liked them ... I don't like the OS (any of them), I don't
: : like the architecture, and I most certainly don't like the complete
: : modularity of design. I'll stick with Atari; they have everything I want in
: : a machine, and it does things the way I want to do things with a minimum of
: : fuss; the PC is nothing but constant editing of your AUTOEXEC.BAT and
: : CONFIG.SYS files.

: What a load of BOLLOX - I can't believe that you just turned a
: reasonable argument into a farcical blithering with your last statement.
: I spent nearly all my time on my Atari tweaking files left right and
: centre so as to make the damn thing work! Tweaking the .sys and .bat
: files of the PC is merely to make it work BETTER.

: Everything I ever did on my Atari required a large amount of fuss, and
: still bombed for no real reason half of the time.

Have no comment on that, seems to me that is speaks for itself...

Regards, Tommy

4211. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 12:10:47 UTC
From: jonaeson@algonet.se
Message-ID: <3bhq47$fqs@aristotle.algonet.se>
Source record: 175779

Steven Constantine (kaps3@central.susx.ac.uk) wrote:
: : Tonnes of software, all crippled because it runs on DOS. Tonnes of
: : software, most of which is crap.

: You're SOOOOOOO right... NOT! Yeah, I have to agree with you. XWING is
: just a load of crippled DOS drivel. What planet are you on? DOOM is
: shit, DOOM II is shit. Get a grip. NO game on my Atari comes close to
: anything I have on my DX2 66.

Well, it's true. Doom would be much better off without DOS.

: Jeez, you're such a dick!

Wow, a person with a more limited vocabulary than me, and I'm a swede!

: : Sure, a large software library is great (believe it or not, we've got
: : one for the Atari, with new titles being released every week, even if
: : they're not all commercial), but for some people, like myself, the
: : drawbacks far outweigh it.

: The ONLY drawback is cost! I run Word 6, Excel 5 and, yes Windows, and
: ChemWindow 3 for writing up my Ph.D. Show me a more integrated, user
: friendly system for me to use and i'll gladly change.

: I've owned a Spectrum 48k, Amiga 500, Atari 4Mb STe (HD, mono mon etc)
: for 4yrs, frequently use UNIX and have now settled on the system taht
: allows me to knock out a HIGH QUALITY looking document, compatible with
: Mac users' Word software etc WITH EASE!. I changed from the atari PURELY
: because that platform would not let me do this.

Did you buy all that and then complain over how expensive Atari is?

: : NEXTSTEP comes with a multimedia encyclopedia. NEXTSTEP doesn't cripple
: : your machine. NEXTSTEP actually does multitasking, _and_ it's got a
: : fantastic interface. Oh, and Microsoft doesn't develope for it, one of
: : the biggest advantages.

: Just FUCK OFF!

We're in a great mood today, aren't we?

Regards, Tommy

4212. Re: How connect 2.88 Mb drive to STE?

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 12:33:01 UTC
From: jonaeson@algonet.se
Message-ID: <3bhrdt$giu@aristotle.algonet.se>
Source record: 175781

Steve Johnson (steve-j@teleport.com) wrote:
: In article <3aqjp3$k5i@ccnews.ke.sanet.sk>,
: Jaroslav Kurimsky <freddy@ccsun.tuke.sk> wrote:

: >What i must got to connect 2.88 Mb floppy disk to STE?

: You need to make sure you have an AJAX floppy controller chip in
: your STE, feed it a higher clock signal (I think it needs a 32MHz
: clock for that), and then write your own software to format and
: use the drive (unless someone already has done so). In other
: words, it's probably not worth bothering with.

The software is written, and the procedure to connect a 2.88 mb diskdrive
is just about the same as connecting a 1.44mb diskdrive.
The main cost is to get an AJAX, since the standard WD1772 can't handle
speeds above 16 MHz (and that's tight too, most WD1772 can't handle more
than 12 MHz)

Regards, Tommy

4213. Re: FOG issue 7???

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 12:33:31 UTC
From: nj1@ukc.ac.uk
Message-ID: <10420@falcon.ukc.ac.uk>
Source record: 174946

In article <pK321Uz.cgentry@delphi.com> Chris Gentry <cgentry@delphi.com> writes:
>What ever happened to this being uploaded to Uni-kl. Is it available yet?
>
>-thanks, Chris

I found it today on ftp.cnam.fr ....

It's called update_7.zip (are you trying to confuse up, Rich?) in directory
pub2/atari/Falcon/Magazines/ or something like that.....

Hope this helps,

Neil.
--
Neil Jones-Rodway
University Of Kent

4214. Re: comms software questions

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 12:36:15 UTC
From: jonaeson@algonet.se
Message-ID: <3bhrjv$gne@aristotle.algonet.se>
Source record: 175782

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:
: I'm soon going to lose my UNIX account here at the university and
: I'm trying to find out how to connect comercially.

: Unlike now, when I can sit for hours reading through newsgroups/mail
: for free, I will have to use a modem and pay for the time passing by,
: that's why I need an offline reader.

: I know there are several available for the ST, but I don't know which one
: would be the best suited.

: The company supplying Internet will give me access to a UNIX machine
: and they support these formats as offline: QWK, SOUP, ZipNews and
: PopMail (Eudora).

: I've heard from others on the net that QWK isn't that good a standard
: for Internet, so what about the others? Which program would be best
: suited for my STe to connect to the UNIX host machine for offline
: reading?

I haven't seen other offline readers than QWK.
MT-qwk is pretty good, and can handle Bluewave as well.

Regards, Tommy

4215. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 12:38:52 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3bhros$ckh@matrix.fwi.uva.nl>
Source record: 175783

jonaeson@algonet.se (Tommy Jonaeson) wrote:

:Steven Constantine (kaps3@central.susx.ac.uk) wrote:
:: : Tonnes of software, all crippled because it runs on DOS. Tonnes of
:: : software, most of which is crap.
:
:: You're SOOOOOOO right... NOT! Yeah, I have to agree with you. XWING is
:: just a load of crippled DOS drivel. What planet are you on? DOOM is
:: shit, DOOM II is shit. Get a grip. NO game on my Atari comes close to
:: anything I have on my DX2 66.
:
:Well, it's true. Doom would be much better off without DOS.
:

I don't think Doom uses DOS. Most games dump dos and use the hardware more
directly.

--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| Mail for info about Ishido
Math department |
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

4216. Re: SIMMs for Stacy?

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 12:42:11 UTC
From: mparrott@pnw.net
Message-ID: <3bhrv3$as6@cascade.pnw.net>
Source record: 175784

> I want to upgrade Stacy from 2 Mb -> 4 Mb RAM; can I buy any SIMMS, or
> are some incompatible or better/worse than others ?

You need to buy two low-profile SIPPs, not SIMMs. SIPPs are basically the same thing, but with pins that plug into the memory board as opposed to the edge-type connectors that SIMMs use.

On the bottom of your Stacy 2 are two panels which open to allow access to the inside; one in the center under the carrying handle and another to one side (I don't remember if it's left or right, but it's the only other one there.) Open that panel, and measure the distance between the top of the SIPP sockets and the inside of the case; when you order your SIPPs, make sure they are no taller than that distance when measured from the top of the SIPP circuit card to the top of the pins.

One you have them, just plug them in the SIPP sockets, paying attention to pin orientation, and away you go...

- -- - - - - - - - - - - - -
Michael Parrott !!! Proudly Using Atari
mparrott@cascade.pnw.net (. .) TT030@48Mhz/4/4/630
((v)) "Despite the high cost
"Old Immortals don't die; o-----/m-m------o of living, the practice
they just... DON'T..." remains popular..."

"I'm not a freak... I'm a prototype!"
- -- - - - - - - - - - - - -

4217. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 12:52:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.FZj5iCYMm5M@semprini.waterloo-rdp.on.ca>
Source record: 175744

In <3beubv$br6@infa.central.susx.ac.uk>, Steven Constantine writes:
>Go buy a sun sparc then. I fail to believe that you see the Atari as;

SPARC-based Suns are too expensive for the amount of power you get... a SPARCclassic is less powerful (CPU-wise) than a '486dx2/66, but much more expensive.

>1) a better games machine

PCs have new games, but the Atari has a large library of excellent older games. For better games, I turn to my Jaguar... PC games can't touch it.

>2) a better WP machine

Depends. I usually use MicroEMACS and TeX, or WordWriter II for word processing. WordWriter II runs VERY well on my ST, despite not being updated in probably 7 years. If you _need_ fancy fonts (if I do, I just fire up PageStream, the world's slowest DTP application on any platform) you're probably right, unless Papyrus and other SpeedoGDOS-using apps have magically gotten faster in the past year (not likely, since the hardware is still so slow). The apps are there, but the hardware is lacking, though it's probably quite nice on a Falcon or TT.

>3) a better multitasking machine

WELL, since Windows doesn't pre-emptively multitask, and MiNT/MultiTOS does... yes, it is. If you've got OS/2 or Windows NT or Linux (which all take away your ability to play all those games you mentioned in 1, above) then that's another story. Extra CPU power and RAM would certainly help here, but I routinely use 2-3 virtual consoles with MiNT, pre-emptively multitasking multiple users and programs on a wimpy 8Mhz 68000 with 4M of RAM.

>4) a better mathematical machine.

Well, last time I checked, it did raytracing just fine. Again, extra CPU speed would be nice. It's very painful doing raytracing on a 8Mhz 68000, but it did it almost as fast as a '386dx/33. Of course, you'll just say "everyone has a 486dx2/66 or Pentium now", but hey, not everyone does, even in business.

>Sure, music maybe the Falcon's forte, but don't try an pull the wool
>over everyones' eyes that the PC can't manipulate music.

As long as you don't try MIDI work from Windows...
--
----------==========----------

||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

4218. Re: Need Printer Driver Help With AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 12:58:44 UTC
From: mparrott@pnw.net
Message-ID: <3bhsu4$auj@cascade.pnw.net>
Source record: 175786

Panasonic emulating Epson LQ... well, obviously try using the LQ-570
driver first, if you haven't already. If that doesn't work, try using
the FX-80 driver. If THAT doesn't work, double check to ensure your printer
is, indeed set up to emulate an Epson printer. Also check the printer's
user manual to see if there are limitations to it's Epson emulation; many
printers emulate _most_ of the Epson command set while conveniently ignore
some commands that may or may not be important to someone.

When configuring the LQ570 or FX80 drivers, try playing with the options
each driver provides. You might find you can get it to work in Draft mode
but not NLQ mode, which would still be better than not at all.

If none of this helps, be sure to document all you've done, everything
you've tried to make your printer work with AW, including drivers used,
settings on drivers and the printer itself, everything. That way, it's
a lot easier for those on the 'net to try and figure out what may work.

Good Luck.

- -- - - - - - - - - - - - - -
Michael Parrott !!! Proudly Using Atari
mparrott@cascade.pnw.net (. .) TT030@48Mhz/4/4/630
((v)) "Despite the high cost
"Old Immortals don't die; o-----/m-m------o of living, the practice
they just... DON'T..." remains popular..."

"I'm not a freak... I'm a prototype!"
- -- - - - - - - - - - - - - -

4219. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 13:14:21 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Nov30.131421.5289@bay.cc.kcl.ac.uk>
Source record: 175787

In article <d93rkr.786060956@txfs1.hfb.se>, d93rkr@t.hfb.se (Robert Krenn - HFB T d93)
writes:
> In <3bcjde$m1c@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven Constantine)
writes:
>
>
>>Oh, so you must be the first Falcon owner who's cpu operates at the same
>>clock speed as my DX2 66.
>
> Hmmm, easy to buy a accelerator to the falcon which clocks it to 40Mhz...
> still You ONLY have 33Mhz on th bus in your DX2!
>
> But agree, the Falcon doesn't run at the same speed as your DX2? 66
>
>
>>Whoopee! My video card allows 64K colours at 1024*768 resolution
>
> Yep... And HOW does it work? Swapping 64k of memory out to the Video card
> :^D You NEED a DX2 66 to get that kind of output ;^D
>
>>Why? What does your DSP do better than the soudblaster AWE32? You'll
>>probably need to think about this for a while...
>
> Well... badly choisen words... Havn't seen the AWE32 card... But the
> 16bit? cards that is out is SHIT! 8 bit AD-converters says it all...
>
> How about the Falcons Oversampling... 256times!!! (No oversampling on a
> soundblaster :^D)
>
> Then WE have the DSP to add effects to the sound... And hey! we have DMA
> for the sound _AND_ the SCSI... Remember, the CPU don't have to do much
> on a Falcon when it comes to the sound, The CPU is free for other tasks!
>
> Then we have the Price... a Falcon costs 300UKpounds... :^D
>
>
>>Suit yourself! Personally I prefer a nice mechanical keyboard, freely
>>usable away from the tower it's connected to.
>
> Ever tried the Atari MEGA ST or TT keyboard... I must say I rather do the
> (Very easy) hack to add one of those to my Falcon then use a Crappy
> PC-keyboard!
>
>

>>What a load of BOLLOX - I can't believe that you just turned a
>>reasonable argument into a farcical blithering with your last statement.
>>I spent nearly all my time on my Atari tweaking files left right and
>>centre so as to make the damn thing work! Tweaking the .sys and .bat
>>files of the PC is merely to make it work BETTER.
>
>>Everything I ever did on my Atari required a large amount of fuss, and
>>still bombed for no real reason half of the time.
>
> Hmm... that is exactly the reason why I hate the PC's, but they don't
> BOMB They give you a nice error message, like: Keyboard not present,
> press F1 to continue. :^D
>
> I can agree with people that a PC is more suitable for Heavy tasks... but
> not as a NICE homecomputer... or Music machine!
>
> My ATARI's does what I want them too... This SUN Sparc do what I wan't it
> to... NO PC do what I wants todo... Easy choice!
>
>

If anyone is patient enough to scroll down this far I'll
be very suprised.
Anyways, to confuse the ish, MHZ clockspeed or whatever only
gives an idea of the running speed of a processor.
If someone could contribute to this thread by posting a MIP
(million instructions/second) table of all the PC's and Atari machines maybe
we could clear up some fuss on the computational power side of things.

-Al, udem148@bay.cc.kcl.ac.uk-

4220. Re: a few news more :)

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 14:01:08 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3bi0j4$rvn@whitbeck.ncl.ac.uk>
Source record: 175788

In article <3bfa1e$6qm@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka Saarinen) writes:
>If this happens, could someone who has the knowledge build a "plug and pray"-
>package out of Linux and X. If I get a christmas present which has installation
>that is almost impossible to accomplish without a degree in computer sciences,
>the joy of getting a new toy is surely gone.
>
>I mean: if someone has a successful installation, he could do a package out of
>it which I then could just put under to e.g. E:\LINUX\.
>
>Is this possible?

I think a Linux install program would be easy enough to do, however, there
is no way you could just have it create an E:\LINUX directory and install into
that - you will need to dedicate a whole partition to it 'coz Unix uses
a different filesystem to DOS/Atari - it would end up similar to using the
MinixXFS with MiNT.

PC Linux comes with an install program that set's up whatever you want
- the atari one should be simpler 'coz we've got a standard as regards
hardware, so there is no need for the hundreds of drivers for 'obscure
video card X' and 'strange but quick kludgey SCSI card Y'.

(Going of experience with PC Linux, as my f030 has no maths co-pro yet).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

4221. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 14:06:45 UTC
From: djs@jet.uk
Message-ID: <1994Nov30.140645.4441@jet.uk>
Source record: 175796

In <3bhnfv$sav@percy.cs.bham.ac.uk> D.Oakley-SE1@cs.bham.ac.uk (David Oakley) writes:

>In article <04899FEKDGCTJBDKLBD@ars.ath.forthnet.gr>,
>>ST Review is a nice magazine..but expencive too...!!
Well, you won't need to worry about that any more, as it has been swallowed
up by ST Format. The next issue will be the last. :-(

ST Format is as expensive, but is shite. We will miss ST Review.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4222. ANNOUNCE: Stello 2.0

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 14:16:16 UTC
From: atari@monet.name
Message-ID: <1994Nov30.141616.16894@imada.ou.dk>
Source record: 175789

Hello everybody.

Stello 2.0 othello is out with features such as

- Works under Gem, all Atari computers, all screen resolutions, (x resolution must be at least 640).
- Supports Multitos and WINX.
- Uses multitasking under Multitos.
- Advanced gameplaying algoritms, alfa-beta minimax, iterative deepening, response killer table, saves game tree and uses the zerowidth minimax modifikation.
- One of the best Othello programs in the world.
- Background pictures on the board as black/white or color.
- RSC files in english, german, french and danish.
- Dialogs in windows.
- Nice interface (3d buttons and checkboxes even under old tos versions, niceline menus, animation of disc's).
- Printing of moves, board and transscript as ASCII, GDOS or Speedo GDOS.
- Export of moves, board and transcript as ASCII or META file. This means that you can take the output and use it in a wordprocessor that supports import of META files.
- You can set the size of the output, (boardsize of 4 - 16 cm) 2 types of transcript, (with or without disc's) and turn on/off the border text (abcdefgh, 12345678)
- There is a (very primitive) fontselector, and you can choose the output device (printer from 21-30 and meta file from 31-40)
- Context sensitive help with St-Guide.

New in Stello 2.0

This is a major update. Here is a list of the most important improvements.

- I have implemented the zero-width minimax modification in the normal alfa-beta search, which means 10 % fewer nodes to examine.
- The "brain" has been much improved, which means that it now gives a more accurate and stable evaluation of the positions.
- Endgame search now 10% faster. (16000-23000 moves/sec on a TT)
- Special endgame search mode where Stello can search for a "Win", "Win/Draw" or "Max disc". The "Win" search is 10-50 faster than the "Max disc" search, and in extreme cases up to 200 times faster.
- Stello now evaluates its commandline, so you can drag games to its Icon, and it will then load it, and you can install Stello with a DOC type of "GAM", so it will start and load a game if you click on it.

- Stello now also supports the drag & drop protocol under Multitos.
- The filename is displayed in the game window so you can see what
game you have loaded.
- Manual input of games is now completely mouse controlled.
- GDOS and Speedo GDOS is now supported. This means very nice output
via printer and META file. If you don't have GDOS you can still
print and export as ASCII.
- Window with transcript of game.
- Context sensitive helpfile for St-Guide.
- various bugfixes (It should now finally be possible to load games
and pictures on TOS 1.0 and TOS 1.2)

More details in the documentation. Stello is a Shareware game. I have
uploaded the game to the following ftp sites, in the file
STELLO20.LZH.

ftp.uni-kl.de
ftp.uni-paderborn.de
ftp.cs.tu-berlin.de
atari.archive.umich.edu
micros.hensa.ac.uk
ftp.cnam.fr

Happy Othello playing.
Claus J. Pedersen.
atari@imada.ou.dk

Feel free to comment here. How do you like Stello. Do you want more
strategic games in the style of Stello. Let me know by Email or post in
this group.

4223. Re: Samples

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 14:24:56 UTC
From: s9205525@otto
Message-ID: <3bi1vp$5pt@aggedor.rmit.EDU.AU>
Source record: 175790

You will find heeps of .snd files at f.ms.uky.edu /pub2/atari/

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

s9205525@otto.bf.rmit.edu.au

4224. Re: GHOSTLINK--STe

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 14:26:33 UTC
From: "David C. Troy, Toad Computers" <toad@charm.net>
Message-ID: <3bi22p$m1@canton.charm.net>
Source record: 175791

Hey Rob,

I recently used Ghostlink to transfer about 2GB of files from a Falcon030 to a 486 hard disk (Suzy B CD ROM project). The program worked well for me. I used 115,200 baud with no problems.

I have been conversing with Henry van Eyken (CN author) via e-mail and he has been using Ghostlink to transfer files to his HP handheld successfully. I suggest you send him some mail.

Best of luck.

Dave

4225. Re: MacMagic Info?

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 14:29:09 UTC
From: oelwein@dxhrb1.desy.de
Message-ID: <3bi27l$kto@dscomsa.desy.de>
Source record: 175644

Hello,

>MagiC for Mac is made by 2B (authors of NVDI3) and Application Systems. In the
>UK it will be available from System Solutions (ssolutions@cix.compulink.co.uk) .
>Don't know about the US. It runs on any Mac with an 030/040 CPU. It's absolutely
>amazing.

AFAIK, MagiC is by 2B, that's right, but it's ported to 680x0 by Thomas
Tempelmann.

Ciao,
Philipp

4226. MegaSTE Sale!

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 14:30:43 UTC
From: howe@mik.uky.edu
Message-ID: <howe.786205843@mik.uky.edu>
Source record: 175794

MegaSTE system in fine shape with 4 Meg's of 70ns SIMMS and a 50 Meg SCSI hard drive.
Color (JVC) Monitor
Monochrome Monitor
Monitor Master unit
Spectre GCR 3.0
SuperCharger IBM emulator (1Meg RAM/FPU) Dos 4.0 and Lotusworks for Dos
SCSI Shoebox with ICD Board and Quantum 105S hard drive
Lot's of Commercial Software with Doc's

Price: $900.00

Leave e-mail at Howe@ukpr.uky.edu or here at Howe@mik.uky.edu

Thanks!

4227. Re: Seeking Magnifier Program

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 14:48:51 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.15.000ED0E7@cam.ac.uk>
Source record: 175793

In article <3bdgi3$73b@news.parc.xerox.com> ramartin@parc.xerox.com (Russel Martin) writes:

>I heard there may be some code for the 1040st running around, perhaps
>of German origin, to magnify a portion of the screen. This is useful
>for folks who have poor vision. Any info on this would be
>appreciated.

Look for a program called winlupe, it's a nice gem program which magnifies either the area around the mouse pointer or a fixed part of the screen, in a window. The latest version is 6.0 I think.

You want aes compatible mode on, this means it unfortunately won't try to magnify when in a menu or modal dialogue, but that's better than the alternative of obliterating them if they happen to overlap it's window, as happens with it off.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

4228. Re: Minix question

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 14:56:07 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.16.000EEFE0@cam.ac.uk>
Source record: 175795

In article <3bg8oc$4sq@enterprise.america.com> ducky@enterprise.america.com (Ducky) writes:

> With the advent of MiNT 1.12 (and figuring out that this version is
>actually quite usable and stable) I have decided to try and install
>Minix. So far I have it loaded, only on drive A: for experimentation
>purposes. I use TCSH, but when I do a listing on the Minix drive it only
>show the standard atari 8 character and 3 extender filenames. Is there a
>way to get TCSH to show the extended filenames? Perhaps I am missing
>something. Any help would be appreciated.

Are you sure it's worked properly, look at the disc with the latest gemini or with a file selector that supports long names (I heard that the next version of selectric would?). The ls built into tcsh does support long filenames, although the gnu ls from the mint distribution kit doesn't.

>Once I get this solved I plan to tackle MiNTnet.

Have fun :)

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

4229. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 15:36:48 UTC
From: djs@jet.uk
Message-ID: <1994Nov30.153648.5718@jet.uk>
Source record: 175704

In <1994Nov30.131421.5289@bay.cc.kcl.ac.uk> udem148@bay.cc.kcl.ac.uk (AL) writes:

> ...MUCHO DELETED...

> If anyone is patient enough to scroll down this far I'll
>be very suprised.
Well, why don't you get a bit more sensible about your quoting, then?

> If someone could contribute to this thread by posting a MIP
>(million instructions/second) table of all the PC's and Atari machines maybe
>we could clear up some fuss on the computational power side of things.
Falcon is miles behind on MIPS compared with a DX2/66 or whatever.

But it doesn't have to run Windows...

--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4230. Re: HELP: ST 1040 BOOT

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 15:39:00 UTC
From: Gerrit_Meyer@ol2.maus.de
Message-ID: <199411301739.a4742@ol2.maus.de>
Source record: 175612

Hello Ian,

IT>When I boot the ST I now get a line of bombs or a grid of coloured
IT>squares. Sometimes I have to reset 4 or 5 times to get it to boot
IT>from the hard disk :(

Well, that sounds like RAM Problems. Check your SIMMS / DRAMS (press them into
socket)
When this won^t be of any use, contact me -> PM ;-)

Best Regards,

your MEGALOMANIAN :-)))
Gerrit

4231. Re: ST-Review...!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 16:12:38 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D03912.4or@cix.compulink.co.uk>
Source record: 175797

In message <3bhnfv$sav@percy.cs.bham.ac.uk>, D.Oakley-SE1@cs.bham.ac.uk
> In article <04899FEKDGCTJBDKLBD@ars.ath.forthnet.gr>,
> > Il> >So ST Review, drop the price, remove those stupid cover disks,
> > (ST-World Il> never
> > Il> >had them) and have reviews articles for the average Atari
> > user... Il> >
> > let me agree with that point of view !!
> >
> > ST Review is a nice magazine..but expencive too...!! * CQWK 2.2 *
> > IF IsStolen(Tagline) THEN Insult(Thief);
ST Review has been bought by ST Formats owners and is no more. The editor
and judging by the comments y them on CIX, most of the writers, will not
move to STF. To say their has been much of an uproar at this news is an
understatement.

Total and utter bummer. RIP STR. :-(

Iain
(depressed)

4232. Re: Emmanuel JACCARD (DIgital Tracker) Hello ?

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 16:42:25 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3bia1h$sgj@vishnu.jussieu.fr>
Source record: 175799

Try: bd81@ecume.cict.fr

MB.

4233. FS: Stacy4

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 17:08:58 UTC
From: interval@netcom.com
Message-ID: <intervalD03BMy.MG6@netcom.com>
Source record: 175701

```
Atari Stacy4 laptop for sale. Good condition, 4 mB, floppy, no int HD.
$500 obo.
reply to: interval@netcom.com
```

4234. Re: ST-Review...!! [nearly gone] NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 17:25:57 UTC
From: graham@insignia.co.uk
Message-ID: <D03CFA.HsD@isltd.insignia.com>
Source record: 175705

In article 4441@jet.uk, djs@jet.uk (David Stevenson) writes:
>In <3bhnfv$sav@percy.cs.bham.ac.uk> D.Oakley-SE1@cs.bham.ac.uk (David Oakley) writes:
>
>>In article <04899FEKDGCTJBDKLBD@ars.ath.forthnet.gr>,
>>>ST Review is a nice magazine..but expencive too...!!
>Well, you won't need to worry about that any more, as it has been swallowed
>up by ST Format. The next issue will be the last. :-(
>
>ST Format is as expensive, but is shite. We will miss ST Review.
>--
>David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

NO!

It was ST User that has now been absorbed by ST-Review both published by Europress.
The ST Action section and some staff writers have moved across.

ST Format is from a different publisher.

4235. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 17:31:59 UTC
From: trauth@paul.rutgers.edu
Message-ID: <3bicuf$2ou@paul.rutgers.edu>
Source record: 175703

sinclair@ins.infonet.net writes:

>In article <3bdh8c$9gc@pepper.rutgers.edu>, trauth@pepper.rutgers.edu (Thomas Trauth)
writes:
>>sinclair@ins.infonet.net writes:
>>^^^^^^^^
>>
>>What are you doing here, Sincrap? Go back to .advocacy where you
>>belong.

>Why....I like it here..

But no one else likes you here!

>-Peter

*
* Tom Trauth
* trauth@paul.rutgers.edu
* Real computers aren't named after fruits and vegetables!
*

4236. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 17:49:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <199411301949.a43076@la.maus.de>
Source record: 175608

HM>This magazine is really bad. Typos all over it, terrible layout, and
HM>printed on a thick glossy paper (thats really bad on the environment).

There are even some wrong news abou Atari and some articles are just not up to date! Information you've read months ago in another mag or on e-mail...

Holger

4237. utilities for Atari on internet

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 18:03:49 UTC
From: delaby@lifl.fr
Message-ID: <3bieq5$j8b@netserver.univ-lille1.fr>
Source record: 175711

Where can I find utilities for Atari on Internet ? - Freeware please !!!

4238. Re: ST-Review...!!

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 18:07:27 UTC
From: graham@insignia.co.uk
Message-ID: <D03ECG.I5z@isltd.insignia.com>
Source record: 175706

In article 4or@cix.compulink.co.uk, ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:
>In message <3bhnfv$sav@percy.cs.bham.ac.uk>, D.Oakley-SE1@cs.bham.ac.uk
> > In article <04899FEKDGCTJBDKLBD@ars.ath.forthnet.gr>,
> > > Il> >So ST Review, drop the price, remove those stupid cover disks,
> > > (ST-World Il> never
> > > Il> >had them) and have reviews articles for the average Atari
> > > user... Il> >
> > > let me agree with that point of view !!
> > >
> > > ST Review is a nice magazine..but expencive too...!! * CQWK 2.2 *
> > > IF IsStolen(Tagline) THEN Insult(Thief);
>ST Review has been bought by ST Formats owners and is no more. The editor
>and judging by the comments y them on CIX, most of the writers, will not
>move to STF. To say their has been much of an uproar at this news is an
>understatement.
>
>Total and utter bummer. RIP STR. :-(
>
>Iain
>(depressed)
>

OH SHIT!

4239. Best simms for STE upgrade?

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 18:11:44 UTC
From: blade01@pplnet.com
Message-ID: <016288HBAHSJVDUPFYCU@pplnet.com>
Source record: 175716

IH> What simms are needed to take a 1 meg STE to 4 meg? Is there anything
IH>special about the installation? Is there any software follow-up needed?
IH> Does anyone know of on-line instructions for the upgrade posted
IH>anywhere?
IH>--
IH>hellman@teleport.com Internet Public Access User Hillsboro, Oregon USA

Use 1 meg x 8 or 1 meg x 9 SIMMs - either one is fine, but use 4 of the
same kind. If you use the 9-bit SIMMs, it doesn't matter whether they
are 9-chip or 3-chip, just get 4 alike.

Take the case off the top of the STe by removing the screws in the
square holes underbeath. Right in the center of the top inside, there
is a little box fastened to the shield; remove the screws holding it in
place. Touch the sheild with one hand while removing the box, and keep
that hand in place to prevent static discharge between your body and the
computer. Pull each of the old 256k SIMMs away from their stops, then
up and out of the socket, and put them in a static-proof bag. Put the
new 1 meg SIMMs into the sockets and push them down and against the
stops until they snap into place. Put the SIMM box back on and fasten
the hold-down screw, then put the top back on the STe.

You're done! Run a RAM test program and make sure all 4 megs are good;
then have fun!

GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld +1-713-682-7474
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--

Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:

4240. Re: ST-Review...!! [nearly gone] NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 18:13:25 UTC
From: graham@insignia.co.uk
Message-ID: <D03EMD.I7I@isltd.insignia.com>
Source record: 175707

In article HsD@isltd.insignia.com, graham@insignia.co.uk (Graham Beint, 321) writes:
>In article 4441@jet.uk, djs@jet.uk (David Stevenson) writes:
>>In <3bhnfv$sav@percy.cs.bham.ac.uk> D.Oakley-SE1@cs.bham.ac.uk (David Oakley) writes:
>>
>>>In article <04899FEKDGCTJBDKLBD@ars.ath.forthnet.gr>,
>>>>ST Review is a nice magazine..but expencive too...!!
>>Well, you won't need to worry about that any more, as it has been swallowed
>>up by ST Format. The next issue will be the last. :-(
>>
>>ST Format is as expensive, but is shite. We will miss ST Review.
>>--
>>David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
>>- Disclaimer: Please note that the above is a personal view and should not
>> be construed as an official comment from the JET project.
>
>
>NO!
>
>It was ST User that has now been absorbed by ST-Review both published by Europress.
>The ST Action section and some staff writers have moved across.
>
>ST Format is from a different publisher.
>

My apologies, I was wrong. I obviously wasn't paying enough attention! What a disaster!

4241. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 18:21:27 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3bifr7$121v@sat.ipp-garching.mpg.de>
Source record: 175708

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
> Opinions Please... (that's asking for trouble isn't it ! :-)).....

> I am an Atari Owner..STFM, Mono, HD, etc etc.
[...]
> BUT....I'm thinking about moving to a PC.

[Reasons:]
> [The PC] doesn't
> bomb out on me, I have _very_ rarely had it crash at all, unlike my ST.
> I have colour VGA, a nicer (IMHO) keyboard, and after using Procomm Plus
> and, well, all other PC apps I've tried, they make my ST seem, well, a
> poor second.

If you just want to have a more reliable computer, consider a TOS upgrade.
I own a MegaSTE with TOS 2.05 and it does not crash more often than the
average Windows PC. (In addition, this is a much cheaper solution than
buying a new computer.)

If you want to have access to DOS/Windows software, then you can't choose --
you have to get a PC. But, maybe, if you give more details of what software
you're dreaming of, maybe others can give you hints about equivalent Atari
software (and there is equivalent Atari software for the most common PC
applications).

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

4242. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 18:25:47 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3big3b$121v@sat.ipp-garching.mpg.de>
Source record: 175710

AL (udem148@bay.cc.kcl.ac.uk) wrote:
> Anyways, to confuse the ish, MHZ clockspeed or whatever only
> gives an idea of the running speed of a processor.
> If someone could contribute to this thread by posting a MIP
> (million instructions/second) table of all the PC's and Atari machines maybe
> we could clear up some fuss on the computational power side of things.

Some time ago, somebody posted a comparison of the speed TeX needed to
format a certain document on different systems. Although not as precise
than MIPS or FLOPS or whatever, this gave an impression of what performance
a user can expect on a certain system. Graphics is a completely different
thing, though, and I have not seen a comparable graphics benchmark (maybe
somebody has a good idea we could try?).

If somebody has the "TeX benchmark" at home I'd strongly urge him/her to
repost it :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

4243. Re: Atari 800xl emulators?? exists or what?

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 18:35:26 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3bigle$qg4@golem.wcc.govt.nz>
Source record: 175715

] You should look into PC-Xformer by Darek Michoka of GEMulator fame.
] Judging from the buzz in comp.sys.atari.8bit (where you should ask for
] more info) it seems to work very well. Darek actively supports this
] product, too. You can email him at darekm@microsoft.com for more
] specific info.

The PC version works amazingly well. The ST version works, but not
as well, and Darek no longer supports it, (or indeed, anything created
for the ST). Everything he does now is made to take sales away from
Atari, not create them! :) And, the products aren't bad for the
job!

AFAIK, as Hutch says, the PC version is still fully supported.
(Needs at least a 386-33 to be of any use!)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4244. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 18:41:16 UTC
From: vctec@westminster.ac.uk
Message-ID: <D03Fwt.4sH@westminster.ac.uk>
Source record: 175709

David Stevenson (djs@jet.uk) wrote:
: Well, you won't need to worry about that any more, as it has been swallowed
: up by ST Format. The next issue will be the last. :-(

: ST Format is as expensive, but is shite. We will miss ST Review.

I have been going around in a totally peeved off mood all day long...since I read about this last night...and Vic confirmed it today via e-mail. :-(STReveiw should not be the one to go....but as we all know...STF wants STR out of the way...and so this way STR will not be on the streets...leaving only STF.

I honestly think that STR is a better mag for a certain niche of the STR market...being more technical...especially since it used a number of contributors...and that pooled together a wide experience...

I also prefer STR.

But but but... it will be with us no longer. 8...(

IMO, it is bad that there is only going to be one ST Mag out there....STF should have thought about this a lot deeper. having just one mag on the shelves is not very good for a platform....then not many people will be willing to buy a second hand ST....and not many people will want to buy a *new* Falcon, or even ST....and the number of Atari owners will fall...and STF will finally go out too. I'd say, in the current situation, and with what I predict, STF will only last for the best part of another year...and that's it.

At least with 2 mags on the shelves, people knew that the Atari platform existed....

Isn't this similar to what happened with the Sinclair computers? One mag was left....and then none...as there were veryt few Sinclair computer owners left.

Danny (who is totally pissed off)

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

4245. DSP programming on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 19:08:27 UTC
From: eb4336@irix.bris.ac.uk
Message-ID: <D03H63.AMr@info.bris.ac.uk>
Source record: 175712

Can anyone tell me where to find out more about the above than that which either the Atari Compendium or Motorola DSP56001 Users' Manual does? There is a missing link...

4246. TDSM

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 19:12:18 UTC
From: eb4336@irix.bris.ac.uk
Message-ID: <D03HCJ.Ar1@info.bris.ac.uk>
Source record: 175713

Does anyone know anything about TDSM (The Digital Sound Module) for the Falcon, currently being worked on by System Solutions and some others? Can it be run on the same computer as is running a sequencer, instead of just playing SMIDI files. I hear different sound sets can be loaded, such as other samples (vocal etc). This out-price-performs the Akai DR4d (hard-disk based sampler). ST Review suggests that it is possible to run a sequencer in parallel with TDSM.

Whatever, could you tell me more?

4247. Microprose Golf

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 19:18:34 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <786223114snz@chowgar.demon.co.uk>
Source record: 175714

Does anybody know if Microprose Golf will run on the Falcon?

Thanks.

--
Simon Moore
smoore@chowgar.demon.co.uk

4248. Re: ST-Review...!! [nearly gone] NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 19:21:18 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941130Z192118.969dbrewood@nest.demon.co.uk>
Source record: 175602

In article <D03CFA.HsD@isltd.insignia.com>
graham@insignia.co.uk "Graham Beint, 321" writes:

> NO!
>
> It was ST User that has now been absorbed by ST-Review both published by Europress.
> The ST Action section and some staff writers have moved across.
>
> ST Format is from a different publisher.

Wrong!! It's just been announced on CIX that ST Review has been sold to the
publishers of ST Format. ST Review is now dead, or dying.

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Audio/Photo CD. Beta tester. =
==

4249. Re: Seeking Magnifier Program

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 19:28:52 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D03I45.6o2@cix.compulink.co.uk>
Source record: 175719

In response to ramartin@parc.xerox.com's message:

> I heard there may be some code for the 1040st running around, perhaps
> of German origin, to magnify a portion of the screen. This is useful
> for folks who have poor vision. Any info on this would be appreciated.
>
> Russel Martin

I think you're looking for Winlupe v6.6

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/140.16@nest.ftn #

4250. Re: splitting files for floppy

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 19:32:05 UTC
From: fox@nrlssc.navy.mil
Message-ID: <D03I9I.8Bu@usenews.nrlssc.navy.mil>
Source record: 175717

Arnt Broska (abro@amath.unizh.ch) wrote:
: Hi Aatri-Freaks
...lines skipped...
: Or is there any archiver around, which can split the archive in several
: parts for floppy-disks at it self?

The commercial backup program Diamond Back 3 will compress
files and split the resulting stream across floppies as needed.
Before I bought DB3, I used Turtle (public domain). I _think_
it wasn't able to split files though but it's been a while and
my memory might be wrong on that...

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
+--+

4251. It is getting worse :((

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 19:33:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199411302133.a33527@a2w.maus.de>
Source record: 175611

Many thanks to all of you who wrote to help me with my failing SM124,
I hope it will soon be well. In the meantime my ST 1040 has decided to
get sick as well :(

When I power up:

1. The screen raster comes on, but rolls vertically.

After a few resets, I get:

2. Blue and yellow vertical bars on the screen

After a few more resets I get:

3. A blinking blank, but steady raster

After a few more rests it boots, phew!

What the hell is happening?

Ian_Taylor@a2w.maus.de

4252. Re: Need Printer Driver Help With AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 19:34:35 UTC
From: fox@nrlssc.navy.mil
Message-ID: <D03IDo.8Dr@usenews.nrlssc.navy.mil>
Source record: 175718

Ron Pool (rpool@iastate.edu) wrote:
: I purchased AtariWorks off the net and have sucessfully installed it on
: my harddrive. The problem I have is that I cannot find a printer driver
: anywhere to work with it. Neither the install discs, the Works folder on
: the harddrive or the manual give a clue about drivers. I've tried an
: Epson LQ driver from Wordup in the ASSIGN.SYS file for Works but it
: just printed solid black bars. If you could give me anykind of
: assistance I'd greatly appreciate it.

: -Ron

I just purchased AtariWorks from TOAD and from what I can tell,
it doesn't do any printing itself: it does all that through
SpeedoGDOS. So you have to have speedo installed first. It's
speedo where the printer driver and font paths are selected
I believe.

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
+--+

4253. Re: Spectrum Emulator files

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 19:54:58 UTC
From: diehl@nudge.io.org
Message-ID: <3bilai$ab@ionews.io.org>
Source record: 175724

```
Ian Glover (ig@cix.compulink.co.uk) wrote:
: A friend of mine (without Internet access) asked me about games for the
: Spectrum Emulator. I was given a site name of "ftp.ijs.si", but I can't
: get access to it. Anyone know of a rather more accessible site with games
: for the Spectrum Emulator?

: TIA,

: --
: Ian Glover
: ig@cix.compulink.co.uk

ftp.nvg.unit.no in /pub/sinclair/snaps -- there's hundreds.

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

4254. Re: Mega-Depack v2.13/New Depack v1.00

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 19:55:49 UTC
From: diehl@nudge.io.org
Message-ID: <3bilc5$ab@ionews.io.org>
Source record: 175725

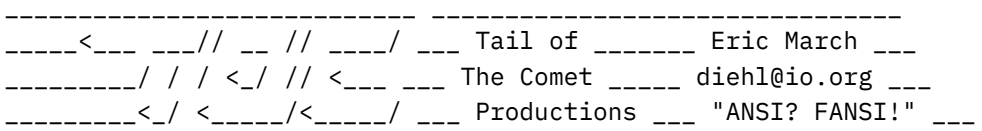
Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
: I've noticed "Mega Depack v2.13" appearing on several sites, don't
: bother getting it, as it's an old version, which was long ago replaced
: by "New Depack v1.00" by the same authors. The new version is more
: stable, multitasks properly, and recognises more pack-formats.

: What they both are for those who don't know, are programs that will
: analyse any file, determine if it is packed or not, and if it recognises
: the pack-format (i.e. Which program was used, e.g. Ice Pack v2.4,
: PFX-pack etc.), it will attempt to depack it. Useful for programs
: like Ice-Pack which has no unpack function.

Which FTP site might I find New Depack 1.00?

: WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
: Steve Wells. or City Council.

--



4255. Re: Atari 800xl emulators?? exists or what?

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 19:58:08 UTC
From: diehl@nudge.io.org
Message-ID: <3bilgg$ab@ionews.io.org>
Source record: 175726

ozkane@vax.sbu.ac.uk wrote:
: I dont know if this the place to ask but..
: Is there an emulator for the 8-bit atari range?...Im talking 800XL
: If so where can I get it from ...I would apreciate it MORE for my PC as well
: as ST
: thanks for any info

: Ps. Its for emotional reasons...

On the ST, there's ST-Xformer by Derek Michoka. It's not terribly good; it
can run some assembler programs, but mostly it runs Basic programs, and
extremely slowly at that. Derek also did recently a version of Xformer for
the PC called PC-Xformer that is supposed to be far better than the ST
version.

: **
: * Ehhhhhhh..... |Ejber Ozkan 1994 *
: * The lights are blinking , | *
: * I'm Thinking , | C U L8er Dudez!! *
: * Its all over when I go out drinking!!!.... | "'DOS-TO-DOS',When they met *
: * ^-Cypress Hill | it was Murder!" *
: **

--
_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

4256. Zmodem Accesory

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 20:02:00 UTC
From: cmothers@netcom.com
Message-ID: <cmothersD03JnD.vt@netcom.com>
Source record: 175720

Is there a Zmodem Accessory, I heard GRZSZ43 is one but it is cripple ware.

Right now the best thing I found for internet is Ansiterm 1.91, I tried
almost every other one and I seem to keep on going back to it.

Clifton Mothershed

cmothers@netcom.com

4257. Re: GCC compiler for DSP

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 20:37:55 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3binr3$jrn@ugle.unit.no>
Source record: 175721

Sjg@bilbo.Ph.Kcl.Ac.Uk,
In a message on 28 November, wrote :

sj> In article <Pine.BUL.3.90.941125121827.20365A-100000@bull.mimuw.edu.pl
sj> Stasik <stasik@bull.mimuw.edu.pl> writes:
sj> % In one of famous Atari ftp sites I found sources of old gnu c (v 1.xx)
sj> % compiler configured to give DSP code. It can be compiled on many system
sj> % but of course not on Falcon. I was trying to configure it for Atari, bu
sj> % it doesn't give good results. I wonder if someone tried to compile this
sj> % GCC, and can help me with this problem.
sj>
sj> I compiled this last night on the Falcon. You have to set the target
sj> to
sj> sun3-dsp56 or something like that. Do a 'config.gcc sun3-dsp56' which set
sj> up links to tm,md, etc (all the gcc stuff). After that it compiled withou
sj> a hitch, once I'd removed references to bcopy,bcmp,bzero. (Do we *have*
sj> to have these in string.h - it seems to cause more problems than it solve
sj>
sj> Anyway, once compiled I got g56k, g56-cc1, and mccp. I installed them
sj> and
sj> g56-cc1 bombed whenever I called g56k. That was 12:30 last night so I hav
sj> got any further...
sj>
sj> The program I tried was simply:
sj>
sj> int main()
sj> {
sj> TYPE a;
sj> TYPE b;
sj>
sj> a=5;
sj> b=a*a;
sj> }
sj>
sj> with TYPE set to int or float. Neither worked. I plan on trying to set
sj> up to do a similar Xcompiler, just to see if it'll work. I'm a
sj> bit mystified why g56k doesn't, because I don't even remember any error
sj> messages, apart from those I fixed...
sj>
sj> Anyway, that's all as of now.

I did exactly the same as you, and it worked for me. But you *HAVE* to
increase the stacksize of g56k and the preprocessor. Around 300k
should do the trick. Other than that, you need motorolas c-libraries
to do anything useful (which I don't have).

Erling

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

4258. Re: Best simms for STE upgrade?

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 20:47:29 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.39.000FCB13@cfcsc.dnd.ca>
Source record: 175613

>Hello All,
> What simms are needed to take a 1 meg STE to 4 meg? Is there anything
>special about the installation? Is there any software follow-up needed?
> Does anyone know of on-line instructions for the upgrade posted
>anywhere?
> Thanks for any help.
> Walter
>--
>hellman@teleport.com Internet Public Access User Hillsboro, Oregon USA

All you need are 4 - 1Meg SIMMS. pin numbers I dont't know from Adam, but I
do know I used Macintosh SIMMS

4259. Re: Best simms for STE upgrade?

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 20:52:52 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.40.000FE20E@cfcsc.dnd.ca>
Source record: 175614

>Hello All,
> What simms are needed to take a 1 meg STE to 4 meg? Is there anything
>special about the installation? Is there any software follow-up needed?
> Does anyone know of on-line instructions for the upgrade posted
>anywhere?
> Thanks for any help.
> Walter
>--
>hellman@teleport.com Internet Public Access User Hillsboro, Oregon USA

Hi again. This is a follow up. To do my upgrade, I unscrewed the five screws holding my 1040 together, unscrewed the metal cover, pushed aside the snaps holding the SIMMS in, pushed the SIMMS forward and lifted them out. Reverse the process for installing your SIMMs No software follow up needed, I've never seen any on-line instructions, as the process is pretty simple. If you don't feel comfortable doing this, perhaps a dealer could do it for you. I f there are no Atari dealers, a MAC dealer could do it, or a friend who's done it before or is comfortable doing it. Bonne chance
-ken

4260. Re: Falcon commercial software: non-music

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 21:26:15 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.41.00107081@cfcsc.dnd.ca>
Source record: 175615

>In article <3b0vqr$eit@nermal.cs.uoguelph.ca>,
>Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>>Can anyone tell me what commercial, non-MIDI software exists for the
>>Falcon030? Have any word processors, paint programs or other applications
>>made it out for the commercial Falcon market? Thanks,

>Here's something, there are all quite recent packages:
>(some of these work on any Atari, but on Falcon really well..)

>Papyrus (Gold) -- word processor/DTP with vector fonts, very fast.
>NVDI 3 -- Speeds up the graphics (300-800%) + gives Truetype
> font system.
>SpeedoGDOS 5 -- Like Adobe type Manager. Adobe Type 1,
> GDOS & truetype fonts.
>Studio Photo -- Image manipulation / retouching (uses JPEG/DSP)
>Chagall -- Image Manipulation / retouching / drawing.
>Calamus SL -- Professional, modular DTP-system.
>Xenomorph 2 -- High-level rendering package.
>DMD Edge 1.10 -- Hard disk defragmenter etc.
>Inshape -- 3D object design + high class rendering (needs 68882).
>ICD Pro -- Hard disk utilities.
>NeoDesk 4 -- Desktop replacement.
>SoundPool Datadat -- Backup you hard disk to DAT via FDI.
>DA's Vector (pro) -- Vector drawing/ animation / font manipulation.
>DA's Picture -- Photo manipulation / drawing.

DA's Repro

>Interface -- Colour RSC
-editing.>Kobold 2 -- Ultrafast copying & formatting.
>True Paint -- Graphics.
>Papillon -- Document processor / drawing.
>Redacteur 3+ -- DTP / text processing.
>Atari Works -- Business progs.
>Shift II -- Database with sound & pictures
>Outside -- Virtual memory manager.
>Midnight II -- Screensaver like After dark.
>Morpher -- Morphing package / animation.
>Signum! 2 -- Text processor / DTP.
>Script 3.5 -- Text processor.
>RayStart -- Raytracing
>BlowUp 030
>Screenblaster
>Screenwonder Pro -- Resolution enchancers

>Others may continue...

>PS. There is plenty of great software also in Shareware.

>Best Regards,

>----Pekka Saarinen

>Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)
>---
>Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
>CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
>PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
>---

4261. Re: Stardust

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 21:29:52 UTC
From: janip@mail.freenet.hut.fi
Message-ID: <3biqsg$399@freenet.hut.fi>
Source record: 175722

In a previous article, wells_s@ix.wcc.govt.nz (Steve Wells) says:

>Anyone know what the current status of the game "Stardust" is for
>the ST(e)? Going by the demo, I _want_ this game! Even one of me
>usually computer-indifferent friends was impressed. ^y
>
>This is all assuming of course, that it isn't going to cost me a small
>fortune! :)
>
>

Stardust is ready and running. It can be ordered straight from the authors
(Aggression) for 26GBP (or 20GBP if you have already registered Utopos...
which I know you have done!) Prices include p&p...

It should also be available in those few stores that are still selling ST
games...

C

--

Creator / Aggression
> Bloodhouse Ltd. <

4262. Re: HAYLP!

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 21:37:22 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3birai$s1f@golem.wcc.govt.nz>
Source record: 175723
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <3bhjk3$j6g@erinews.ericsson.se>, etlprcr@etlxdmx.ericsson.se (Zargwog) writes:
>
>Hmm! Don't normally look around in here...
>
>Okay Guys, I'm after some knowledge. Friend of mine has given me his broken 520 STFM to look at
>and I'm running out of thoughts. When you switch the critter on is doesn't do very much. The
>goes black (so the tv modulators working). It makes no attempt to read from the disk and there is
>no sign of life from the software side. I checked out the power and it seems reasonable and gets
>
>Thanks for your help, Zargwog...

Most Ataries suffer from Dirty Contacts with the IC sockets, so just remove and
re-insert all pluggable IC's..

The Larger PLC had problems with the sockets, they would crack, it was not
untill the last batch of STE's that Atari changed the Brand of Socket..

Atari did fit clips first to stop the IC's getting loose, then added a clamp to
stop the sockets from cracking...

If you don't have a PLC puller use a very small screw driver, and carfully lift
out PLC IC...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4263. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 22:06:41 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.42.00111D05@cfcsc.dnd.ca>
Source record: 175623

>In article <3b2i54$bn3@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk
>(Requiem) writes:
>> Craig Graham (Craig.Graham@ncl.ac.uk) wrote:
>>
>> : In article <9411231600.AA36528@cluster1.urz.uni-halle.de>,
>iagaw@cluster1.urz.uni-halle.de writes:
>> : >4) they had some kind of "rumour-page" in the magazine, and there
>> : >they were talking about a new Atari-computer called "Milan"
>>
>> : it, the product lists they said were due for release, it all turned out
>> : to be lies. So even though its a nice machine, the support from Atari
>> : has been crap. They just don't want to know.....
>>
>> : Craig.
>>
>>
>> If Milan is as impressive as the specs I've read, you'll want to know.
>> Believe me.
>>
>>
>> Richard Davey
>> Falcon Owners Group (UK)

>John Townsend has already tried to tell you guys; there isn't any more
>computing development going on at Atari. He's very well connected there,
>and left under the best of terms. Why do you insist on foistering these
>rumors about another machine??

>To add a little backup to John's comments, some months before I left Atari I
>had a very long discussion with Jack Tramiel. There simply wasn't any
>margins left in the hardware business. He felt that Atari would return to
>the computer business in a few years with a unit based on the Jaguar. But
>that unit would be at least two-three years down the road.

>Atari is doing what they must do in order to stay in business. The Jaguar
>is a wonderful product, and I'm confident that they'll sell boatloads of
>them. And I'll still be using my Atari Computers on the homefront for a
>long time to come...

>regards to all,

>Bob Brodie
>bob@goldleaf.com

Hmmm. My undersatnding was that "Milan" was on the order of "Medusa" or
"Eagle", that is, a 3rd party development. I guess I read these posts too fast

they all just start blurring together. Thanks for the news. P.S. Coming to A.C.E. '95 Bob? :^)

-ken

4264. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 22:24:09 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D03q89.4EA@cix.compulink.co.uk>
Source record: 175617

In response to vctec@westminster.ac.uk's message:

> David Stevenson (djs@jet.uk) wrote:
> : Well, you won't need to worry about that any more, as it has been
> : swallowed up by ST Format. The next issue will be the last. :-(
> :
> : ST Format is as expensive, but is shite. We will miss ST Review.
>
> I have been going around in a totally peeved off mood all day long...
> since I read about this last night...and Vic confirmed it today via
> e-mail. :-(STReview should not be the one to go....but as we all
> know... STF wants STR out of the way...and so this way STR will not
> be on the streets...leaving only STF.

There might be one saving grace, but I'm sure it won't happen. It's not the incompetents at STF that are taking over but the Publisher. I wish they could be convinced to buy up STR, but dump the STF journos instead. Then we could keep all the better guys - simple 8^{)

> Danny (who is totally pissed off)

You're not alone 8^{<

btw that's not directed at you (I know you've got something coming up in the next issue), nor Frank, Andy, Don Maple or Peter. The rest are definitely doing more harm than good.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #

4265. IMO & IMHO

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 22:31:14 UTC
From: blade01@pplnet.com
Message-ID: <0718OTBRBXTXTMVAXJ@pplnet.com>
Source record: 175730

```
IA>I can't understand the sense of 'IMO' or 'IMHO' ...
IA>-------------------------
IA>J.Jacques Ardoino (France)
IA>ardoino@musical.fdn.org
IA>-------------------------

IMO == In My Opinion
IMHO == In My Humble Opinion
r_sheppard == Not Entitled To An Opinion

--

Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:
```

4266. Re: What is MAC SIMM for FALCON?

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 22:31:14 UTC
From: blade01@pplnet.com
Message-ID: <0711OTBRBXTXTMVAXJ@pplnet.com>
Source record: 175731

IH>I assume Falcons require parity SIMMs but I'm not sure as I've never
torn
IH>into my Falcon to see. Others here can advise to that issue, I'm sure.

IH>-Hutch- @ Fair Dinkum Tech

I can't speak from certain knowledge, but it seems unlikely that Atari
would use the parity chip - that would add to the cost of the system, as
the stock Falcon has discrete DRAM chips on a daughterboard.

I'll bet dollars to doughnuts that Gizmo knows for sure, though. He
designed the SIMM board for the Falcon030.

GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld +1-713-682-7474
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--

Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:

4267. Re: STOS and Falcons

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 22:34:17 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3biul9$svv@golem.wcc.govt.nz>
Source record: 175728

] I remember reading in Faucontact magazine (French Falcon fanzine) that
] there is a STOS extension which lets you use the Falcon DSP and video modes
] I don't have it though, so no email saying 'send it me please'.

This is what the local STOS coder is after, anyone out there who _deos_
have this, or knows where to get it!? ^oe

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4268. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 22:36:19 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3biup3$svv@golem.wcc.govt.nz>
Source record: 175729

```
] :Well, it's true. Doom would be much better off without DOS.
] :
]
] I don't think Doom uses DOS. Most games dump dos and use the hardware more
] directly.
```

Correct, Doom almost completely bypasses DOS, the coders wrote their
own DOOM-OS so that the game would run faster than 5fps on a 486. All
they need is to add a CLI to the OS and sell it as an MSDOS replacement :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4269. ST Basic Sourcebook and Tutorial - Where can I get it?

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 22:40:49 UTC
From: st22@cornell.edu
Message-ID: <st22.192.0070AF6C@cornell.edu>
Source record: 175792

I have been trying to get hold of an ST Basic Sourcebook and Tutorial but with no luck. If someone has one they would like to get rid of, let me know. Or if someone knows where I can purchase one...

Thanks in advance

Steve Trail

****
Steven S. Trail
st22@cornell.edu
****
"I would think that if you understood what communism was, you would hope, you would pray on your knees, that we would someday become communists." - Jane Fonda speech at Michigan State University to raise money for the Black Panthers, "Detroit Free Press"

4270. Re: Minix question

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 22:41:16 UTC
From: ducky@enterprise.america.com
Message-ID: <3biv2c$n0b@enterprise.america.com>
Source record: 175727

YEs, I know that it indeed works since I used the alternate file selector (mfsfm) and it show the extended names. Hmmm...I suppose I'll just keep tinkering with it...and other suggestions would be welcomed.

--
~~~~~~
| "The Cash Cow chews cud bigger than you!"...S.Taylor |
|____|
| Ducky (america.com) |
~~~~~~

4271. Thanks for the uucp help

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 22:49:26 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELBLDEUUUp@stingray.manawatu.gen.nz>
Source record: 175733
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks to all the people that helped me out with getting my uucp e-mail/news working.

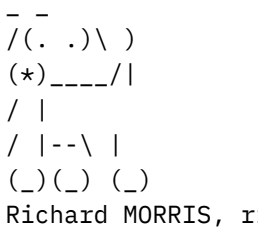
And especially thanks to Stefan Brusch for writing the upoint program.

It's great!

I appreciate all of your help and it's nice to know I'm not the only person who uses his Atari for things other than games.

Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

4272. Atari`s Still Availab

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 23:14:11 UTC
From: ardoino@musical.fdn.org
Message-ID: <D03sJo.1AJ@musical.fdn.org>
Source record: 175750

Prices of TT

J > >TT030, 2M ST RAM, no disk = ~$1500 US isn't it?
J > >ET-4000-based graphics card = ~$ 800 US
J > >17" Sony Trinitron monitor = ~$ 900 US
J > >8M TT RAM + SIMM adapter = ~$1000 US
J > >400M SCSI external disk = ~$ 600 US
J > > ------
J > >Total ~$4800 US = ~$6240 Cdn
J >

I don't really understand these prices.
In France I bought last year a second hand TT, with 8 Mb (4 + 4) and a 80Mb disk, and a 19 inches monochrom monitor for ~$1000 US !
And a few monthes ago, I bought another TT, with 8 Mb (4 + 4) and a 48 Mb disk, and a 19 inches monochrom monitor for ~$950 US !!

For $4800 US, you can buy a Medusa !!

J.Jacques Ardoino (France)
STMAG
ardoino@musical.fdn.org

... A GOOD friend KEEPS the surplus zucchini!!
___ Mountain Reader II - #01234567

4273. Re: Need Printer Driver Help With AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 23:37:25 UTC
From: bob@goldleaf.com
Message-ID: <3bj2bl$61@nntp.crl.com>
Source record: 175732

In article <3bdke2$6tt@news.iastate.edu> rpool@iastate.edu (Ron Pool) writes:
> I purchased AtariWorks off the net and have sucessfully installed it on
> my harddrive. The problem I have is that I cannot find a printer driver
> anywhere to work with it. Neither the install discs, the Works folder on
> the harddrive or the manual give a clue about drivers. I've tried an
> Epson LQ driver from Wordup in the ASSIGN.SYS file for Works but it
> just printed solid black bars. If you could give me anykind of
> assistance I'd greatly appreciate it.

Atari Works is designed to work with GDOS, FontGDOS, FSM GDOS, or SpeedoGDOS. It will also work with at least some of the GDOS replacement products like G+Plus from CodeHead Software.

The printer driver from WordUp was written to work with the kludge that NeoCept put out to try to improve GDOS for their app alone.

FontGDOS is freely distributed on the nets, but you'll get much better results with SpeedoGDOS. Yes, it will cost some $$, but the output is gorgeous. I'm sure you'll be pleased.

regards,

Bob Brodie

4274. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 23:44:05 UTC
From: bob@goldleaf.com
Message-ID: <3bj2o6$n9@nntp.crl.com>
Source record: 175734

In article <3bfehs$9ev@cxc1.cl.msu.edu> molin@cxc1.cl.msu.edu (Michael Olin) writes:
> bob@goldleaf.com (Bob Brodie) writes:
>
> >Atari is doing what they must do in order to stay in business. The Jaguar
> >is a wonderful product, and I'm confident that they'll sell boatloads of
> >them. And I'll still be using my Atari Computers on the homefront for a
> >long time to come...
>
> I disagree with you here, Bob. Atari is doing VERY LITTLE to assure that
> they stay in business. The Jaguar is not going to save this pathetic
> company. Better to let it die gracefully than suffocate the way it is...
> (Have you counted the number of available jaugar games to date???)
>
> The Family Tramiel should pull its collective thumbs out of its collective
> ass. In case they haven't figured it out yet, IT'S CHRISTMAS _NOW_.
>
> I have been, and still am, a fan of Atari hardware since 1980. The company,
> however, sucks. You were wise to get out. I'll leave it at that.

You're certainly entitled to your opinion, but I confess to being surprised at your assertion that they're doing very little. Just off of the agreements and cash infusions alone that they've had this year, they'll do very well..

> (Have you counted the number of available jaugar games to date???)

Yes, have you counted how many are in development? And how many developers there are? The system is brand new, just a year old. It will take developers time to learn how to take advantage of the Jaguar.

Atari may not be in the business that you want them to be in, but they do know how to survive until they get a hit product. I belive the Jaguar is that hit.

regards,

Bob Brodie

4275. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 23:46:26 UTC
From: bob@goldleaf.com
Message-ID: <3bj2si$r1@nntp.crl.com>
Source record: 175735

In article <3bfj1b$enc@zippo.uwasa.fi> peseb@freeport.uwasa.fi (Peter Back) writes:
>
> I'd still like to see full specs on the rumored Eagle....
> Does it have a Falcon compatible sound-system etcx?

Well since the product doesn't exist, and never has, you can make up whatever specs you want, Peter.

How can "full specs" for a rumor possibly be posted????

Especially a rumor that isn't true!

regards,

Bob Brodie

4276. Re: PPP for TT?

Newsgroup: comp.sys.atari.st
Date: 1994-11-30 23:51:18 UTC
From: paul@xciv.demon.co.uk
Message-ID: <786239478snz@xciv.demon.co.uk>
Source record: 175743

In article <CzzxKo.380@watserv2.uwaterloo.ca>
sasmesba@kingcong.uwaterloo.ca "Samy Mesbah" writes:

> I have just realized that I have an available PPP connection here
> at school. I just went to a demonstration for Windows based PPP
> connections. Does anyone know if PPP software exists for the
> Atari (I have a TT)? I know there was a thread about this a while
> ago but I ignored it because I didn't know I could use it.

ftp.demon.co.uk:/pub/atari/startup/stnet110.zip

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC Like a thief in the night, see the world by candlelight */
/* Owner I think the phrase rhymes with "clucking bell" - Blackadder */

4277. Connecting a 1.44M Drive to 1040STe

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 00:10:36 UTC
From: ba186@freenet.buffalo.edu
Message-ID: <D03v5o.Bx7@freenet.buffalo.edu>
Source record: 175737

Hello,

I want to connect a 1.44 Meg Floppy drive to my 1040STe. I got a file from the umich.edu FTP site that talks about replacing the GAL inside the computer to drive this size floppy. Has anyone else done this and has it worked for them? Will I be able to drive an external 3.5" 1.44Meg floppy and/or replace my internal drive with one? And, is there anything else I would need to make this work? Thanks for any help.

Theron

4278. Re: utilities for Atari on internet

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 00:12:42 UTC
From: contacts@mits.mdata.fi
Message-ID: <3bj4dq$f1c@prime.mdata.fi>
Source record: 175736

In article <3bieq5$j8b@netserver.univ-lille1.fr>,
Francois.Delaby <delaby@homel.lifl.fr> wrote:
> Where can I find utilities for Atari on Internet ? - Freeware please !!!

Use ftp (see FAQ below) or Lynx (search "atari" -keyword).
a couple of ftp sites for starters: src.doc.ic.ac.uk
(pub/packages/atari/umich/) and nic.funet.fi (pub/atari)

ftp instructions are available in every library and in the FAQ-
file below my signature:

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

++

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
Last edit: 19-October-1994
Additions/changes since last list: 1
- ftp.cs.ruu.nl removed from list (will close down shortly)

Any new information regarding changes/deletions/additions etc. can be emailed
to me. Thanks!
Compiled by: Hallvard Tangeraas, Oslo, Norway (hallvart@ifi.uio.no)

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
----
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

CZECH REPUBLIC:
----
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........../pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.6)......../pub/Atari/

GERMANY:
----
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.2.32)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/

wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email servere.........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server...........archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/
email server......archive-server@micros.hensa.ac.uk

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)............/atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)............/mirror/atari/
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.

i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after
uncompressing .Z and/or .uu.
Use the appropriate decomompression program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for
"low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from
disk to computer. i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Compiled by Hallvard Tangeraas, Oslo, Norway
(hallvart@ifi.uio.no) (c) 19-October-1994

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with all data intact.

4279. Mega STE Shifter problems

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 00:20:37 UTC
From: lnonvei@public.srce.hr
Message-ID: <3bj4sl$7pa@nippur.irb.hr>
Source record: 175738

Hi there!

I have Mega STE (TOS 2.05) and problems with sound and color graphics.
When I connect cinch ports with my stereo I can hear some high tiny klicks
(nice description) in sampled sounds (tracker modules). Same modules and
stereo works fine with 1040 STE. So I tried to disconnect all other stuff,
and use other programes and same thing happens again.
And problem with color graphics? Well it looks like your scolling whole
picture one pixel left and after that one right, sometimes rapidly. Also
Photochrome (8 MHz no cache) have some lines blinking in top and low border.
And again 1040 STE works fine with same config.
In "Chips 'n Chips" (a file list of chips for ST/STE/TT/FALCON) I found that
Mega STE`s has got two kinds of GST-Shifter chips. Mine is C301712-001
and one WITHOUT sound problems (they say) is C300588-001. Buuuuuu.....

Anyone has same problems, or knows something about that?
Has anyone got correct chip to trade or sell? How much is it cost in
Germany or UK and where to ask?

Thanx.
Loris

---
lnovei@aixesa.srce.hr Zagreb, Croatia, 1994.

4280. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 00:31:18 UTC
From: bob@goldleaf.com
Message-ID: <3bj5gm$3a7@nntp.crl.com>
Source record: 175739

In article <3bemee$3g0@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
> Bob did they not tell you...??
>
>
> You are not allowed to tell the Truth here, but you can bull all you like...
>
>
> I do hope you are waring that Metal Jacket, as the knives will start
>flying now.

Roger, as you well know I've been wearing asbestos underwear for years now. It's second nature to pull it on whenever I go online anywhere.

regards,

Bob Brodie

4281. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 00:33:50 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D03w8E.IA3@cix.compulink.co.uk>
Source record: 175618

In message <11291994.202537@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk said:

> Oh woe is me, I cannot decide. I want both, the ST to do the MIDI
> and a PC to do most of the rest, but I cannot afford both.
> Something's got to go. Should I sell the ST & get a PC, or keep the
> ST and wait for a system that isn't crippled to come out ?

Unfortunatly the great hope for a clean system is the PowerPC chip. Until Apple/IBM get their act together on this *and* convince the clone manufacturers to follow - then we are stuck with PCs, Macs and whatever Atari supplies.

I've copped out and bought a PC. I was waiting for a decent PowerPC machine (I don't like the current (or about to become available) PowerMacs much) and my is TT going to be obsolete in 2 years time - letalone the MSTE I used to own - or the STM I've had since 1986.

I'm not selling the TT though. Its still a fine bit of kit - and I have lots of software and uses for it. The real money is going to be spent on the PC from now on though.

BTW You might be surprised just how cheaply you can buy a reasonable PC. It depends what you want it for. Really powerful PCs cost a lot of money though.

:-|

Roland.

@CiX

4282. Re: Roland Givan

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 00:33:52 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D03w8G.IAs@cix.compulink.co.uk>
Source record: 175619

In message <3beujg$bv6@infa.central.susx.ac.uk>, kaps3@central.susx.ac.uk
said:
> Surely Roland has the most unbiased opinion of all of us.
>
> I like his last comment on the Obsolete Atari thread.
>
> When I get the cash, my PC will have to move over a little and share
> the desk with an STe!
>
> Regards,
>
> Steven

Hey somebody is supporting me!

You are being serious aren't you? ;-)

:-)

Roland.

@CiX

4283. Re: Straight Fax problem

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 00:37:12 UTC
From: bob@goldleaf.com
Message-ID: <3bj5ro$3ev@nntp.crl.com>
Source record: 175740

In article <3bhi56$f0v@loose.apana.org.au> craig@loose.apana.org.au (Craig Harnath) writes:
> I am trying to use (in vain) Staright Fax software to run my 14.4k modem
> to send faxes.
>
> It seems to be sending an extra digit (ie tone) at the start of the
> dialing sequence.
>
> I can't even get it to dial a normal home number without getting a
> recorded local telecom message saying the number is unavailable.
>
> HELP!!!!

I had this problem with STraight FAX for awhile, too. Turned out that I had added an ATZ string into the dial menu someplace, perhaps as an Init String, or a prefix. (Sorry I can't be more specific...I'm at work and don't have my Atari close by)

Once I got rid of the ATZ I'd added, it worked like a charm. The only other changes that I ever made were in the dial menu, to add a 9, to get by Atari's PBX system for an outside line.

Hope that helps!!

regards,

Bob Brodie

4284. Re: Need Printer Driver Help With AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 00:42:57 UTC
From: bob@goldleaf.com
Message-ID: <3bj66h$422@nntp.crl.com>
Source record: 175741

In article <3bhsu4$auj@cascade.pnw.net> mparrott@pnw.net (Michael Parrott) writes:
> Panasonic emulating Epson LQ... well, obviously try using the LQ-570
> driver first, if you haven't already. If that doesn't work, try using
> the FX-80 driver.

Actually, there is another option he should try before going to the 9-pin driver. Try the Star NB-24-15 driver.

Some of the earlier Epson LQ models don't work with the newer LQ drivers very well. For example, my LQ-510 prints garbage with the LQ-570 driver, but gives out much better results with the Star driver.

The other driver to try is the NEC-P series driver. There are a total of three 24-pin drivers with SpeedoGDOS. One of them will probably work, depending on how he has his printer set up. With some printers, all three will work but with varying quality. The NEC has the higher rez of the three drivers. On my Star SJ-48 (kind of a clone of a BJ-10SX), all three drivers work, but the NEC driver gives far and away the best output.

regards,

Bob Brodie

4285. Re: starball on TT

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 00:57:52 UTC
From: bob@goldleaf.com
Message-ID: <3bj72g$4pf@nntp.crl.com>
Source record: 175742

In article <meulenbr.786110856@cstw168> meulenbr@prl.philips.nl (Frans Meulenbroeks) writes:
> Triggered by the recent messages on starball, I decided to check it out.
> It looks interesting, but unfortunately on my TT the screen turns black
> after a short while (often the initial screen does not even show up).
>
> Has anyone an idea how to fix this? If it matters: I'm using TOS 3.06

I didn't notice this problem with my TT at all. I did find that it only ran in ST Low though. Try booting the game from that rez and see how things go.

regards,

Bob Brodie

4286. Re: Mouse restorer sought!

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 02:08:36 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3bjb74$ael@mailer.fsu.edu>
Source record: 175745

Marshall (G.M) Harris (marshall@cs.uq.oz.au) wrote:

> I believe there is an auto program that re-displays a missing mouse pointer,
> when a key or keys is/are presssed. Does anyone know what it is called, and
> is it at umich? Thanks.

If you use the Universal Item Selector, calling it (with the accessory, which
is easy to hit with an "invisible" mouse) usually fixes the problem.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

4287. Problems w/ Obsession on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 02:57:20 UTC
From: sammcgee@crl.com
Message-ID: <3bje2g$j18@crl4.crl.com>
Source record: 175746

I can't get it to stop scrolling. The music sounds great, although.
I tried with a clean system by booting from the coverdisk.

System: Falcon 14M, TOS 4.04, SVGA monitor.

Sam

4288. Re: Opinions on Microsoft Word and Word Perfect

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 03:03:17 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bjedl$7tf@nermal.cs.uoguelph.ca>
Source record: 175749

: IA>As far as I know there is not a WP for the ST available at the moment.
: WP 4.1 is available ◆

Actually, you're both right. A version of 4.1 is out there, but
WP Corp. no longer makes or supports it.

>> Mark <<

4289. PAK 68030 Accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 04:08:14 UTC
From: "David C. Troy, Toad Computers" <toad@charm.net>
Message-ID: <3bji7e$t03@canton.charm.net>
Source record: 175747

Does anyone have any experience with the PAK 68030 accelerator?
We're having trouble getting them to come up on a Mega 2 ST.
Just get a blank white screen, or in mono a blank black screen.
Blitter is disabled, 2MB RAM, jumpers seem to be set right. I have
tested two of them on the same machine with the same results. The
Mega works otherwise with a 68000, AdSpeed and T-28 accelerator.

Please send e-mail; we're trying to get info so we can get this
thing up and operable for our show this coming weekend.

Any help is sincerely appreciated.

Dave Troy
Toad Computers
America's Atari Source
(800) 448-8623
(410) 544-6943

4290. Re: Straight Fax problem

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 04:14:41 UTC
From: "David C. Troy, Toad Computers" <toad@charm.net>
Message-ID: <3bjijh$t2i@canton.charm.net>
Source record: 175748

Check your dialing prefix under the preferences->dialing menu.
Make sure it's not adding anything extra in there.
What kind of modem do you have? Have you tried running SYSINFO2.10?
Send me the results file if you have.

Dave Troy
Toad Computers
America's Atari Source
(800) 448-8623
(410) 544-6943

4291. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 05:29:01 UTC
From: aa113@cfn.cs.dal.ca
Message-ID: <D049wF.Jrt@cs.dal.ca>
Source record: 175601

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: > > External SCSI CD-ROM -> ~ 600 US
: > ...wow! try $199 for double-speed units from a dozen places

: Considering a bare double-speed SCSI CD-ROM unit cost best part of 200ukp
: in the UK, either you get a *much* better deal than us - or your price is
: a little on the low side ;-)

: Roland.

I find with most hardware, the UK is about the most expensive place to
order from. A friend of mine just got a external mac CD-rom for roughly
$200 from a store in California.

```
====================================
= AA113@cfn.cs.dal.ca =
====================================
= You wake up in the morning =
= Get something for the pot =
= Wonder why the sun makes the =
= rocks feel hot... =
= -Roger Waters =
====================================
```

4292. Re: New atari machine

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 06:33:03 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3bjqmv$4m1@golem.wcc.govt.nz>
Source record: 175603

In article <9411300943.AA47007@cluster1.urz.uni-halle.de>, iagaw@cluster1.urz.uni-halle.de writes:
>I'm reading at the moment some more news about the rumoured new Atari-computer
>Milan in rec.games.video.atari . They are saying there, that soon there will
>be an article about this in a french ST-Mag.
>If you want to know more, read in rec.games.video.atari !
>He pray its true what they are saying there!!

Sorry but its all crap, stated that is developed by Atari Germany, well from what I have read here many many times there is No Atari Germany...

Looks like its being put out by Teenagers, I for one don't take any notice of the posts in rec.games.video.atari, most of these post are from nutters and such like that don't even have a brain...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4293. Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 07:00:47 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3bjsav$4r6@golem.wcc.govt.nz>
Source record: 175606

Well after reading here that ST-Review is now closed, well at least it shuts up those people that have stated here many many time how good Atari is doing in the UK etc..

From the missing Adds in these Magazines, it was obvious that thing are not good at all...

With out magazines the Atari platform is dead....

As I say Atari R.I.P. long live the Acorn...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4294. Simm City Game

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 07:40:47 UTC
From: shall@oregon.uoregon.edu
Message-ID: <3bjulv$aj1@pith.uoregon.edu>
Source record: 175604

Does anyone know which is the best way to get a recent version of Simm City? My son got to play the game on a Mac at school, now he wants to have one at home. I have a 1 meg st hooked up to our tv downstairs that he could use it on, no hard drive. Anybody got a game for sale?
Stan (shall@oregon.uoregon.edu)

4295. Re: Microprose Golf

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 07:49:03 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D04GDr.LpE@news.gu.se>
Source record: 175605

Simon Moore (smoore@chowgar.demon.co.uk) wrote:
> Does anybody know if Microprose Golf will run on the Falcon?

With the latest version of Backwards (2.8, or something) it works!!

Stefan

4296. Re: HELP: ST 1040 BOOT

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 08:03:00 UTC
From: Rainer_Wiesenfeller@rs.maus.de
Message-ID: <199412011003.a30243@rs.maus.de>
Source record: 175687

Hi Ian!

IT>Anyone know what is going on?

Have you got a SLM laserprinter connected to your ATARI? This caused the
same troubles at my one.

Gruss,

Rainer ï¿½:-)

4297. ST-Review [gone] and Subscription

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 08:08:08 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <3bk098$mek@olivea.ATC.Olivetti.Com>
Source record: 175607

Hi there,

I just read the bad news about ST-Review and since I really HATE
St-Format, I wonder what will happen to my just-renewed subscription.

If I read well the next issue will be the last one , that means I will
start to receive ST-Format ? Blah! Time to stop the subscription and
save some money.....or,maybe, we will see a bigger AND better ST magazine ?

** sigh!! **

Savino

4298. Re: Kobold

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 08:57:41 UTC
From: czwersch@aixterm8.urz.uni-heidelberg.de
Message-ID: <3bk365$c2t@sun0.urz.uni-heidelberg.de>
Source record: 175692

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
:] Has anyone used Kobold yet? Will it significantly improve file operations
:] even if you are not using MagiC? Can it run in conjunction with Neodesk,
:] Geneva, regular TOS 2.05 or Multitos?

: It won't work with any of the above, other than Magic+Ease.

That's wrong. If definitely works without MagiX and/or without Ease.
It is specially supported by Ease & Gemini (i.e. Kobold can be used
for copy, delete, format operations etc. even if you invoke them by
the Ease and Gemini *Desktop*)

: It writes the files using a semi-illegal method.

But Kobold provides a safety mechanism (CHKOFLS) to prevent other
programs from writing to the same partition at the same time.

But it's very reliable, and fast.

That's also my experience.

: It doesn't appear to work with Geneva at all,

Maybe. (Nearly) nobody uses Geneva in Germany.

-Christoph-

4299. SLIP, ka9q/nos questions

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 09:27:32 UTC
From: npetrlik@public.srce.hr
Message-ID: <3bk4u4$9n3@nippur.irb.hr>
Source record: 175616

Hi !

I have a single ST (not a part of any network,
just my ST), and i want to do the following :

I want to connect to my local internet host
using SLIP protocol.
Normally, when i want to connect to my internet
host, i start Rufus, then dial phone number (ATD)
of the local internet server and then using the
telnet protocol connect to my internet host.
Now, how can i do the same, but not using the
telnet, than SLIP protocol ?
I have downloaded ka9q/nos (NOS.TTP and the rest
of the including files), maybe this could help ?
Well, that's my problem ....

Thanx for help

4300. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 09:38:22 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3bk5ie$qdl@percy.cs.bham.ac.uk>
Source record: 175622

vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>IMO, it is bad that there is only going to be one ST Mag out
>there....STF should have thought about this a lot deeper. having just
>one mag on the shelves is not very good for a platform....then not many
>people will be willing to buy a second hand ST....and not many people
>will want to buy a *new* Falcon, or even ST....and the number of Atari
>owners will fall...and STF will finally go out too. I'd say, in the
>current situation, and with what I predict, STF will only last for the
>best part of another year...and that's it.
>
>At least with 2 mags on the shelves, people knew that the Atari
>platform existed....

The one glimmer of hope is ST Applications (despite the current ruckus over the CD-ROM :-) One reason STA gave two issues ago for removing certain aspects of the magazine (some articles etc) was that they did not wish to overlap with STR. Now STR is going, there is no reason (apart from finances) why a new, improved STA could be launched with perhaps some of the STR staff at the helm.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4301. Re: Microprose Golf

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 10:13:21 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Dec1.101321.13873@news.unige.ch>
Source record: 175625

In article LpE@news.gu.se, gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE (Stefan Berndtsson) writes:
>>Simon Moore (smoore@chowgar.demon.co.uk) wrote:
>>> Does anybody know if Microprose Golf will run on the Falcon?
>>
>>With the latest version of Backwards (2.8, or something) it works!!

How about on the TT? On mine, it starts to read the disk, runs half the demo "bunker shot", and then locks :(

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

4302. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 10:23:12 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3bk86g$3c4@turing.fwi.uva.nl>
Source record: 175621

cherborth@semprini.waterloo-rdp.on.ca wrote:

:In <3beubv$br6@infa.central.susx.ac.uk>, Steven Constantine writes:
:>Go buy a sun sparc then. I fail to believe that you see the Atari as;
:
:SPARC-based Suns are too expensive for the amount of power you get... a
:SPARCclassic is less powerful (CPU-wise) than a '486dx2/66, but much
:more expensive.

yes this is true.

:
:>1) a better games machine
:
:PCs have new games, but the Atari has a large library of excellent older
:games. For better games, I turn to my Jaguar... PC games can't touch
:it.
:

say that again? don't compare the games for the jag with old dos games,
compare to them to the lates PC games. I think PC games *can* touch
jag games!

:>2) a better WP machine
:
:Depends. I usually use MicroEMACS and TeX, or WordWriter II for word
:processing. WordWriter II runs VERY well on my ST, despite not being
:updated in probably 7 years. If you _need_ fancy fonts (if I do, I just
:fire up PageStream, the world's slowest DTP application on any platform)
:you're probably right, unless Papyrus and other SpeedoGDOS-using apps
:have magically gotten faster in the past year (not likely, since the
:hardware is still so slow). The apps are there, but the hardware is
:lacking, though it's probably quite nice on a Falcon or TT.
:
:>3) a better multitasking machine
:
:WELL, since Windows doesn't pre-emptively multitask, and MiNT/MultiTOS
:does... yes, it is. If you've got OS/2 or Windows NT or Linux (which
:all take away your ability to play all those games you mentioned in 1,
:above)

This is not true. Ever heard of a bootselector? I have a 200Mb partition
with OS/2 Warp and MS Windoze on it. this is a dos partition, all my
games are located here.
Then I have a 220 Mb partition with Linux. I usually use this. But to play a
good game, just reboot from the dos partition.

:then that's another story. Extra CPU power and RAM would
:certainly help here, but I routinely use 2-3 virtual consoles with MiNT,
:pre-emptively multitasking multiple users and programs on a wimpy 8Mhz
:68000 with 4M of RAM.

performance?

:
:>4) a better mathematical machine.
:
:Well, last time I checked, it did raytracing just fine. Again, extra
:CPU speed would be nice. It's very painful doing raytracing on a 8Mhz
:68000, but it did it almost as fast as a '386dx/33. Of course, you'll
:just say "everyone has a 486dx2/66 or Pentium now", but hey, not
:everyone does, even in business.

wait another year: no one in business uses Atari, everybody has at least
a fast 486.

:
:>Sure, music maybe the Falcon's forte, but don't try an pull the wool
:>over everyones' eyes that the PC can't manipulate music.
:
:As long as you don't try MIDI work from Windows...

stop thinking PC = DOS/Windows. it becomes boring.

--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| Mail for info about Ishido
Math department |
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

4303. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 10:26:01 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3bk8bp$g2o@nyheter.chalmers.se>
Source record: 175620

```
In article <3bj2si$r1@nntp.crl.com>, Bob Brodie <bob@goldleaf.com> wrote:
>In article <3bfj1b$enc@zippo.uwasa.fi> peseb@freeport.uwasa.fi (Peter Back)
>writes:
>>
>> I'd still like to see full specs on the rumored Eagle....
>> Does it have a Falcon compatible sound-system etcx?
>
>Well since the product doesn't exist, and never has, you can make up
>whatever specs you want, Peter.
>
The Eagle isn't made by Atari but by GE-Soft in Germany. I hear it was
demonstrated at ProTOS in Germany recently... Maybe someone who was there can
fill in and tell us about it.
```

Christer.
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

4304. ALL Computer & Electronics Swap Meet: PACIFIC NORTHWEST!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 11:39:08 UTC
From: bensmith@teleport.com
Message-ID: <3bkcks$bnd@linda.teleport.com>
Source record: 175626
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,
comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti,comp.sys.ti.explorer

ACE of America, an All Computers and Electronics User Group, with a
special emphasis on Atari. At Swap Meets you might find Atari, Apple,
Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis,
Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items
to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk
Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables,
supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

Is currently holding Monthly Swap Meets with an occasional Raffle.
Monthly Swap Meets are Held on the First Monday of each Month from 7 PM - 10
PM. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks
North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table
space is $10. Tables provided as long as they last. Show up early to get a good
table, like 6:30 PM.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

FOR ANY INFO INCLUDING TABLES: CALL BEN AT (503)256-9974!!
THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!

This Message is distributed throughout the Pacific NorthWest, everyone
reading and their Brother is welcome to come and Attend!!

The Next ACE Swap Meet will be Monday, December 5th at 7 PM. 6:15 PM for
those setting up tables!

Those reading this Post please reply by calling (503)256-9974 in Portland,
Oregon. Because I wont be on the Internet again until after the Swap Meet!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4305. Help: Reviews needed for HENSA

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 11:48:51 UTC
From: vctec@westminster.ac.uk
Message-ID: <D04rHH.EMC@westminster.ac.uk>
Source record: 175624

Hi all

I need your help...as much as possible.

I need some reviews for PD software that is on-line at HENSA. I will need these for Monday morning the latest...and would appreciate if you all would help me. Reviews can be for software like WinX, Gemram, Shbuff, Let em Fly...etc etc..anything that is on hensa.

The format of the review is such:

Title (of software)
Version
Author
iDirectory
Reviewer
Date of Review

Review Equipment (as in machine, processor, CPU clock, memory, display, OS)

About the package

Installation

How it performed

Conclusion

That's it.

I hope you kind people will help me out with this one. I would also appreciate the reviews in my mailbox soon...and before Monday morning...as i will not be able to do anything to them (ie put them on-line) after that time...till sometime in the New year.

I want to save the Atari section here from closing down....and reviews from you users about software here, would show that it is being used...

I look forward tyo your replies....multiple entries are accepted... :-)

Regards
Danny

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

4306. MINIX for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 12:02:52 UTC
From: bi931936@xdm006.ccc.cranfield.ac.uk
Message-ID: <3bke1c$2r7@xdm084.ccc.cranfield.ac.uk>
Source record: 175628

MINIX v1.5 for sale

Atari ST version

30 pounds sterling, to a good home.

Please EMAIL me if interested: T.J.REES@CRANFIELD.AC.UK

Tom.

4307. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 12:04:54 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3bke56$etc@whitbeck.ncl.ac.uk>
Source record: 175627

In article <3biup3$svv@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>
>Correct, Doom almost completely bypasses DOS, the coders wrote their
>own DOOM-OS so that the game would run faster than 5fps on a 486. All
>they need is to add a CLI to the OS and sell it as an MSDOS replacement :)
>

It's worth noting that, much to the annoyance of the PC community, Doom -
that pinnacle of PC games, was not developed on a PC at all - Id use
a NextStation as their development platform and port to everything else
(PC included) as the PC wasn't up to the job.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

4308. Re: Microprose Golf

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 12:13:56 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D04sn8.3KA@news.gu.se>
Source record: 175630

Mike Morris (mike@medsun.unige.ch) wrote:
> In article LpE@news.gu.se, gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE (Stefan Berndtsson) writes:
> >>Simon Moore (smoore@chowgar.demon.co.uk) wrote:
> >>> Does anybody know if Microprose Golf will run on the Falcon?
> >>
> >>With the latest version of Backwards (2.8, or something) it works!!

> How about on the TT? On mine, it starts to read the disk, runs half the
> demo "bunker shot", and then locks :(

That's exactly how my Falcon behaves without Backward!!
Maybe if you tried to switch the CPU-Caches off before, but I suppose that's harder on the TT, than the Falcon since Backward is a F030 prog.

It might also be some problem with the sound in that scene!!
That's a big problem on the Falcon, but since I have no idea how the TT's sound is compared to the Falcon's, I can't say for sure.

The ST/STE had some nasty possibilities of using strange addresses when using the sound chip, that, AFAIK, is missing on the Falcon.

Stefan

4309. Re: ST-Review...!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 12:17:17 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3bkesd$f3d@whitbeck.ncl.ac.uk>
Source record: 175629

In article <D03912.4or@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:
>ST Review has been bought by ST Formats owners and is no more. The editor
>and judging by the comments y them on CIX, most of the writers, will not
>move to STF. To say their has been much of an uproar at this news is an
>understatement.
>

Well - that does come as a shock after last monthes combining of ST-Review & ST-User. Ce La Vie. It looks like I'll have to get a subscription to ST-Applications instead.....

(St-Review joins the ranks of the dead atari mag, but is in good company - anyone remember St-World? The best atari mag ever....).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

4310. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 12:25:55 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <3bkfcj$agt@rs18.hrz.th-darmstadt.de>
Source record: 175678

A point to the Eagle.
It should be available right now here in germany - don't know
exactly 'cause I didn't order one... But there will be a
exact test in one of the next ST-Computer's and they showed it
in the newest one. So it IS actually available but it has
no Falcon souns system, but this is in development.
The Eagle has a very flexible bus concept. Via an small
adapter you can plug in PCI graphic cards.
It is avaiable with an 68030 (40 MHz I think) and there
was something with the 040 Version. If I remember right
you purchase the 040 Version jet and get a 060 when they've
finished the card. (The Eagle works with CPU cards).

I guess I'll have to bring the last ST-Computer here to type
in some more information...

Read you later
Alex

Alexander Graham Informatik TH-Darmstadt

```
Falcon 030/14/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/
```

4311. Re: DSP programming on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 12:37:19 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <3bkg1v$agt@rs18.hrz.th-darmstadt.de>
Source record: 175679

Ok. Try to get WinRec and then get yourself a DSP LOD
disassembler. There's one available on ftp.uni-kl.de
pub3/atari/falcon/...
Disassemble one of the LOD's (e.g. ECHO.LOD). Now you
got a brief overview of how to programm the DSP.
The WinRec LOD's get their sample data via the matrix
and their parameters via Port B (I think).
If you have problems getting this running email me
and I'll send you some of my sources.

And you could help me with some little question:
How much does the Motorola DSP56001 Users' Manual cost ?
And what is it's ISDN number ?

Alex

Alexander Graham Informatik TH-Darmstadt

Falcon 030/14/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/

4312. Gemini hash tables

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 13:25:38 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Dec1.132538.29689@unix.brighton.ac.uk>
Source record: 175631

When using Mupfel and wish to execute a file in the current directory, I keep getting a file not found message - the only way around this is to include the path in the PATH variable (impossable as youcan't put every path in this statement), or use the hash -d a:\ command which puts all executable files on drive A in the hash table.

This is also a problem as it means you have to do this command each time you put a disk in - surely you should be able to execute a program that is in the curernt directory by just typing in it's name and not have to rely in it being in the PATH or hash table?
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-

4313. Re: Gemini hash tables

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 14:49:37 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3bknq1$hq6@whitbeck.ncl.ac.uk>
Source record: 175632

In article <1994Dec1.132538.29689@unix.brighton.ac.uk>, st39@unix.brighton.ac.uk (Stephen Ticehurst) writes:
>When using Mupfel and wish to execute a file in the current directory, I
>keep getting a file not found message - the only way around this is to
>include the path in the PATH variable (impossable as youcan't put every
>path in this statement), or use the hash -d a:\ command which puts all
>executable files on drive A in the hash table.
>
>This is also a problem as it means you have to do this command each time
>you put a disk in - surely you should be able to execute a program that
>is in the curernt directory by just typing in it's name and not have to
>rely in it being in the PATH or hash table?

You need to have the current directory (.) in your PATH.

```
setenv PATH $PATH":."
export PATH
```

There, sorted.

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
```

4314. CD-ROM prices

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 14:52:42 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELBPCIVCUp@galaxy.owl.de>
Source record: 175658

In <3bf9am$nj8@crchh327.bnr.ca> Greg Stovall wrote:

>Roland Givan (rgivan@cix.compulink.co.uk) wrote:
>: > > External SCSI CD-ROM -> ~ 600 US
>: > ...wow! try $199 for double-speed units from a dozen places
>
>: Considering a bare double-speed SCSI CD-ROM unit cost best part of 200ukp
>: in the UK, either you get a *much* better deal than us - or your price is
>We get a much better deal. Don't know why. Are UK tariffs extraordinarily

In Germany the new Toshiba 5201 (3.3 speed, SCSI-II) sells for about 350,-- DM.
Thats about 220US$ or 140UKï¿½.

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4315. Atari-Linux-68k

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 14:55:44 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELBPCIVEUp@galaxy.owl.de>
Source record: 175659

In <3bfa1e$6qm@prime.mdata.fi> Pekka Saarinen wrote:

>>It was announced on the Linux68K mailing list that a stable X server for
>>Atari Linux is now running real well in mono, and colour is being performance
>>tweeked at the moment. We are told to expect the first general release in

>If this happens, could someone who has the knowledge build a "plug and pray"-
>package out of Linux and X. If I get a christmas present which has installation
>that is almost impossible to accomplish without a degree in computer sciences,
>the joy of getting a new toy is surely gone.
>
>I mean: if someone has a successful installation, he could do a package out of
>it which I then could just put under to e.g. E:\LINUX\.

Bjoern Brauel and the other guys are currently working on a plug an play easy
to use installing tool.

I dunno when it's going to be available but they're definetely working on it.
A CD with the complete distribution will be out soon as well.

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4316. Earn 30 $ for one adventure.

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 15:07:12 UTC
From: Minotaur <evmelkeb@eduserv>
Message-ID: <Pine.SOL.3.91.941201160544.23885A-100000@eduserv>
Source record: 175634

Hi there,

I'm willing to pay up to 30 $ for a good, working, original, complete
with manual version of Ooze, the Dragonware adventure.

Contact me at : Emmanuel.VanMelkebeke@rug.ac.be

4317. Atari stfm and blitter chip

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 15:17:19 UTC
From: targa@werple.apana.org.au
Message-ID: <3bkpdv$jc5@werple.apana.org.au>
Source record: 175647

I have fitted a blitter chip into the place provided on my stfm motherboard..

I am runing tos 1.4....

Is there any jumpers on the board which are needed, or any other
requirments to get the st to recognise the blitter.. I installed a 68 pin
PLCC socket and currently have chip removed as it gets no further than:
white screen, disk drive access...then sits there with white screen...

I am running tos 1.4...
My motherboard is one of the last revisions which has mostlyu surface
mount chips..I have 4 meg in my machine..

Any suggestions greatly appreciated

regards

richard

4318. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 15:21:30 UTC
From: aq255@freenet.buffalo.edu
Message-ID: <D051Bv.8L3@freenet.buffalo.edu>
Source record: 175633

In a previous article, trek@intgp4.ih.att.com (-Booth,W.A.) says:

<snip>
>Not sure what part of America you live in - but those are the most
>outrageous prices I have seen anyone quote - ordering from someone
>expensive no doubt.
>
<snip>
>TT's be ~300? 16M of Ram 70ns can be had for $400-525. Why would
^^^^^^^^^^^^^^^ ^^^^^^^^^

Wow! Perhaps you could share your source for THIS price. I know lots 'o
people who would be interested! ;-)

PZ

4319. Re: SLIP on a 1Mb Machine

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 15:40:35 UTC
From: bobculve@cix.compulink.co.uk
Message-ID: <D0527n.2It@cix.compulink.co.uk>
Source record: 175637

>I believe that there is a collection of software developed for use
>with Demon Internet services in the U.K. Has anyone here got direct
>experience and can recommend this stuff?? Where can I get hold of it??
>
>Cheers,
>John

The files are on ftp.demon.co.uk I cant remember the path but there's
not much else on the system. nos40.lzh is the filename of the latest
version I think. The author David Nash can be reached by email to
dnash@cix.compulink.co.uk

Regards

Bob

the_messenger@cix.compulink.co.uk

4320. Re: Seeking Magnifier Program

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 16:06:12 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3bks9k$95n@percy.cs.bham.ac.uk>
Source record: 175638

ramartin@parc.xerox.com (Russel Martin) writes:
>I heard there may be some code for the 1040st running around, perhaps
>of German origin, to magnify a portion of the screen. This is useful
>for folks who have poor vision. Any info on this would be
>appreciated.

Try WinLupe from Christian Grunenberg. I think the latest v is 6.6,
and you can probably find it an micros.hensa.ac.uk (use WWW).

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4321. Re: PPP for TT?

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 16:10:21 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3bkshd$9a3@percy.cs.bham.ac.uk>
Source record: 175635

paul@xciv.demon.co.uk writes:
>In article <CzzxKo.380@watserv2.uwaterloo.ca>
> sasmesba@kingcong.uwaterloo.ca "Samy Mesbah" writes:
>
>> I have just realized that I have an available PPP connection here
>> at school. I just went to a demonstration for Windows based PPP
>> connections. Does anyone know if PPP software exists for the
>> Atari (I have a TT)? I know there was a thread about this a while
>> ago but I ignored it because I didn't know I could use it.
>
>ftp.demon.co.uk:/pub/atari/startup/stnet110.zip

Alternatively, try MiNT 1.12 and MiNTNet (0.56 at present); these let
you write GEM ftp (etc) clients. There may be a version of MintNet for
MagiC 3, presumably called MagiCNet!

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4322. Re: MacMagic Info?

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 16:13:06 UTC
From: Kim@dksoft.ping.dk
Message-ID: <ELBQACVGUp@dksoft.ping.dk>
Source record: 175649

In <D02q3w.AAK@cix.compulink.co.uk> "Ofir Gal" wrote :

>MagiC for Mac is made by 2B (authors of NVDI3) and Application Systems. In
>the UK it will be available from System Solutions
>(ssolutions@cix.compulink.co.uk) . Don't know about the US. It runs on any
>Mac with an 030/040 CPU. It's absolutely amazing.
>

And where is Magic for the falcon then ? I suppose that'll be most interesting
for many of us.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\--/-
\--/

4323. Eagle,Medusa,Milan

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 16:32:46 UTC
From: iagaw@cluster1.urz.uni-halle.de
Message-ID: <9412011632.AA52785@cluster1.urz.uni-halle.de>
Source record: 175636

There seems to be some confusion about these machines in this newsgroup. So lets make some things a bit clearer:
-Medusa: its out for some time; it is a 68040-TOS-clone from Medusa Systems Switzerland. The new 68060 version was shown at Pro-TOS and will come out in the near future (price will probably be around 6000 DM)
-Eagel; it is the second Atari-Clone. It was in development over a year, and the first Eagel is ready now. It is an 68040-machine, but the first Eagels will come out with an 68030, but there will be a free upgrade to the 68040. The processor is sitting on a card, so that the machine is easy to upgrade. The Eagel-developer is GE-Soft from Germany, and the Eagel was on the Pro-TOS show too.
-Milan: thats only a rumour. We have to wait until CEBIT 95 to see if the rumour is true or not. But I think there is a little chance that the rumour is true. So keep cool and wait a bit...

4324. Re: AV protocol docs req'd

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 16:36:00 UTC
From: czwersch@aixterm8.urz.uni-heidelberg.de
Message-ID: <3bku1g$sdk@sun0.urz.uni-heidelberg.de>
Source record: 175572
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Mezei Attila (ethami@duna.ericsson.se) wrote:
: Has anyone got the docs for AV protocol in any language
: or do you know any ftp sites where I can get it from?

They are included in the Docs for Gemini (look for a
*.H file in the \doc folder).

-Christoph-

4325. Re: IMO & IMHO

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 16:42:52 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412011547.AA04266@ilmen.lanl.gov>
Source record: 175639

In a previous article, blade01@pplnet.com wrote:

> IMO == In My Opinion
> IMHO == In My Humble Opinion
> r_sheppard == Not Entitled To An Opinion

^^^^^^^^^^

Hahahahaahahaaaaa.... oh, please, stop it. Hahahahahaaaaa.

Don't look now, Roger, but you just took another hit. But at least
in jest this time (I hope). :)

-Hutch- @ Fair Dinkum Tech

4326. Re: Need Printer Driver Help With AtariWorks

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 16:43:21 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3bkuf9$a48@percy.cs.bham.ac.uk>
Source record: 175640

bob@goldleaf.com writes:
>In article <3bdke2$6tt@news.iastate.edu> rpool@iastate.edu (Ron Pool)
>writes:
>> I purchased AtariWorks off the net and have sucessfully installed it on
>> my harddrive. The problem I have is that I cannot find a printer driver
>> anywhere to work with it. Neither the install discs, the Works folder on
>> the harddrive or the manual give a clue about drivers. I've tried an
>> Epson LQ driver from Wordup in the ASSIGN.SYS file for Works but it
>> just printed solid black bars. If you could give me anykind of
>> assistance I'd greatly appreciate it.
>
>Atari Works is designed to work with GDOS, FontGDOS, FSM GDOS, or
>SpeedoGDOS. It will also work with at least some of the GDOS replacement
>products like G+Plus from CodeHead Software.
>
>The printer driver from WordUp was written to work with the kludge that
>NeoCept put out to try to improve GDOS for their app alone.
>
>FontGDOS is freely distributed on the nets, but you'll get much better
>results with SpeedoGDOS. Yes, it will cost some $$, but the output is
>gorgeous. I'm sure you'll be pleased.

Alternatively, check out NVDI 3, which not only accelerates your
entire display, but also gives you your outline fonts. NVDI 3 has a
utility which you can use to build your own printer drivers.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4327. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 17:03:58 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELBRCJUUUp@galaxy.owl.de>
Source record: 175660

In <0af6716f@ct.se> Christian Mittendorf wrote:

Hi!

>In the november issue of german ST-Magazin (Page 14) a 68040 accelerator
>board for the Falcon is said to be shown on the proTOS-Show last weekend.
>The board is manufactured by an american company called "best electronics".

Best Electronics were in Hennef that weekend. I've talked to the developer
(Bret Korda) and he told me a Falcon with a running Barrakuda will be shwon
at the UK-shows. The board is expected to be in shops around X-mas for 1k US$.

The Barrakuda comes with some extra electronics for grafix and DSP
acceleration as well. And it uses 32-bit wide Flash-ROM's with one waitstate.
So a patched TOS can easily be loaded into the ROM's as TOS 4.0x is not
040-ready.

Bret told me about another project he is working on: a 68060. But this in
very (emphasize very) early stages. It should come with PCI-bus and
Fast-SCSI-II.

>And what is the Afterburner doing? Last spring I ordered information from
>Overscan/Berlin and for 2 or 3 month I got lots of papers about all their

Well, as far as I'm into this matter I would not wait for the Afterburner any
longer. IMO it was a dead born child in the first place.

>Could we Falcon owners speed up our beloved bird by an accelerator board to
>040 or do we have get a Medusa?

IMO get a decent 040-MAC and MagicMAC. Could someone fill me in on the various
PowerBooks available?

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4328. Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 17:04:19 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412011608.AA04284@ilmen.lanl.gov>
Source record: 175641

Since you bozos won't take this Pentium/Intel/PC garbage out of this
newsgroup and into the .advocacy areas where it belongs, I have no
choice but to enlighten the world with these pearls of wisdom:

Q: How many Pentium designers does it take to screw in a light bulb?
A: 1.99904274017, but that's close enough for non-technical people.

Stay tuned. More to follow.

-Hutch- @ Fair Dinkum Tech

4329. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 17:06:20 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELBRCJUWUp@galaxy.owl.de>
Source record: 175661

In <3bfv4b$lhs@sat.ipp-garching.mpg.de> Cornelius Krasel wrote:

>> Come on, Windows has a little more over GEM than just window
>> iconification.
>
>Um... yes? (Pseudo-multitasking?)

Loads of funny looking, color i4cons to clutter-up your workspace ;-))

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4330. Re: a few news more :)

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 17:10:46 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELBRCJUYUp@galaxy.owl.de>
Source record: 175662

In <D01wBB.9J9@cix.compulink.co.uk> "Roland Givan" wrote:

>Ah - some good news for a change ;-)
>
>Hopefully X will work on a TT-Hi monitor. It should look pretty good.

It does and its looking _real_ gooooooood ;-))

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4331. Re: MacMagic Info?

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 17:13:08 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELBRCJVAUp@galaxy.owl.de>
Source record: 175663

In <D02q3w.AAK@cix.compulink.co.uk> "Ofir Gal" wrote:

>MagiC for Mac is made by 2B (authors of NVDI3) and Application Systems. In
>the UK it will be available from System Solutions
>(ssolutions@cix.compulink.co.uk) . Don't know about the US. It runs on any
>Mac with an 030/040 CPU. It's absolutely amazing.

Do _not_ forget to mention *Thomas Tempelmann* and a few other guys behind
this brilliant piece of software. It truly is amazing ;-)

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4332. Re: SoftPC - PC emulator

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 17:40:16 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412011644.AA04294@ilmen.lanl.gov>
Source record: 175642

In a previous article, <STIRRE31@MAINE.MAINE.EDU> (Scott Tirrell) wrote:

> It is too bad to hear Atari's poor attitude.

What 'poor attitude' are you referring to? And who from _Atari_ said anything to give you that impression? Like any other company, they are out to make a profit. We might not like how they choose to do so but hey, that's free enterprise for ya. It's NOT a religion.

> Perhaps a few e-mails from the Atari net community would help?

And who are you going to send them to? Who from Atari will read them? More importantly, who from Atari would attempt to act upon them? Like Bob Brodie said, the Jaguar is Atari's sole focus right now. If that makes them a heap 'o money, then we -might- see new Atari computers (likely based on Jaguar technology) some day in the future. Maybe.

> Mr. Brodie and Mr. Townsend have been seen on the Net.... perhaps
> they could pull some strings for us ;-)?

Don't count on it. While I'm sure both are still held in good favor and high esteem at Atari, neither work there anymore.

> I would love to see Soft PC for my Falcon. What do others think?

If you want to see Soft PC for the Falcon, you would be better off to write to Insignia Software, not to Atari. This has been hashed over countless times here, but again, I would not hold your breath. Quite simply, there is just not a large enough market to make it worth Insignia's trouble to bring that product to life. The public just seems to have no idea what it costs to produce, market and support a commercial software product even -after- all development costs have been taken into account. No profit potential == no product.

And to be totally honest, using a DOS/Windows software-based emulator on a 16MHz 030 would be far too painful (sloooow) to be usable, IMHO. On occasion I use SoftWindows on a PowerMac 7100/66 and that is just -barely- fast enough to be worth having, but not for day-to-day use.

-Hutch- @ Fair Dinkum Tech

4333. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 17:40:53 UTC
From: dk3uz@isys-hh.Hanse.DE
Message-ID: <IAYUBO3F@isys-hh.Hanse.DE>
Source record: 175461

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

> [...]
>As I say Atari R.I.P. long live the Acorn...

And it is mostly the utterances from pessimistic people of your kind
which add a lot of damage.

Two new Atari mags appeared in Germany last month. There were many
exhibitions, and new shops opened around the country.

If all went broke in ZL, maybe there were too many pirates about, and not
enough buyers?

Rgds, Eddi
--
| AMPRNET: dk3uz@db0hht.ampr.org | GUI: A means of wasting cpu power
| INTERNET: dk3uz@iSYS-hh.isys.net | rodent pushing icon clickers
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU | don't need.

4334. Re: New atari machine

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 17:52:37 UTC
From: blade01@pplnet.com
Message-ID: <3429TFBPGFBFRBSQIO@pplnet.com>
Source record: 175643

IS>Sorry but its all crap, stated that is developed by Atari Germany,
IS>well from what I have read here many many times there is No Atari
IS>Germany...

And you would know, wouldn't you, Roger?

IS>Looks like its being put out by Teenagers, I for one don't take any notice o
IS>the posts in rec.games.video.atari, most of these post are from nutters and
IS>such like that don't even have a brain...

The voice of the expert...

GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld +1-713-682-7474
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--

Paradise Play Line BBS!!! PPL Networks - Ambassador Dealer for
Houston's Link to the World!! Galacticomm Products
A True Gamer and Social BBS BBS - (713)597-4000 sysop:

4335. Bunch of TOSsers!

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 18:09:41 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Dec1.180941.5321@bay.cc.kcl.ac.uk>
Source record: 175646

TOS upgrades; where can I find them, as a software patch or
second hand TOS ROM chips? I am thinking of upgrading my v1.2 since I have
encountered the odd software incompatibility.
Also, does anyone have TOS 2.06? What extra features and quirks
are there (I missed the magazine hardware reviews eons ago!)?
General opinions, and is it worth shelling out 50 quid for?
Be grateful for any pointers!

-Al, udem148@bay.cc.kcl.ac.uk-

4336. ********

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 18:19:53 UTC
From: tdjones@eos.ncsu.edu
Message-ID: <3bl449$hc4@taco.cc.ncsu.edu>
Source record: 175645

<subject> 1040STf for Sale

I have some Atari Hardware and software that I am trying to sell

Hardware:

-1040STf
3 1/2 internal floppy drive
ports for hard drive and modem
midi in/out (cables included)

-SC1224 RGB color monitor

Software:

-includes
Fleet Street Publisher
Atari Word
Degas Elite
Print Shop
And lots of games, such as
Goldrunner, Winter Games, and many more

If you are interested, e-mail me and make an offer!!

4337. Re: ST is ok now :))

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 19:11:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199412012111.a34393@a2w.maus.de>
Source record: 175686

Good news at last, a fellow Atarian came over with his tools and fixed my 1040 ST. A capacitor in the power supply was failing and caused the 5V line to drop to under 4 volts, over a few minutes the voltage came up enough to allow a boot. As the voltage came up different functions would work - nice one eh?

All I need now is the SM124 back on line, *many thanks* once again to everyone who helped.

Ian_Taylor@a2w.maus.de

4338. _ONE_ byte in SIGNUM-2

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 19:16:14 UTC
From: diwil@rphd.stu.spb.su
Message-ID: <AAKRQtkO65@rphd.stu.spb.su>
Source record: 175650

Dear All, Hi!

What should I do if I want to print under signum2 editor
with resolution 360x360 on Epson LQ-100?

This mode is available only for "NEC p6 p7". Control code for
this printer is not ESC, but all other code sequences like for
Epson... So, I think, if I change "not ESC" to "ESC" (I think it
is 1B and 1C) all be Ok. WHERE I should change it???

If you know, please reply on diwil@rphd.stu.spb.su
or FIDO: Dima Wild, 2:5030/153
or send UUencode pr24n.prg

Thank you in advance,
Regards, Dima.

4339. Re: How connect 2.88 Mb drive to STE?

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 19:17:47 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3bl7gr$do6@golem.wcc.govt.nz>
Source record: 175651

] The main cost is to get an AJAX, since the standard WD1772 can't handle
] speeds above 16 MHz (and that's tight too, most WD1772 can't handle more
] than 12 MHz)

I've got one of the last STes ever made for the main sales batch,
(TOS 1.62, and various differences), what's my chances that it has
an AJAX chip in the machine, or was it only the Mega-STE's that
occassionally had them in it? If I don't, what would be the cost and
hassle involved in finding an AJAX and a gadget to up the clock speed?

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4340. Re: [Q]which modem should I get?

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 19:42:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199412012142.a37348@m4.maus.de>
Source record: 175510

>Er, not that I really care but what's wrong with Mac modems? For that
>matter, what IS a Mac modem? Mac's can use the same external modems
>that PC's and Atari's use. The only difference is the connecting
>cable and telecommunications software. I personally use the same Supra
>14.4 FaxModem on both my Atari -and- Mac via a simple cable switch.

Some Mac models require a different handshake mode - they don't have RTS and
CTS lines on their serial connector. Most external modems have different
factory settings for that, and they all have an AT command (AT&Kn for Rockwell
based stuff).

bye, Peter

4341. Re: Mega-Depack v2.13/New Depack v1.00

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 19:53:53 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3bl9kh$e5g@golem.wcc.govt.nz>
Source record: 175652

] From: diehl@nudge.io.org (Eric March)
] Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
] : I've noticed "Mega Depack v2.13" appearing on several sites, don't
] : bother getting it, as it's an old version, which was long ago replaced
] : by "New Depack v1.00" by the same authors. The new version is more
] : stable, multitasks properly, and recognises more pack-formats.

Okay, you can get New-Depack from atari.archive.umich.edu in
./atari/Utilities/ as ndp_1.zip

I think that would be:

ftp:/atari.archive.umich.edu/1/1/atari/Utilities/ndp_1.zip with
WWW. But don't quote me on that! :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4342. RESULT: comp.sys.atari.programmer passes 193:35

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 20:12:06 UTC
From: rdippold@qualcomm.com
Message-ID: <comp.sys.atari.programmer-RESULT@uunet.uu.net>
Source record: 175648
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

RESULT
unmoderated group comp.sys.atari.programmer passes 193:35

There were 193 YES votes and 35 NO votes, for a total of 228 valid votes.
There was 1 abstain and 1 invalid ballot.

For group passage, YES votes must be at least 2/3 of all valid (YES and NO)
votes. There also must be at least 100 more YES votes than NO votes.

There is a five day discussion period after these results are posted. If no
serious allegations of voting irregularities are raised, the moderator of
news.announce.newgroups will create the group shortly thereafter.

Newsgroups line:
comp.sys.atari.programmer Programming on the Atari computer.

This vote is being conducted by a neutral third party. For voting
questions only contact rdippold@qualcomm.com. For questions about the
proposed group contact Yat Siu <ysiu@lexicor.com>

CHARTER

Summary: a newsgroup for the discussion of programming on the atari
TOS or 8bit computer and any clones or otherwise

The proposed group will provide a forum for the discussion of
programming queries, discussions of techniques or anything else that is
related to programming on the atari for any language that exist on the
atari (scheme, gcc, c, basic, pascal, assembler etc.)

Justification:

There are currently several comp.sys.atari.* newsgroups, however
none cover the aspect of programming questions. Atari Computer systems
(8bit, 16 or 32bit and clones) have various development tools from other
third party developers, some of which are very good. Atari Users require
a forum where they can ask questions about programming in any language.

This new newsgroup is also meant to encourage programming on the
atari and asking questions regarding programming. Very often programming
questions are asked in other forums, but they either don't get a reply or
ignored because it is not related to the topic. Atari Computers have got
a user base of programmers who need to support each other on the usenet on
a more global scale, and it should also help third party developers for
atari development tools read and see what programmers use/require/want.

comp.sys.atari.programmer Final Vote Ack

Voted Yes

100417.1315@compuserve.com Jean-Philippe Guerard
9260852@iona.sms.edinburgh.ac.uk Keith Dennison
A.I.Nicholls@helios.herts.ac.uk cs4es
A644690C@vax.edinboro.edu
aa338@cleveland.Freenet.Edu Mark Leair
ac382@freenet.carleton.ca Rebecca Drayer
aclauss@rbg.informatik.th-darmstadt.de Alexander Clauss
ac_green@postoffice.utas.edu.au Anthony Green
ai063@freenet.carleton.ca Walter A. Cole
aidan@ssd.ie Aidan Keady
alex@venus.nbg.sub.org Alexander Adolf
allard@goofy.zdv.Uni-Mainz.de
amsler@nevada.edu JOHN AMSLER
ananda@cs.utexas.edu Ananda M. Kar
Andreas_Hoffmann@k.maus.de Andreas Hoffmann
andrew@minster.york.ac.uk
Andre_Leistner@b.maus.de Andre Leistner
artoj@mits.mdata.fi Arto Jalkanen
as926@freenet.carleton.ca Bob McVicar
aspect@cats.ucsc.edu Christopher Taylor Oates
atilghma@sdcc10.UCSD.EDU Adam Tilghman
ault@cs.albany.edu Jim Ault
avsec@westminster.ac.uk Philip Shore
Axel.Kaiser@rz.ruhr-uni-bochum.de Axel Kaiser
bdean@hpb.hwc.ca BLAIR DEAN
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Abstained
---
dsb@cs.duke.edu Scott Bigham

Votes in error
---
tekpagan@io.org Antony Balcerzak
! No vote statement in message

4343. MagiC and ICD FAST hard drives

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 20:33:28 UTC
From: W K Hon <zd381@city.ac.uk>
Message-ID: <Pine.SOL.3.91.941201203140.1921G-100000@burngullow>
Source record: 175656

I have a problem which I am told is due to my hard disk driver being out of date. Has anyone come across similar problem in this context, is it true and if so please, please could you tell me how I can get an up to date driver?The supplier of my hard disk, First Choice Computers in Leeds, England, have been pretty unhelpful to say the least, and they are not willing to sell me a new driver even though they must have the latest version with the FAST drives they are continuing to sell!

In January I bought FAST hard drive for my Atari STFM (4Meg, TOS 2.06 upgraded). The driver is ICDBOOT v 6.2.4 (1993)

I recently got the multitasking program MagiC v 2.01. Had trouble getting it to work - wouldn't work at all, finally deleted the MAGX.INF file out of desperation and got something to happen (although it recognised some - not all - partitions as RAMdisks rather than hard drive partitions!); managed to multitask a few programs, seemed to work OK. Saved new INF file, tried to edit it insert some of missing lines from the default INF file, MagiC wouldn't load at all using the edited version. Back to new unedited version, it worked (but won't of course allow me access to many features of MagiC because of missing lines in the INF file!).

Contacted my MagiC supplier, Atari Workshop/System Solutions. They said it was a coincidence/luck that I managed to get anything to happen by trying to load it without any INF file at all, but particularly as some partitions treated as RAMdisks, it must be due to out of date driver. They also said it was risky to continue to try to use MagiC in the circumstances I mentioned. Having had no luck with my hard drive supplier, I'm uncertain what to do next. I don't want to pay 50 pounds for ICD Professional Utilities just to get the new driver (which might not even do the trick at that, I just don't know). I'm more than happy to pay for just the driver, if anyone will sell me it. Does anyone have any thoughts on whether it really is the driver which is the problem, if not any possible solutions?

Can anyone please help me or suggest someone who could? I'm rather at my wit's end now in relation to this, and I'd really appreciate an answer in the next 2 weeks if possible as I only have access to this Internet account through a course, which finishes then. My email address until then is zd381@city.ac.uk

Many thanks

Kuan Hon

4344. customer SERVICE "?"

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 20:38:01 UTC
From: damms002@acpub.duke.edu
Message-ID: <3blc79$9t@news.duke.edu>
Source record: 175653

Customer service; just a bad joke

Isn't it always the same ?

New hardware, software or other goodies announced.
You try to get information from the company advertising.
You send e-mail.
You send fax once, twice ore at least 3 times.
======> nothing happens !

What's up with old fashion customer "service" ? Why do so many companies in
the computer buisness drive theire customers mad.

All power tyo the user. Lets share bad experiences with those companies
and let's fokus our support to those companies who are worth to be
supported.

How's about a news group "comp.sys.atari.st.trouble"

May be, knowing the bad reputation of some companies might prevent some
of us from big trouble.

T. Damms
Duke University
damms001@mc.duke.edu or
damms002@acpub.duke.edu

4345. R.O.M. out of buisness ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 20:44:10 UTC
From: damms002@acpub.duke.edu
Message-ID: <3blciq$9t@news.duke.edu>
Source record: 175654

I tried to reach R.O.M. several times within the past 2 weeks
to get information on the upgrade from NVDI 2.5 to 3.0

Even after 4 faxes I didn't get any answer. The fax is, however, still
connected.

What's going on in good old Germany. Is R.O.M. out of buisness ore are
they just too buisy to make some more money by selling NDVI 3.0 ?

4346. upgrade NVDI 2.5 => 3.0 ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 20:46:33 UTC
From: damms002@acpub.duke.edu
Message-ID: <3blcn9$9t@news.duke.edu>
Source record: 175655

Doese anybody know, whther an upgrade from NVDI 2.5. to 3.0 is
basically possible, where to get ist and how much it is ?

4347. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 21:46:11 UTC
From: Lexicor@world.std.com
Message-ID: <D05J50.Cvs@world.std.com>
Source record: 175667

In article <199411270635.a49099@wi2.maus.de>,
Julian Reschke <Julian_Reschke@wi2.maus.de> wrote:
>In article <H.eg.OUFC&ciD0cQ@semprini.waterloo-rdp.on.ca>, Chris Herborth
>(cherborth@semprini.waterloo-rdp.on.ca) wrote:

Chris,

a brandnew 2 Meg TT costs around 1200 U$D with no harddrive, I am
not sure how to add this all up but let me make a few corrections here
if you like :)

>>TT030, 2M ST RAM, no disk = ~$1500 US isn't it? - 1,200 U$D
>>ET-4000-based graphics card = ~$ 800 US - 399 U$D (NOVA Board)
>>17" Sony Trinitron monitor = ~$ 900 US - 700 for MCE
>>8M TT RAM + SIMM adapter = ~$1000 US - uh that I am not sure
but using the Gesoft
board you pay regular
SIMM prices of 42-45 U$D
per Meg. about 300-400
for board and 380 for simm
>>400M SCSI external disk = ~$ 600 US Uh..well no internal
SCSI these days are for
300 UD for 405 meg or
even cheaper
>> ------
>>Total ~$4800 US = ~$6240 Cdn
>

What this totals up to me is:

3,379 U$D (make that abou 3,400 for a nice
round estimate) which pretty much
compares to what Julian here estimated.

>Where did you get these prices?
>
>In Germany this amounts to ~ 2000 DM + 600 DM + 1500 DM + 1000 DM + 600 DM
>= ~ $3600 US (where I'm not sure about the RAM prices).

On the other hand Chris, a brandew Medusa System with 8 Megs of RAM and
450 Meg Internal Harddrive (and a faster processor) is around 3,400 U$D in
the U.S.A., _without_ a monitor though.

Kind of makes you wonder though doesn't it? ;)

Cheers

Yat @ Lexicor Software

-

4348. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 21:50:58 UTC
From: t94patsa@ida.liu.se
Message-ID: <1994Dec1.215058.16612@ida.liu.se>
Source record: 175666

hutch@ilmen.lanl.gov (Hutch) writes:

>Ah, I stand corrected. I should have said that anyone who tries to honestly
>speak their mind or _supports_ anyone else that does so will be trounced
>upon by the mindless throng.

Only when they act like a smartass and throw personal insults around, like
you just did ("mindless throng") and Roger always does.

Act like a grownup and you'll get some respect.

>So... which of my words am I not honest enough to stand by? If you wish to
>flame someone, at least be specific so a proper reply can be made, OK?

Funny you should say that.

>< Smiley deleted for the humor (and reality) impaired. >

Another flamebait?

Hutch, I'll say this one last time. I think we all know the truth about Atari's
situation, we just don't like to have it showed down our throats from people
like you and Roger everytime these discussions pop up (cause they will)
together with a bunch of insults. You only get what you deserve in reply.

I have only ever used a kill file twice and the first one was for sinclap and
the second for Roger. I hope I don't have to use it again. I don't think you
really belong in that company, or do you?

--
__ __
/_/ /_ / Computer student at University of Linkoping (LiTH)
/atrik __/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

4349. Re: a few news more :)

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 21:53:51 UTC
From: Lexicor@world.std.com
Message-ID: <D05JHs.Gs4@world.std.com>
Source record: 175668

In article <3bdi3i$lo9@whitbeck.ncl.ac.uk>,
Craig Graham <Craig.Graham@ncl.ac.uk> wrote:
>
>In article <3bd3ea$s0i@osiris.wu-wien.ac.at>, h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:
>>The protos show took place on Sat/sun, nov 26,27 and one could see an
>>interesting array of products around atari
>>the eagle is now available; as it looks, its CPU will is being placed on a
>>card that is easily interchangable to support other CPUs, at first, it
>>will feature a 68030 card, which will be (at no extra cost) replaced by a
>>68040 card and later on by a 060 card. It will have an extremely fast bus
>>system available with 8 slots minimum; it is fully TT downward compatible
>>and coimprises all interfaces the TT has, except for DMA sound.
>>price at baout 4000 DM. GE soft is pl&#65533;anning also a low cost ST/TT clone
>>at about 1000 DM.

Alfred,

the 4000 Dm price includes what kind of specs, I would be very
interested in knowing about that.

>
>Now, that sounds interesting. I'm not quite up to date on DM/Sterling exchange
>rate, but that does sound a more competitive price than the Medusa for
>a comparable performance. A low cost clone doesn't really affect me though,
>'coz I've got a falcon already.....
>

Chris,

I am also not quie up to date re: pounds and Dm but 4000 DM in
U$D translates to "roughly" 3,000 U$D or so, but without knowing what is
in that package (other than a 68030 later to be upgraded???) is a little
vague at best, especially re: the controversy of the past with the fabled
Eagle and the fact that it is about oh so a year later.

The Medusa is costing in the U.S.A. 3,300-3,400 with 450 Meg IDE
and 8 Megs RAM, Diskdrive(HDD), keyboard tower etc.

Cheers

Yat

>>the medusa t60 was up and running. It has specs similar to the medusa t40,
>>yet it is 3 to four times faster than any existing 040 machine.
>

4350. TT or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 22:00:03 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.47.001100B8@cfcsc.dnd.ca>
Source record: 175700

I've been saving up the cash to buy a Falcon, but am now having second thoughts - I may find a TT more usefull. I intended to use the Falcon for Graphics(Illustrations, Video) and DTP, but from what I've heard the I may need the power of a TT for something like say DA's Repro and CalamusSL. I am not clear on the relative power, number of colours, etc when comparing these two machines.
Does anyone out there use either of these machines for graphics at a high end level, or have experience with either (preferably both :>) and could help me out here? Thanks/merci
-ken

PS I hope I'm posting in the right group, this wouldn't go into advocacy, would it?

4351. STE for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 22:02:40 UTC
From: seward@greatwall.cctt.com
Message-ID: <3blh60$c15@babyblue.cs.yale.edu>
Source record: 175676

Hi all,

I have a 2mb STE for sale. It slices, it dices, it does mounds and mounds of julienne fries. But wait, that's not all. You get a 20mb external hard drive too. And it really really works! But WAIT, that's STILL not all! If you act right now I'll include a mountain of software! There's 3 word processors, 2 DTP's (Timeworks and Calamus!) and games, games, GAMES! AND THAT"S STILL NOT ALL! You will also get 2 joysticks, cables and a PRINTER!!!!

Now what do you think you'd pay for such a deal? $1,000.00? $700.00? $500.00?

NO!

You get it all for $350.00!! That's right! $350.00! And, for the first to reply, you get all of my ST Format and all ST related books and magazines! ABSOLUTELY FREE! Note now, don't delay.

Please respond by noting me at the above address.

4352. [FORSALE] TT, Stacy

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 22:03:14 UTC
From: service@lexicor.com
Message-ID: <D05JxE.Mw5@world.std.com>
Source record: 175669

A customer has asked us to post this on his behalf..

if anyone is interested in a STACY Atari Laptop please reply to this
email and we will forward your offer to him. 25 Meg Harddrive 4 Megabytes
with Battery Pack for 1,200 U$D

if anyone is interested in a TT 2 Meg with 50 Meg HD and
with a PTC1426 Monitor the price is 750 U$D
or with a TTM195 the price is $1,100 U$D

if anyone is interested in either offer just reply and we will forward your
mail to the respective person.

service@lexicor.com

-a free lexicor service

4353. Re: Hard drives?

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 22:15:36 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.48.0011431C@cfcsc.dnd.ca>
Source record: 175551

>Hi,

> I was dusting off the ol' ST over Thanksgiving break, and I got to
>thinking about how it'd be nice to get it running "well" again. To
>do this, though, I think I'd probably need a pretty decent-sized hard
>drive, like around 60 MB at very least. Are hard drives still painfully
>expensive for the ST (that's why I shelved it in the first place, pretty
>much), or are they at least reasonable?

> Or should I just buy a Mega or STe or TT or something... ? :-)

> Thanks,

> -- Patrick

Wel, I just recently bought a 85Meg MFM hard drive for $40, host card and
cable I already had, and a PC-box w/power supply for $50, and I was (or my
nephews were) in business. Trouble is, MFM and RLL is such OLD tech that it's
iffy as to how long the drives will last, still, used drives are cheap! Have
fun et Bonne chance
Thanks/merci
-ken

4354. Re: Mega STE Shifter problems

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 22:32:54 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3blium$rud@mailer.fsu.edu>
Source record: 175657

Loris Nonveiller (lnonvei@public.srce.hr) wrote:
>
> I have Mega STE (TOS 2.05) and problems with sound and color graphics.
> When I connect cinch ports with my stereo I can hear some high tiny klicks
> (nice description) in sampled sounds (tracker modules). Same modules and
> stereo works fine with 1040 STE. So I tried to disconnect all other stuff,
> and use other programes and same thing happens again.

This is the GST Shifter hardware bug. Basically, you either need a different shifter chip, or you need to make some modifications to the motherboard. I had my MegaSTE shifter fixed by Atari a few months ago (they did it for free, as a warantee repair, even though the machine is many years old).

My understanding is that you can usually just take a shifter chip from a 1040STE and it will fix the problem (and, the 1040STE will work just fine with the other chip, only the MegaSTE had the problem with the older ones).

> And problem with color graphics? Well it looks like your scolling whole
> picture one pixel left and after that one right, sometimes rapidly. Also
> Photochrome (8 MHz no cache) have some lines blinking in top and low border.
> And again 1040 STE works fine with same config.

I believe this is a bug in TOS 2.05, which is fixed in TOS 2.06. Look in the /Ste/Mega directory on atari.archive. There is a small patch for this problem, plus some text that explains it in better detail.

> In "Chips 'n Chips" (a file list of chips for ST/STE/TT/FALCON) I found that
> Mega STE`s has got two kinds of GST-Shifter chips. Mine is C301712-001
> and one WITHOUT sound problems (they say) is C300588-001. Buuuuuu.....

I could never get firm information about which chips were good and which were bad. The MegaSTE service manual states "The 74Ls02 (refering to the schematic) was added to fix the sound data hold problem which occurs with ST-4117 (shifters) older than REV. D". The problem is how to find out what chips are older than REV. D! I could not get Atari to tell me, and nobody else seemed to know. In my case, this was OK because they offered to just fix it for free.

Good luck! If you have a friend (a good friend) with a 1040STE, try swapping shifter chips. You will need a PLCC extraction tool (they are pretty cheap) to do it right. There is no risk involved if you use the correct tool.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *

```
* Mathematics Department * http://www.math.fsu.edu/~boyd *
*************************************************************************
```

4355. TDSM

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 22:56:47 UTC
From: eb4336@irix.bris.ac.uk
Message-ID: <D05MEn.DD3@info.bris.ac.uk>
Source record: 175664

Please, can someone tell me anything about TDSM apart from the fact that it emulates a GM Sound Module on a Falcon?

Is someone deleting my postings? If so why?

4356. Re: Where can I get a Portfolio

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 23:18:44 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELBWFAVPUp@galaxy.owl.de>
Source record: 175685

In <D02ADK.JCw@vaxxine.com> Brian Seburn wrote:

>There has been a couple postings in the comp.sys.palmtops group, of
>people selling a portfolio. Maybe give that a shot. there was one
>recently that had a PILE of STuff to go with it.

Last weekend at the proTOS fair in Hennef7Germany they were sold for
50 US$ a piece!

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4357. Re: MAGIC/EASE?

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 23:27:10 UTC
From: sos@sos.sh.sub.de
Message-ID: <ELBXBHUU1UP@sos.sh.sub.de>
Source record: 175579

In <3apn9t$q8m@news.uncc.edu> Russell A Lunsford wrote :

>
>I'm interested in more information on Magic and Ease. I have a Falcon, and
>am considering many options right now (OS-wise). A few questions, which I
>*think* I know the answers to, but am not positive..
>
>1. Completely MiNT compatible?

Not yet. In a few weeks....

>2. Falcon compatible?

Not yet. In a few weeks....

>3. compatible with TOS/GEM apps?

Yes! I use it on a TT and I'm really satisfied!

>4. in English?

Available in english: yes!

>5. projected price range/release date?

In a few weeks.... I don't know the price, but the actual price
for MagiC+EASE+Iconcons+Kobold is round about 250 German Marks ($155).

>Any other details, tips, and misc info would be *greatly* appreciated,

Wait some weks.

>Russ

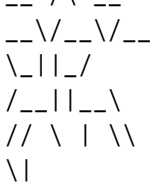
SOS

4358. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-12-01 23:33:38 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3blmgi$bou@darkstar.UCSC.EDU>
Source record: 175665

Bry,

Not having used OS/2 I cannot say anything about it. I mentioned only Mac/
Windows, and meant only them.

~Chris
--


4359. Re: STOS and Falcons

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 00:23:53 UTC
From: geoff@damp.apana.org.au
Message-ID: <3blpep$5cg@frisbee.damp.apana.org.au>
Source record: 175690

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>In article <3bclbf$2o3@frisbee.damp.apana.org.au>, geoff@damp.apana.org.au (Geoff Camp)
writes:
>>
>>
>>Hi all...
>>
>>I am after a solution to a problem I have with running STOS
>>on a Falcon.
>>
>>Geoff

>I know of a person that is selling his Falcon because of this, well STOS
>does not Run on a Falcon or STOS does not support the Falcon modes..??

I'm sorry to hear that, as now I have STOS running very well on the
Falcon. The problem was a fix that bugged the boot program. Put an old
copy (non fixed) through STOSFX3.PRG and now it works wonderfully.
Programmes now fly as does compiling. Of course you don't get Falcon
screen modes support and programmes must be run from an ST resolution, but
at least some life is added to the programmes and routines I've written on
the old ST.

If your friend wants a copy of the fix and you can't find it let me know
and I'll email it to you - seems a silly reason to get rid of his
Falcon........ now if it was because of a lack of games, then it's a
different story.

Geoff

>***
>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
>* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
>***

--

I used to be indecisive, | Answers, abuse and replies to
but now I'm not so sure | geoff@damp.apana.org.au

4360. ORACLE BBS software

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 00:25:47 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <D05qIz.AwH@freenet.carleton.ca>
Source record: 175683

I am looking for anyone who is using or has used ORACLE BBS software.
If you fit in that category I would appreciate it if you could get in
touch with me.

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

4361. ORACLE BBS author?

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 00:26:54 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <D05qKu.AzM@freenet.carleton.ca>
Source record: 175684

Does anyone have an e-mail address for the author of ORACLE BBS software?

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

4362. Re: a few news more :)

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 00:37:06 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D05r1u.IDz@cix.compulink.co.uk>
Source record: 175670

In message <3bdi3i$lo9@whitbeck.ncl.ac.uk>, Craig.Graham@ncl.ac.uk said:

>Now that is a proper fast machine. I believe (but cann't swear by it) that
>you will find this is faster than any Apple machine at running 68000 binaries.
>(Yes, I know native PPC apps are faster, but most software on PPC at the
>moment runs under 68000 emulation, so this would be faster).

I got the impression that it could be well into next year before the 60 is
released.

>>I couldn't see the afterburner040 and the barracuda040 on the show, but
>
>I actually saw a baracuda040 board at the Newcastle atari show last easter,
>I cann't understand why they aren't actually selling them yet ?

There was also a prototype Barracuda at ProTos, the developer gave the
impression that it was now finished, and should be available about the end
of December.

The Afterburner is not as advanced at the moment, however this may change
since GE-Soft are now participating in the development.

>Did it run on a falcon ? Magic looks great, but without f030 support
>v2 was no good for me.

Magic3 is for all ST's, Falcon and TT.

Barry

4363. Re: MacMagic Info?

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 00:37:08 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D05r1w.IEo@cix.compulink.co.uk>
Source record: 175671

In message <3bcvku$shg@charm.magnus.acs.ohio-state.edu>,
dhbutler@magnus.acs.ohio-state.edu said:

>>You already can with MagicMac which has gone on sale in Germany yesterday!
>>It's still under dev and doesn't work 100%, but they are very close to a
>>final release version. From what I understand this is a public test
>>version.
>
>So far I've seen a number of posts concerning this subject but no information
>about *who to contact*! Could someone who knows please post all important
>information about htis porduct. Who makes it? Who are the distributors? What
>Macintosh platforms will it run on? And, most importantly, what is their
>telephone #, address, and e-mail address?

For more information on MagicMac try:

Application Systems Heidelberg Software GMBH
Postfach 102646
D-69016 Heidelberg

phone Germany 06221/300002 fax 06221/300389

Barry wilsontjb@cix.compulink.co.uk

4364. Re: STe add-ons

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 00:37:11 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D05r1z.IFH@cix.compulink.co.uk>
Source record: 175672

In message <3bdbov$p92@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz said:

>What enhancement boards are available for a stock STe and what sorts
>of prices would I be looking at? (I'm talking about accelerators,
>graphics cards (That work with an SC1224 type color monitor), etc.

There are a few accelerators available, including, Pak3 - for up to
50MHz at about 1100 DM incl 50MHz 68030 & 68882, for a 4MB fast RAM
add 500 DM.

You can also get an SVGA card and adapter, about 250 DM.

Barry wilsontjb@cix.compulink.co.uk

4365. Re: Where can I get a Portfolio?

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 00:37:14 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D05r22.IGB@cix.compulink.co.uk>
Source record: 175673

> Does anyone here know where I can get an Atari Portfolio? (preferably
> under original price).

If you don't mind a phone call to Holland, try ACN on
Holland 0031 23 351100.

Or write - ACN Postbus 5011 - 2000 CA Haarlem Holland

Barry wilsontjb@cix.compulink.co.uk

4366. Re: What is MAC SIMM for FALCON?

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 00:37:17 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D05r25.IH5@cix.compulink.co.uk>
Source record: 175675

In message <0711OTBRBXTXTMVAXJ@pplnet.com>, blade01@pplnet.com said:

>I can't speak from certain knowledge, but it seems unlikely that Atari
>would use the parity chip - that would add to the cost of the system, as
>the stock Falcon has discrete DRAM chips on a daughterboard.

Falcon does not use parity.

Barry wilsontjb@cix.compulink.co.uk

4367. Re: PAK 68030 Accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 00:37:19 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D05r28.IHu@cix.compulink.co.uk>
Source record: 175674

In message <3bji7e$t03@canton.charm.net>, toad@charm.net said:

>Does anyone have any experience with the PAK 68030 accelerator?

Have you tried asking MW Electronic in Germany?

Barry wilsontjb@cix.compulink.co.uk

4368. Re: New atari machine

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 01:13:30 UTC
From: s2887@FB1.FHTW-Berlin.DE
Message-ID: <3blsbq$91b@mars.fb1.fhtw-berlin.de>
Source record: 175677

iagaw@cluster1.urz.uni-halle.de wrote:
> I'm reading at the moment some more news about the rumoured new Atari-computer
> Milan in rec.games.video.atari . They are saying there, that soon there will
> be an article about this in a french ST-Mag.
> If you want to know more, read in rec.games.video.atari !
> He pray its true what they are saying there!

Forget this DREAMS! Keep in mind: the former TOS/Mint developers do support
for the Jaguar game machine. Who should develop a new Atari-_Computer_ (not
only a video game)

4369. Re: GHOSTLINK--STe>DOS

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 01:59:39 UTC
From: rrice@netnews.upenn.edu
Message-ID: <3blv2b$ksa@netnews.upenn.edu>
Source record: 175680

John Stoff (John.Stoff@203-1657-4.wmeonlin.sacbbx.com) wrote:

: GHOSTLINK uses a 4k buffer for transfer.

: r> Is there one so great of brain that he can solve two computer
: r> problems at one time?! No use looking here...

: Have you tried the MODE command on the PC ? I use Com1 and use the following
: .BAT file

: mode com1 19200,n,8,1
: pcslave

: I have had no problems running @ 38400 using the RSVE mod on the ST
: (My system is a Mega ST , hope your problem is not a STE specific one)

: Hope this helps.

Thank you for suggesting this, but no better results. I have also
tried disabling the installed LapLink Remote software on the
Omnibook. Oy.

: TTYL
?????

Rob S. Rice
rrice@ccat.sas.upenn.edu

4370. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 03:09:39 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3bm35j$esg@uqcspe.cs.uq.oz.au>
Source record: 175681

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <3beubv$br6@infa.central.susx.ac.uk>, Steven Constantine writes:
>>Go buy a sun sparc then. I fail to believe that you see the Atari as;

>SPARC-based Suns are too expensive for the amount of power you get... a
>SPARCclassic is less powerful (CPU-wise) than a '486dx2/66, but much
>more expensive.

CPU-wise, yes. But this is the big scam with DOS/Windows. My 90MHz Pentium
suffers badly from DOS's poor filehandling, making it no faster in real terms
than a 486sx25. However, run Linux under it, and those problems go away,
and you see the next problem layer - the IO/Bus. Mine is a PCI SCSI bus,
and it is still far far inferior to the IO that a Sparcstation can do.

CPU-speed is irrelevant on a DOS/Windows box. The disk caching is brain dead
when compared to a unix system.

BTW, Atari's GEMDOS uses the same file model as DOS.

>WELL, since Windows doesn't pre-emptively multitask, and MiNT/MultiTOS
>does... yes, it is. If you've got OS/2 or Windows NT or Linux (which
>all take away your ability to play all those games you mentioned in 1,

Actually, DOOM runs under Linux! (hehe... had to point that out)

>>4) a better mathematical machine.

Hehe... provided you don't want to do DIVISION on a PENTIUM!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / Microsoft is not the answer.
/ * <-- Computer Science Department, / Microsoft is the question.
_.-._/ University of Queensland, /
v Brisbane, Australia. / NO is the answer.

4371. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 03:15:13 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3bm3g1$fio@uqcspe.cs.uq.oz.au>
Source record: 175682

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>Intel says, "Registers... who needs 'em!"

This is true. It is an absolute JOKE that the Pentium still has the same
register set as a 386. The 68000 instruction set looks like RISC compared
to the 80x86's! Not to mention that the 80x86 instruction set is completely
based on 8-bit. I had to look at some Intel machine code, and it gave me
the creeps - I'm amazed they can get it to run so fast. The Pentium has
GOT to be the last of this line. Next chip should be all RISC with an
on-chip 80x86 emulator - it is all they can do now, surely.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / Microsoft is not the answer.
/ * <-- Computer Science Department, / Microsoft is the question.
_.-._/ University of Queensland, /
v Brisbane, Australia. / NO is the answer.

4372. Re: SIMMs for Stacy?

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 03:55:36 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D0608o.FtE@news.hawaii.edu>
Source record: 175689

Mike Morris (mike@medsun.unige.ch) wrote:
: I want to upgrade Stacy from 2 Mb -> 4 Mb RAM; can I buy any SIMMS,
: or are some incompatible or better/worse than others ?
: thanks in advance,

If I ain't mistaken' I do believe that Stacy uses SIPPs rather than
SIMMs. When you open up the long panel on the underside of Stacy, you'll
find them.
Don't know about which type of SIPPs they are as yet...

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE

4373. Re: starball on TT

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 05:13:52 UTC
From: hing@csulb.edu
Message-ID: <3bmaeg$b4o@garuda.csulb.edu>
Source record: 175688

```
Frans Meulenbroeks (meulenbr@prl.philips.nl) wrote:
: Triggered by the recent messages on starball, I decided to check it out.
: It looks interesting, but unfortunately on my TT the screen turns black
: after a short while (often the initial screen does not even show up).

: Has anyone an idea how to fix this? If it matters: I'm using TOS 3.06
: --
: Frans Meulenbroeks (meulenbr@prl.philips.nl)
: Philips Research Laboratories

--

Mine it works fine. I can run it from any resolution. I am using TOS 3.06 also

-------------------------------------------------------------------------
---------------- --O\ Houn-Nam Ing
------------- -\ <, hing@csulb.edu
------------- (*)/(*) `La science science sans conscience,
--------------------- n'est que ruine de l'arme'
-------------------------------------------------------------------------
```

4374. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 06:24:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199412020824.a49765@wi2.maus.de>
Source record: 175511

In article <John_Townsend-1811941258160001@townblue.taligent.com>,
John Townsend (John_Townsend@taligent.com) wrote:
>During the 1985 to 1989 timeframe.. Atari released the 520ST, 1040ST,
>the Mega2 and Mega4 as well as work on things like STPad and STBook
>as well as the ST Portable. When you add the Laser Printer, GDOS, the
>CD-ROM player, and some networking stuff that never made it, you have
>quite an array of hardware projects that were produced.

Please don't count Mega 2 and Mega 4 as different projects :-) I doubt
that Book and Pad development started before the release of the Stacy.
Stacy didn't have a different TOS than other machines. GDOS in 1989
was not very different from GDOS in 1985.

>When you consider than Atari had a staff of about 12 people working on
>TOS (at the most, usually less than that).. you begin to understand that
>we are dealing with a resource problem. Atari simply didn't have the staff
>to do everything it wanted to do. Now, remember.. I am not slamming
>Atari for this. Every single company in the world has this problem. They
>have to make decisions on what they need to do and what they have the
>resources to do.

I would think that 12 persons are enough, considering the projects they
had to work on. Take the NVDI and MagiC people (3), add someone for a
desktop, someone for harddisk drivers, someone for XControl... You get
the picture :-)

4375. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 08:05:19 UTC
From: et94drw@exeter.ac.uk
Message-ID: <D06Bsv.4xI@exeter.ac.uk>
Source record: 175691

christian.andersson@p5.f611.n203.z2.ct.se writes:
> > Obsession is a poor mans Pinball Dreams, Starball does not try to be
> > Pinball Dreams and since Pinball Dreams is now out on the Falcon then
> > the death of Obsession will be quick!
>
> Is there an STe Version of Pinball Dreams out?
>
> Chris.
>
>

RUBBISH! The death of Obsession will only happen with the ultimate death of the STE! Alright so Obsession is like Pinball Dreams, but certainly not a "poor mans Pinball Dreams". And anyway, Pinball Dreams is NOT out for the STE.
The real thing that I like about Obsession is simply what is achieves. TThe superb stereo sampled music, and excellent sound effects, it's excellent graphics (there's definitely more than 16 meagre colours on that game!), it's use of hardware scrolling. For years STE owners have been promised a game which takes advantage of the machines extra power, but we have never had it until now. Sleepwalker was a total let-down, and we have had to put up with cheap (though often good) PD STE stuff. Obsession's achievement puts it much higher than Pinball Dreams. With the Amiga, the great graphics are already there in the machine, with 32 colours on screen in its most basic mode. Also, the sound is much better on an Amiga than it is on an ST. So, in my eyes, ten times more hard work went into Obsession than into Pinball Dreams, and it damn well shows.

Cheers,

Dave.
--
```
/--------\
I O--O I
I [] I
I I
I <DAVE> I
\________/
```

4376. Re: 8MHZ 68000 vs Pentium

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 09:05:50 UTC
From: darekm@microsoft.com
Message-ID: <D06ELs.GyL@microsoft.com>
Source record: 175569

In article <H.eg.aV0m6wEVsfs@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>In <Pine.SUN.3.91.941121175124.20979E-100000@CSOS.ORST.EDU>, James Wood writes:
>>
>>
>That's got to be the stupidest thing I've read all day.
>
>If PC Xformer runs under DOS, it's probably not 32-bit, unless it uses
>some DOS extender (which causes a whole new range of interesting
>problems... try running it under OS/2 or Windows NT).
>
>The Pentium has just as many 32-bit registers as the '486, or '386,
>which is about 2 more than the '286 and '186 had. With more registers
>comes SPEED. Put 32 or 64 32-bit registers on the Pentium and you'll
>have a REALLY REALLY fast chip, instead of a fast chip slightly crippled
>by backwards compatibility.
>
>Luckily for the PC industry, the Pentium is pretty fast, despite the
>crippling it's received at the hands of Microsoft.

Chris my REALLY REALLY smart friend,

First of all, as I'm the author of PC Xformer 3.0, who in hell do you
think you are telling other people what PC Xformer can or cannot
run on???? I wrote the damn thing. I know what it runs on. I know
how I wrote it. PC Xformer 3.0 and Gemulator 3.0 both use 32-bit
386 code, so they do require a 386, 486 or Pentium to run on, and
yes, they run just fine on OS/2 and NT. Even OS/2 Warp and Windows 95.
Ooooh, what a concept: MS-DOS compatible operating systems running
32-bit MS-DOS code. According to you it's impossible. I would suggest
you shut up and maybe read a book on computers so you actually
understand what you're talking about. You obviously don't know
squat about microprocessors or operating systems.

Your comment about "put 32 or 64 registers on the Pentium and
you'll have a REALLY REALLY fast chip". Again, you don't have a clue.
Tell me something. I have an 80 Mhz PowerMac and I have a 90 Mhz
Pentium. The PowerMac has a PowerPC chip on it with 32 32-bit registers
in it compared to the Pentium's 8. (not counting program counter and
other such registers). The PowerPC also has 32 floating point registers.
According to your logic the PowerMac should be orders of magnitude
faster than the Pentium (I take it that's what "REALLY REALLY FAST"
means). In reality, they're fairly close. If you run the PowerMac
which is emulating a 680x0 based Mac, you'll see it runs about
the speed of a fast 68030. If yo run Gemulator on the Pentium

you'll see it runs about the speed of, you guessed it, a fast 68030.
(Actually, it runs just about the speed of a 32 Mhz TT).

So once again you've proven that you know squat, but are capable
of typing the word "really" several times in capital letters. oooh.
As you'll learn when you read a book or two, the number of registers
in a processor is just one of many factors that determines
overall speed.

Your final comment has me most interested. You obviously know more
about Microsoft than I do, and I work here! I was not aware that
we had a "Cripple the Pentium" department in the company. Are they
in building 3 or building 4? I recently moved to the "port Windows
to the 130XE" department so I must not be up to date with what
other people are doing in the company.

Please humor me and explain to me how my co-workers are responsible
for crippling the Pentium. This I have to hear. Ok, Chris, I'm
all ears.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/

4377. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 09:28:59 UTC
From: darekm@microsoft.com
Message-ID: <D06FoF.Hs1@microsoft.com>
Source record: 175570

In article <3banmu$cl0@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:
>Such as programs like Windoze. I find it very hard to believe that
>it can be written so badly so as to take up around, and over, 10meg
>of hard-drive space, when we've got programs like Geneva & Neodesk,
>which I know are not the same thing, but can be stuffed onto a
>single 720K floppy collectively.

Tell me something. Are you saying that the 720K floppy with
Geneva and Neodesk gives you the same functionality as the
10 meg of space occupied by "Windoze"? Let's see, when I
compare apples and apples, I get on the 720K disk something
that is essentially a desktop program! It lets me open up
drive icons, run a program, switch between programs. Ooooh.
I'd say the 10 megabyte Windoze installation does a bit more.
Why don't you compare apples and apples? The 10 meg Windows
installation contains a lot of help files, a lot of Truetype
fonts, a lot of sample programs like the clock and games,
and a lot of other junk that isn't stritly part of the
operating system. When you strip out all that junk, you
end up with about a 2 meg installation that still boots and
runs Windows. surprise, surprise. When you take your 720K
Neodesk and Geneva installation and add in SpeedoGDOS,
and a hard disk driver, and a monitor driver, and the
whole bunch of AUTO folder programs people use to fix
all the bugs in TOS, you end up with a lot more than just
720K. Better yet, just go and install MultiTOS, which
also installs a bunch of fonts and sample programs and
other junk, and soon you'll find that yo can barely even
run anything on a 4 meg ST, that it's dog slow, and
sucks up several megabytes of disk space. So I can
make the same argument about Atari's MultiTOS as yo
make about Windows. Apples and apples, not apples and
oranges. If you just want a graphical shell that
shows disk directories and runs programs, run MS-DOS
with the DOSSHELL program, and presto, you're running
from a 720K floppy, just like Geneva and Neodesk.
Ooooh, what a concept.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/

4378. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 10:26:28 UTC
From: contacts@mits.mdata.fi
Message-ID: <3bmsok$57b@prime.mdata.fi>
Source record: 175693

In article <3bjsav$4r6@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>Well after reading here that ST-Review is now closed, well at least it shuts
>up those people that have stated here many many time how good Atari
>is doing in the UK etc..
>From the missing Adds in these Magazines, it was obvious that thing
>are not good at all...
>With out magazines the Atari platform is dead....
>
>As I say Atari R.I.P. long live the Acorn...

Good. Now you can move out from here to Acorn groups, and we can
continue using our dead Atari-machines.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4379. Re: Microprose Golf

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 10:29:40 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3bmsuk$r84@nyheter.chalmers.se>
Source record: 175694

In article <D04sn8.3KA@news.gu.se>,
Stefan Berndtsson <gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE> wrote:
>Mike Morris (mike@medsun.unige.ch) wrote:
>> In article LpE@news.gu.se, gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE (Stefan Berndtsson)
writes:
>> >>Simon Moore (smoore@chowgar.demon.co.uk) wrote:
>> >>> Does anybody know if Microprose Golf will run on the Falcon?
>> >>
>> >>With the latest version of Backwards (2.8, or something) it works!!

Where can I find this? Is it only available to registered users?

The million dollar question: Can it run Epic?
(I know the game compatibility chart claims that Epic runs with an older
version of Backwards, but that is not true, unfortunately.)

>> How about on the TT? On mine, it starts to read the disk, runs half the
>> demo "bunker shot", and then locks :(
>
>That's exactly how my Falcon behaves without Backward!!

I released a Falcon fix for Golf some time back, which I think would work
on the TT as well. Since I never got any feedback on it (and haven't had
time to play Golf myself) the animation timing problems never got fixed.

How is the power meter speed with the new Backwards? I'm ranked #1, but
with my fix applied I got a score of 30+ over par. :-(
The power meter was _fast_.

If anyone would like to try my patch, please email.

>It might also be some problem with the sound in that scene!!
>That's a big problem on the Falcon, but since I have no idea how the TT's
>sound is compared to the Falcon's, I can't say for sure.
>
>The ST/STE had some nasty possibilities of using strange addresses when using
>the sound chip, that, AFAIK, is missing on the Falcon.

That is not the problem with MicroProse Golf. As I remember it, the crashes
were caused by the differences between the exception stack frames of the
'030 and the '000.
Some routines were called as both subroutines and interrupt handlers...

I wonder how Backwards can fix that. I wouldn't have thought it possible
at all. Perhaps it includes specific patches for certain programs.
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se

of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

4380. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 10:33:25 UTC
From: graham@insignia.co.uk
Message-ID: <D06Inp.JA0@isltd.insignia.com>
Source record: 175695

Yes. I think I well may boycott Future Publishing (not just STF) and switch to ST Applications
which I haven't bothered with upto now.

4381. Re: Ghostscipt 2.61

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 10:35:13 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Dec2113514@issan.informatik.uni-dortmund.de>
Source record: 175697

In article <199411290819.a32716@a2w.maus.de>, Ian_Taylor@a2w.maus.sub.org (Ian Taylor) writes:

|> Chris Gray (cgra@se.bel.alcbel.be) (cgra@se.bel.alcatel.be) wrote on
|> 24.11.94:

|>> ROTFL :>
|> ?????

Rolling On The Floor Laughing... (sp?)
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

4382. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 10:43:34 UTC
From: contacts@mits.mdata.fi
Message-ID: <3bmtom$57p@prime.mdata.fi>
Source record: 175696

In article <ELBRCJUUUp@galaxy.owl.de>,
Hendrik Mylius <neptune@galaxy.owl.de> wrote:
>In <0af6716f@ct.se> Christian Mittendorf wrote:

>>Could we Falcon owners speed up our beloved bird by an accelerator board to
>>040 or do we have get a Medusa?
>
>IMO get a decent 040-MAC and MagicMAC. Could someone fill me in on the various
>PowerBooks available?

The Mac is not any solution for Falcon users - most of Falcons are in
D2D-use, and a lot of it's appeal comes from the inbuilt DSP and ability
to play 16 channels of audio without external cards. Not to mention
DSP-graphics (eg. displays 0.5 Mb GIF:s in 7 seconds!).

There's no Mac that can do that kind of Audio with MagicMAC, or even
with System 7.

It's better to keep waiting for the C-LAB's audio-Falcon...

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4383. Re: R.O.M. out of buisness ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 10:49:03 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3bmu2v$pbo@osiris.wu-wien.ac.at>
Source record: 175698

Thomas Damms (dammms002@acpub.duke.edu) wrote:

: I tried to reach R.O.M. several times within the past 2 weeks
: to get information on the upgrade from NVDI 2.5 to 3.0

: Even after 4 faxes I didn't get any answer. The fax is, however, still
: connected.

: What's going on in good old Germany. Is R.O.M. out of buisness ore are
: they just too buisy to make some more money by selling NDVI 3.0 ?

Well, they are very much alive; On november 26/27, however, there has been
the ProTOS show, the inofficial succesor of the Atari Messe in
Duesseldorf. They were probably busy to prepare for the show. I have been
at th show, ROM were there and the show in general, I think, was a big
success.
Till then,

Alfred

4384. Re: Bunch of TOSsers!

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 10:51:23 UTC
From: graham@insignia.co.uk
Message-ID: <D06JHn.JGz@isltd.insignia.com>
Source record: 175699

Well for the same money you could get MagiC and TeraDesk.

You get a faster OS with multitasking support and an acceptable desktop.

4385. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 11:03:39 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3bmuub$pbo@osiris.wu-wien.ac.at>
Source record: 175552

Bob Brodie (bob@goldleaf.com) wrote:
: In article <3bfj1b$enc@zippo.uwasa.fi> peseb@freeport.uwasa.fi (Peter Back)
: writes:
: >
: > I'd still like to see full specs on the rumored Eagle....
: > Does it have a Falcon compatible sound-system etcx?

: Well since the product doesn't exist, and never has, you can make up
: whatever specs you want, Peter.

: How can "full specs" for a rumor possibly be posted????

: Especially a rumor that isn't true!

: regards,

: Bob Brodie
The "rumour" is absolutely true. The machine was up and running at the Pro
TOS fair in Bonn-Hennef, Germany. It faetures in the beginning a 68030
processor, that will be replaced by a 68040 at no cost later. The CPU is
on a board, so upgrading is very simple. It has at least 8 espansion slots
(12 optional), has a ET4000 graphics chip on the main bord and is TT
compatible, i.e. it has SCSI, FastRAM up to 256 Mb etc....
The machine costs at about DM 4000, with the 68040.
Again, the machine was there running atari software, I - and thousands of
others - saw it.

4386. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 11:19:16 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3bmvrk$pbo@osiris.wu-wien.ac.at>
Source record: 175553

Bob Brodie (bob@goldleaf.com) wrote:

: John Townsend has already tried to tell you guys; there isn't any more
: computing development going on at Atari. He's very well connected there,
: and left under the best of terms. Why do you insist on foistering these
: rumors about another machine??
I do not know about the truth of rumours on a new Atari machine. It is a
fact, however, that Atari is currently negotiating with the organisers of
the Hannover Cebit shows to be present there at the Cebit; the Cebit
organisers say, that the nature of the Cebit makes it impossible to
display games only machines (they will not allow it) only at the Cebit.
Discussions are still continuing, Atari seems nevertheless very interested
to be present there. This is a message from the Cebit organizers, not from
Atari. The cebit organisers also stated, that they could not tell more and
if someone wanted to have more info, they should turn to Atari itsself

: And I'll still be using my Atari Computers on the homefront for a
: long time to come...
Have you heard about "Magic Mac"?
Magic Mac is fully TOS compatible operating system (well, more likely to
say MultiTOS operating system) for Atari AND Macintosh computers. At the
ProTOS show, Apple has been there and offered the Performa 475 and 630
with Magic Mac for free. I have to stress that Magic Mac is not an
emulator, but a fully written operating system.
You could very easily sell your small Atari machines and get a decent 68040
machine with color garphics and VRAM, CD ROM .....

In that sense, I do not think that we need a Milan or Atari at all.

Regards,

Alfred

4387. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 11:35:52 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3bn0qo$pbo@osiris.wu-wien.ac.at>
Source record: 175554

Hutch (hutch@ilmen.lanl.gov) wrote:
: In article <3be59d$dih@nntp.crl.com> bob@goldleaf.com (Bob Brodie) writes:

: OK, guys... here's your chance to flame Bob Brodie as an anti-Atari
: radical and to oust him from the fold of the true believers.

Why should one flame at Bob? Bob stated his PERSONAl opinion without
arrogantly insulting Atari users and Atari software developers. He did not
mix up Atari products and prodcts from other companies (such as TOS and
Magic) and thus did not get himself to call these other products outdated,
while meaning the products from Atari.

: C'mon, there is nothing wrong with facing the truth concerning the
: business situation at Atari.
Agreed. But he also does not know the truth about Atari things that go on
outside Atari. Calling the existing Eagle a "mere rumour" that "never
existed" (while thousands have seen it) and probably never having heard
about or seen Magic Mac (or Magic for Atari machines) proves that. It
seems to me, that Atari and fromer Atari officials were even in good Atari
times as well as now somehow czut off or ignoring demand and development
going on in Central Europe.

: In fact, now is the time that Atari users
: can help each other the most as the level of support dwindles.

Agreed. And I think that works pretty well.

: If you choose to move on to another platform for whatever reason, then
: more power to ya. It's been fun. Good luck.

If you choose to move on to another platform do not think that development
of Atari software and operating systems have stopped. The operating system
is now available for Macs, other machines will follow. So you can continue
having fun with "atari" also if you move on.

: If you choose to keep using your Atari until Hades freezes over, that's
: cool too. Whatever works for you. It's NOT a competition, gang.

Agreed. But it will take some time till Hades feezes over the original
atari machines, and there are eagles, medusas, performas who excellently
run Atari software for the time after Atari.

Till then,

Alfred

: P.S.: And thanks go to the Brodiemeister for the 'sanity check.'

4388. editor for roland jv-80/30

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 12:08:37 UTC
From: Bas.Hekking@phil.ruu.nl
Message-ID: <Bas.Hekking-02129413083700001@ana-dyn-3.mac.phil.ruu.nl>
Source record: 175555
Cross-posted to: comp.multimedia,comp.sys.atari.st,comp.sys.ibm.pc.soundcard.music,comp.music

I'm looking for a roland jv-80/30 editor in order to create my own sounds.Does anybody know a internet site, or an address where I could find such an editor?

Bazz

4389. "Network" under MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 13:38:45 UTC
From: uel035r2a@tferi4
Message-ID: <1994Dec2.143845@tferi4>
Source record: 175508

I have two STs: 520 and Mega2. I would like to connect these machines somehow, so that 520ST would run like a terminal and Mega 2 would do all the job for both.

1. Is it possible to do it under MiNT?
If yes, how? RS232, MIDI, ...?

2. Can I run more GEM applications at once under MiNT? I have downloaded kernel and TOSwin and I can run only TOS programs.

3. If yes(2), can I run GEM application on "terminal" (=520ST), ie will I get the results on "terminal" screen?

Any tips would be appreciated.
Thank you in advance

Matej.Kenda at uni-mb.si

4390. Re: SLIP on a 1Mb Machine

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 13:42:26 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <786375746snz@chowgar.demon.co.uk>
Source record: 175561

In article <H.ekBL.yHJUq2rBclo@albemuth.equinox.gen.nz>
john@albemuth.equinox.gen.nz "John Collis" writes:

> Hi there,
>
> Does anybody have any recomendations for using SLIP on a 1Mb RAM Atari
> ST. I know there is KA9Q based software out there, but it is rather
> confusing with the different packages. Has anyone any useful
> suggestions or recommendations??
>
> I believe that there is a collection of software developed for use
> with Demon Internet services in the U.K. Has anyone here got direct
> experience and can recommend this stuff?? Where can I get hold of it??
>
> Cheers,
> John

The software at Demon is the KA9Q based software that you are talking about
but it's not all that confusing really. Ftp to ftp.demon.co.uk and it's in
the pub/atari folder called stnet110.tos or something.

--
Simon Moore
smoore@chowgar.demon.co.uk

4391. Re: TT or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 14:03:34 UTC
From: gc85@d5.hrz.uni-giessen.de
Message-ID: <D06sDy.8Io@muster.hrz.uni-giessen.de>
Source record: 175502

Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote (Thu, 1 Dec 1994 22:00:03 GMT) in
comp.sys.atari.st:
: I've been saving up the cash to buy a Falcon, but am now having second
: thoughts - I may find a TT more usefull. I intended to use the Falcon for
: Graphics(Illustrations, Video) and DTP, but from what I've heard the I may
: need the power of a TT for something like say DA's Repro and CalamusSL. I am
: not clear on the relative power, number of colours, etc when comparing these
: two machines.
: Does anyone out there use either of these machines for graphics at a high end
: level, or have experience with either (preferably both :>) and could help me
: out here? Thanks/merci
: -ken
If you want to DTP in color, then you might get into trouble with the Falcon if you need
to work on images of a few MB. The Falcon is expandable up to 14MB, the TT as far as I know
up to 256MB.
I have a TT with 10MB currently on my own, and can loan a Falcon from a friend of mine.
Second is the VME-Bus, where you can plug in excellent Graphics-Cards, like the
TC1208E from Matrix, it is, so do I think, the best at the moment.
The calculating power is also with the TT, 68030 and 68882 at 32 MHz, although
the Falcon could have this too, say with the SKUNK32 and a FPU as add ons.
I bought my TT for the RAM and for the separate Keyboard. And my friend
bought his Falcon for the sounds subsystem and the flexible Graphics interface.

Hope this eases your decision.
Bye

--
-
Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar)

Snail Mail: E-mail/FAX:
Konstantinos Xonis Konstantinos.Xonis@physik.uni-giessen.de
Buderusstrasse 14 FAX: +49 6441 42504
D35576 Wetzlar +49 6441 417663
FR Germany

4392. Janus ISA card

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 14:18:44 UTC
From: jondinga@io.org
Message-ID: <3bnac4$fj@ionews.io.org>
Source record: 175560

It's now 07:22:14 and I'm thinking about Janus ISA card

Has CGS Computerbild actually released this item? Does
anyone here seen it use/ use it? Does it use a square socketed 68000
chip .... more than one version of TOS installable/switchable? Would
it be possible to mount a accelerator on this card? Will it work in a OS/2
environment? 1024x768 res if the ISA graphics card supports it? Does NVDI
ET4000 work/help like it does with a CrazyDots?

The reasons I need to know are: my MSTE mb is dead [actually I now have
two dead mbs ;( ], I may finally have a job, but need to use a [UGH] 80486,
so a Janus sounds like a good possibility !!

CGS phone # is 081-679-7307 if anyone would like to talk to them, or
maybe someone has their email address?

adTHANKSvance...... Jon

* (QW|{ 2.8 * EZ-Reader, eat your heart out!

4393. Re: Xperience demo

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 14:20:42 UTC
From: robh@falrealm.demon.co.uk
Message-ID: <941202Z142042.944robh@falrealm.demon.co.uk>
Source record: 175462

In article <3aqs7d$cni@t3.xgw.fi>
krlawson@xgw2.xgw.fi "Kristoffer Lawson" writes:

> The xperience demo for the Falcon doesn't work on a TV because the demo's
> routines only check for a VGA and RGB monitor. Is there a path for this?
> If so where can I get it from?

There's a prog about called Rez Fooler which should solve the above for you..

--
Rob Hall

robh@falrealm.demon.co.uk

4394. [FS] Adaptec 4070 SCSI->RLL adaptor

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 14:58:23 UTC
From: wmagro@baron.ncsa.uiuc.edu
Message-ID: <3bncmf$ebo@vixen.cso.uiuc.edu>
Source record: 175556
Cross-posted to:
misc.forsale.computers.pc-specific.misc,misc.forsale.computers.workstation,misc.forsale.computers.other,comp.sys.atari.st

Adaptec 4070 host adaptor board for sale.

This board connects to any SCSI bus and allows you to use your old
ST506/512 drives (the kind you had _before_ IDE or SCSI) to your
SCSI system. You can bring back your old drive. It will happily
co-exist with other SCSI and IDE drives in your system.

The board supports two ST506 drives and can be set to any SCSI address.
It takes standard 20 and 34 pin connectors for the drives and a standard
50-pin header for the SCSI cable. The power connector the same
4-pin plug hard drives use.

This very useful board is out of production and can be quite difficult
to find.

Price: $80 or best offer
Guaranteed against DOA.

Reason for selling: I got a SCSI native drive.

--
William Magro "There's some education in body parts identification and
wmagro@uiuc.edu placement, but there's nothing that says you can't
wmagro@tc.cornell.edu put a nose on the top of the head" -- Earl Childers

4395. [FS] Maxtor XT-7190 190Mb MFM drive

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 15:15:15 UTC
From: wmagro@baron.ncsa.uiuc.edu
Message-ID: <3bndm3$ebo@vixen.cso.uiuc.edu>
Source record: 175558
Cross-posted to:
misc.forsale.computers.pc-specific.misc,misc.forsale.computers.workstation,misc.forsale.computers.other,comp.sys.atari.st

This is a 190Mb MFM drive. Probably one of the bigger ones ever made.
It is a full height drive.

Guaranteed against DOA.

Price: $85 or best offer (I reserve the right to refuse any or all offers
below $85).

--
William Magro "There's some education in body parts identification and
wmagro@uiuc.edu placement, but there's nothing that says you can't
wmagro@tc.cornell.edu put a nose on the top of the head" -- Earl Childers

4396. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 15:15:37 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Dec2.151537.5339@bay.cc.kcl.ac.uk>
Source record: 175564

In article <D03Fwt.4sH@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta)
writes:
> David Stevenson (djs@jet.uk) wrote:
> : Well, you won't need to worry about that any more, as it has been swallowed
> : up by ST Format. The next issue will be the last. :-(
>
> : ST Format is

[SNIPPUS SNIP]

> But but but... it will be with us no longer. 8...(
>
> IMO, it is bad that there is only going to be one ST Mag out
> there....STF should have thought about this a lot deeper. having just
> one mag on the shelves is not very good for a platform....then not many
> people will be willing to buy a second hand ST....and not many people
> will want to buy a *new* Falcon, or even ST....and the number of Atari
> owners will fall...and STF will finally go out too. I'd say, in the
> current situation, and with what I predict, STF will only last for the
> best part of another year...and that's it.
>
> At least with 2 mags on the shelves, people knew that the Atari
> platform existed....
>
> Isn't this similar to what happened with the Sinclair computers? One
>
Time to seriously think about buying another machine. The last
of the ST mags is on its last legs; it will phase out when support for the ST
is well and truly washed up. I imagine shareware and PD to keep going
on for a little longer though.

-Al, udem148@bay.cc.kcl.ac.uk-

4397. Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 15:20:25 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412021424.AA04568@ilmen.lanl.gov>
Source record: 175557

```
Q: What's another name for the "Intel Inside" sticker they put on
Pentiums?
A: The warning label.

-Hutch- @ Fair Dinkum Tech
```

4398. Re: MacMagic Info?

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 15:51:37 UTC
From: and@sun1
Message-ID: <1994Dec2.155137.1494@newsserver.rrzn.uni-hannover.de>
Source record: 175575

Hendrik Mylius (neptune@galaxy.owl.de) wrote:
: In <D02q3w.AAK@cix.compulink.co.uk> "Ofir Gal" wrote:

: >MagiC for Mac is made by 2B (authors of NVDI3) and Application Systems. In
: >the UK it will be available from System Solutions
: >(ssolutions@cix.compulink.co.uk) . Don't know about the US. It runs on any
: >Mac with an 030/040 CPU. It's absolutely amazing.

: Do _not_ forget to mention *Thomas Tempelmann* and a few other guys behind
: this brilliant piece of software. It truly is amazing ;-)

And do not forget me. As I did DOS and AES and parts of BIOS.

: --
: /Hendr!K/

: _MausNet:_ Hendrik Mylius @ PB2
: _InterNet:_ *neptune@galaxy.owl.de* << NEW!
: _FonNet:_ 49:5221.855545 _FaxNet:_ 49:5221.855545
: _SnailNet:_ Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
: _PGPNet:_ On request only!

--

ANDREAS KROMKE
UNIVERSITAET HANNOVER

4399. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 15:59:46 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412021504.AA04595@ilmen.lanl.gov>
Source record: 175559

In comp.sys.atari.st h9250467@idefix.wu-wien.ac.at (Alfred Radauer) said:

Hutch (hutch@ilmen.lanl.gov) wrote:
>: OK, guys... here's your chance to flame Bob Brodie as an anti-Atari
>: radical and to oust him from the fold of the true believers.
>
>Why should one flame at Bob? Bob stated his PERSONAl opinion without
>arrogantly insulting Atari users and Atari software developers.

Whoa, hold on there, Alfred. I think you missed my intended sarcasm here.
^^^^^^^
I was simply pointing out that I expected multiple bozos to start flaming
Bob for sharing his opinion and enlightened point of view with us. As has
been proven yet again today, truth and honesty gets one flamed in this
newsgroup.

> But he also does not know the truth about Atari things that go on
> outside Atari. Calling the existing Eagle a "mere rumour" that "never
> existed" (while thousands have seen it) [...]

No, I think you misunderstood again. What he was doing was denying any
knowledge of any new computer development from -within- Atari; not what
3rd party manufacturers were doing.

> It seems to me, that Atari and fromer Atari officials were even in
> good Atari times as well as now somehow czut off or ignoring demand
> and development going on in Central Europe.

They made lots of mistakes, true, but ignoring Europe was not one of
them, IMHO, as that was the ONLY place they were making a profit for
quite a long while. Of course, now they just ignore -everyone-. :)

> But it will take some time till Hades feezes over the original
> atari machines, and there are eagles, medusas, performas who excellently
> run Atari software for the time after Atari.

Uh, yeah, that was exactly my point. Perhaps my intent is getting
confused in the translation???

Bottom line... We can and will enjoy our Atari machines long into the
future, regardless of the existence of Atari Corp. Whether or not we
can do that without attacking each other when one attempts to share
an honest, truthful opinion is still under debate, however. ;-)

Cheers,

-Hutch- @ Fair Dinkum Tech

4400. Re: TT or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 16:20:30 UTC
From: contacts@mits.mdata.fi
Message-ID: <3bnhge$7cv@prime.mdata.fi>
Source record: 175563

In article <macdonald.47.001100B8@cfcsc.dnd.ca>,
Ken Macdonald <macdonald@cfcsc.dnd.ca> wrote:
>I've been saving up the cash to buy a Falcon, but am now having second
>thoughts - I may find a TT more usefull. I intended to use the Falcon for
>Graphics(Illustrations, Video) and DTP, but from what I've heard the I may
>need the power of a TT for something like say DA's Repro and CalamusSL. I am
>not clear on the relative power, number of colours, etc when comparing these
>two machines.
>Does anyone out there use either of these machines for graphics at a high end
>level, or have experience with either (preferably both :>) and could help me
>out here? Thanks/merci

If DTP and Video/Image processing is you main area: get a TT, Medusa or Eagle
with a good VME graphics card.

Falcon is at it's best in everything that needs DSP (mainly music), and there
are not yet any good graphics card available for it. If Falcon would be
accelerated with Mighty Sonic or similar, it would have performance equal to
TT. Only thing missing is professional graphic displaying capabilities.

Aside that, TT is missing much of the entertaiment stuff in the Atari world,
also if (as it seems) Falcon's DSP is utilized more in programs it might get
also past the TT:s speed (in specific tasks like opening pictures).
Examples: MPEG-video playing and JPEG & GIF loading (TurboGIF can open 256-
colour 0.5 Mb Gif to screen in 8 seconds, including load times!).

For serious video stuff: there are VME cards that surpass every other cards,
but those are very expensive (but you can get 4 different videos running in
Calamus SL:s frames for realtime video frame grabbing).

Go figure...

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4401. Re: D/A to do text search & display

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 16:24:53 UTC
From: contacts@mits.mdata.fi
Message-ID: <3bnhol$7eu@prime.mdata.fi>
Source record: 175565

In article <3bn9o6$4jc@news.bu.edu>, <selick@acs4.bu.edu> wrote:
>From: selick@acs4.bu.edu ()
>Newsgroups: atari.archive.umich.edu
>Subject: D/A to do text search/display?
>Summary:
>Followup-To:
>Distribution:
>Organization: Boston University, Boston, MA, USA
>Keywords:
>
>
>Hi!
>
>I'm looking for a desk accessory that will do a search through a text file,
>and then print the material surrounding the found text. Something like "less"
>in a d/a would be ideal.

FSEARCH7 does all that and more.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4402. Re: Give us a break, guys!

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 16:28:47 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412021532.AA04603@ilmen.lanl.gov>
Source record: 175562

In message <1994Dec1.215058.16612@ida.liu.se> t94patsa@ida.liu.se (Patrik Sanfridsson) wrote:

>hutch@ilmen.lanl.gov (Hutch) writes:
>>Ah, I stand corrected. I should have said that anyone who tries to honestly
>>speak their mind or _supports_ anyone else that does so will be trounced
>>upon by the mindless throng.
>
>Only when they act like a smartass and throw personal insults around, like
>you just did ("mindless throng") and Roger always does.

Oh, come now, Patrik. Is that comment really necessary? You call -me- a 'smartass' and then accuse me of personal insults? My comment about the 'mindless throng' was completely generic and did not reference you or any of your previous posts at all. That was entirely YOUR choice, mate.

>Act like a grownup and you'll get some respect.

Oh, right. The computer student stoops to vulgarity by calling me a 'smartass' and suggests that -I- act like a grownup.

> I think we all know the truth about Atari's situation, we just don't like
> to have it showed down our throats from people like you and Roger everytime
> these discussions pop up (cause they will) together with a bunch of insults.

Well, I hardly think my comments qualified as shoving it down your throat. If you recall, all I was doing was coming to the defense of two individuals (John and Bob) whom I hold in great respect. They shared some personal opinion and professional insight from an inside-Atari point of view. They did NOT attack Atari users in any way, shape or form. And for that, they get jumped on??? Sorry, I just don't think that (or THIS) is fair).

>I have only ever used a kill file twice and the first one was for sinclap and
>the second for Roger. I hope I don't have to use it again. I don't think you
>really belong in that company, or do you?

You do what you want to do, Patrik. It's your choice. <sigh>

-Hutch- @ Fair Dinkum Tech

4403. uploads

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 16:33:03 UTC
From: sjg@bilbo.ph.kcl.ac.uk
Message-ID: <1994Dec2.163303.5344@bay.cc.kcl.ac.uk>
Source record: 175567

I've uploaded gcc 2.6.1 (as compiled by ljp@uk.ac.coventry), and a por&#65533;
gnumake 3.71 (as compiled by Chris Herborth). Gcc's been there for a
while, actually :-)

ATB,
Simon (still depressed over STR)

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac
Microsoft is not the answer. Microsoft is the question. NO is the answer <

4404. magazines

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 16:41:24 UTC
From: sjg@bilbo.ph.kcl.ac.uk
Message-ID: <1994Dec2.164125.5345@bay.cc.kcl.ac.uk>
Source record: 175568

Is anyone else getting *very* worried about the magazine coverage avai��@��@
english readers ? STreview is gone. STuser is gone. STapplications is
obviously on its way out. The only one left is a rather depressingly
juvenile games magazine.

I'll continue to support STapps (hey! they may savage me and cause me sjg
Newsg
of legal problems, but I'll still support a good mag, even if my
opinion of the editor is unprintable), but STformat ? Come on! give me a
break!

ATB,
Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac@
Microsoft is not the answer. Microsoft is the question. NO is the answer <

4405. atari 800 xl what do I do with it?

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 16:45:37 UTC
From: a008591t@bcfreenet.seflin.lib.fl.us
Message-ID: <3bnivh$lm7@bcfreenet.seflin.lib.fl.us>
Source record: 175566

--

John Hudson
a008591t@bcfreenet.seflin.lib.fl.us

4406. Re: TT or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 17:05:00 UTC
From: gaghon@nevada.edu
Message-ID: <3bnk3s$s2f@news.nevada.edu>
Source record: 175584

Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote:
: I've been saving up the cash to buy a Falcon, but am now having second
: thoughts - I may find a TT more usefull. I intended to use the Falcon for
: Graphics(Illustrations, Video) and DTP, but from what I've heard the I may
: need the power of a TT for something like say DA's Repro and CalamusSL. I am
: not clear on the relative power, number of colours, etc when comparing these
: two machines.
: Does anyone out there use either of these machines for graphics at a high end
: level, or have experience with either (preferably both :>) and could help me
: out here? Thanks/merci
: -ken

: PS I hope I'm posting in the right group, this wouldn't go into advocacy,
: would it?

No, this is the right group...

Since you plan on doing Video, I would recommend a Falcon. I can do up
to 65k colors while the TT without a Video card is limited to 256colors.

If you need some extra speed for DA or Calamus.... you can get some of the
accellerators that are out one the market. Like the Power-Up (cheap but not
much of speedup), Speed Res Card (more flex. and a little harder to install),
or Mighty sonic(same as power-up, but includes TT Ram.unpopulated) or
maybe even an 040 board that sould be out soon...

All in all, I think that a sped up Falcon would give you the raw power you
were looking for in a TT and all the colors and the (DSP chip) that help
speed up lots of programs like APEX to the tune faster than a 486 66DX2.

Vince

4407. Re: New atari machine

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 17:21:52 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELCSCAUQUp@galaxy.owl.de>
Source record: 175586

In <3bjqmv$4m1@golem.wcc.govt.nz> Roger Sheppard. wrote:

>Looks like its being put out by Teenagers, I for one don't take any notice of
>the posts in rec.games.video.atari, most of these post are from nutters and
>such like that don't even have a brain...

Well Roger, you gave us a very precise description of yourself, didn't you?

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4408. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 17:23:16 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELCSCAUSUp@galaxy.owl.de>
Source record: 175587

In <3bjsav$4r6@golem.wcc.govt.nz> Roger Sheppard. wrote:

>As I say Atari R.I.P. long live the Acorn...

Go buy one and get lost, will ya?

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4409. Re: GEMBench and MagicMac

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 17:55:26 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELCSFEUQUp@galaxy.owl.de>
Source record: 175588

In <Czzo01.Lsv@cix.compulink.co.uk> "Ofir Gal" wrote:

>GEMBench does not run 100% under MagicMac!
>The FPU and VDI Scroll tests fail!
>The VDI Text and Text effects test results should be ignored!

Well, how's this one for starters?

```
GEM Bench v3.40 ï¿½ Ofir Gal 14.1.94
==========================================
ST TOS 3.00, MiNT not present
Blitter not present, NVDI not present
Video Mode = 832 * 624 * 256 Colours
FPU not present
Run and Malloc from STRAM
Ref = TT + Fast RAM + FPU, ST High
Performa 475, 8MB RAM, 1MB VideoRAM
68LC040 with 25Mhz
==========================================
GEM Dialog Box: 0.520 606%
VDI Text: 0.660 657%
VDI Text Effects: 0.955 756%
VDI Small Text: 0.405 1007%
VDI Graphics: 1.935 302%
GEM Window: 0.810 125%
Integer Division: 1.365 112%
Float Math: 0.000 0%
RAM Access: 0.355 371%
ROM Access: 0.355 394%
Blitting: 2.555 66%
VDI Scroll: 3.200 89%
Justified Text: 1.695 234%
VDI Enquire: 0.165 660%
New Dialogs: 1.270 257%
==========================================
Graphics: 432%
CPU: 292%
Average: 402%
```

It might be possible that not all GEMBench-files were installed properly on
that machine as well.

MagiCMAC is an absolutely amazing piece of work!

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4410. Re: MacMagic Info?

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 17:56:28 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELCSFEUSUp@galaxy.owl.de>
Source record: 175589

In <3bddb7$2snq@sat.ipp-garching.mpg.de> Cornelius Krasel wrote:

>> Who are the distributors?
>AFAIK Application Systems Heidelberg (ASH), the primary distributors of
>Signum, Papillon, Phoenix, ...

That's correct.

Application Systems Heidelberg GmbH
Englerstraï¿½e 3
D-69126 Heidelberg

Fon: 06221-300002
Fax: 06221-300389

>>And, most importantly, what is their
>>telephone #, address, and e-mail address?

There are some addresses available. But I dunno if it would be a good idea to
post them in here. Those guys probably get mailbombed and so they'd be kept away
from their work at MagiCMAC ;-)

You can ask me in email, though ...

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4411. Re: Power Supply Board

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 17:59:12 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELCSFEUXUp@galaxy.owl.de>
Source record: 175590

In <Pine.SGI.3.91.941123032432.25626C-100000@x4u2> Volker Wedemeier wrote :

>> My questions are now (manufacturer of the boards is Mitsumi):
>> - Are there any parts which are known to break?
>> - There are some Hitachi-parts on the board which I can't buy here.
>> Are there any known replacements for these?

Sometimes only the rectifier went belly-up or one of the capacitors is
leaking (they dry-out during the years).

>Try measuring at different points with a voltmeter with the power supply
>taken out of your computer but switched on. When the power supply starts
>working suddenly (when you touch a certain solder point with your

Be careful with that! There are some pretty high voltages on some parts of the
PSU. And some models *do not work* without a load connected to them, they
might even blow up completely when you operate them without a minimum load.

But this really depends on the model you have. (The high voltage is on all of
'em, so watch yourselves!)

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4412. Re: Help: 15" Monitor for high resolution on tt

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 17:59:52 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELCSFEUZUp@galaxy.owl.de>
Source record: 175591

In <Pine.A32.3.91.941123125117.16990A-100000@felix.hrz.uni-giessen.de> yf16 wrote:

Hi!

>Please use
>
>yf16@mailserv.uni-Giessen.de

Well, I did. The mail bounced. Talk to your postmaster or sysadmin to get
things sorted out. And send me email then.

To answer your question: TT-high (1280 x 960) requires an ECL input at the
monitor. There aren't that many models around which provide this. EIZO had at
least one model, but that was way above the 15"-range you mentioned.

Have a look into the current issue of the ST-Computer and call a couple of
Atari-dealers. They might provide you with some solution.

HTH!

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4413. Re: How connect 2.88 Mb drive to STE?

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 18:00:36 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELCSFEVBUp@galaxy.owl.de>
Source record: 175592

In <3av9hl$rdi@sandra.teleport.com> Steve Johnson wrote :

>In article <3aqjp3$k5i@ccnews.ke.sanet.sk>,
>Jaroslav Kurimsky <freddy@ccsun.tuke.sk> wrote:

>>What i must got to connect 2.88 Mb floppy disk to STE?

>You need to make sure you have an AJAX floppy controller chip in
>your STE, feed it a higher clock signal (I think it needs a 32MHz
>clock for that), and then write your own software to format and
>use the drive (unless someone already has done so). In other
>words, it's probably not worth bothering with.

Yes, 32mhz is correct for ED mode.(HD 16 and DD 8mhz).

There are a couple of kits available (at least here in Germany) which provide
all the necessary material to fit an ED-drive to your system.

Formatting-software is available as well. Perhaps you might want to contact

MW electronic
Heisterbacher Strasse 96
D-53639 Koenigswinter

Fon +49-2223-1567
Fax +49-2223-26982

they've got all you need.

Can anyone tell me how much ED-disks are? I haven't seen those babies at the
usual places. The idea of having 2.88 (or even more) megs on a floppy disk
sounds kinda nice. But I can hardly imagine some real advantages of this. Them
ED-disks are probably too expensive.

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4414. Re: email address of GEMAR author

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 18:02:02 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELCSFEVDUp@galaxy.owl.de>
Source record: 175593

In <ftn_2.203.221$fidonet.org_2ed3c230_Bertil.Jagard@ct.se> Bertil Jagard wrote:

> MAUS-Net Steffen Engel @ PE
> Use-Net Steffen_Engel @ pe.maus.de

Not quite ;-)

The spaces might cause problems, so better without 'em. The latest address
should look like this:

steffen_engel@pe2.maus.de

Take care.

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4415. Re: NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 18:03:42 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELCSFEVFUp@galaxy.owl.de>
Source record: 175594

In <apb25.12.000AF6D8@cam.ac.uk> BRIDGETT A.P. wrote:

>Is NVDI 3 just as fast as NVDI 2.51? I still havn't seen any benchmark tests
>for it! (after all it was a screen accelerator and THEN speedoGDOS clone)

Here you go:

```
GEM Bench v3.41 ï¿½ Ofir Gal 3.5.94
==========================================
Mega STE TOS 2.06, MiNT not present
Blitter Enabled, NVDI 2.51 present
Video Mode = 640 * 400 * 2 Colours
FPU not present
Run and Malloc from STRAM
Ref = MSTE + Blitter, ST High
==========================================
GEM Dialog Box: 0.825 553%
VDI Text: 0.745 672%
VDI Text Effects: 1.955 627%
VDI Small Text: 1.055 519%
VDI Graphics: 3.660 389%
GEM Window: 0.835 158%
Integer Division: 8.860 100%
Float Math: 6.010 100%
RAM Access: 3.175 99%
ROM Access: 3.170 99%
Blitting: 1.470 118%
VDI Scroll: 1.925 207%
Justified Text: 3.095 157%
VDI Enquire: 0.860 193%
New Dialogs: 1.755 303%
==========================================
Graphics: 354%
CPU: 99%
Average: 286%
```

and

```
GEM Bench v3.41 ï¿½ Ofir Gal 3.5.94
==========================================
Mega STE TOS 2.06, MiNT not present
Blitter Enabled, NVDI 3.01 present
Video Mode = 640 * 400 * 2 Colours
FPU not present
Run and Malloc from STRAM
Ref = MSTE + Blitter, ST High
```

```
==========================================
GEM Dialog Box: 0.810 564%
VDI Text: 0.750 668%
VDI Text Effects: 1.950 628%
VDI Small Text: 1.035 529%
VDI Graphics: 3.655 389%
GEM Window: 0.860 153%
Integer Division: 8.855 100%
Float Math: 6.015 100%
RAM Access: 3.170 99%
ROM Access: 3.160 99%
Blitting: 1.490 116%
VDI Scroll: 1.930 207%
Justified Text: 3.090 157%
VDI Enquire: 0.865 192%
New Dialogs: 1.760 302%
==========================================
Graphics: 355%
CPU: 99%
Average: 286%
```

Both versions are _about_ the same in screen acceleration. But NVDI 3.01 had a couple (about 60) of TTF's and Speedo-fonts active.

Although I do not think that a benchmark is such a good indicator for a machines overall performance. It's just too dependent on e. g. caches or the compiler used for it.

As I have no Speedo5 (and I'm most certainly not going to buy one ;-) I cannot give you some 'real-life` comparison between those two.

Printing speed has improved as well compared to other GDOSses. Until know NVDI 3.01 worked perfectly stable, no crashes at all. Compare that to the problems COPMO's Speedo has and judge for yourselves.

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4416. Re: NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 18:05:02 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELCSFEVHUp@galaxy.owl.de>
Source record: 175595

In <apb25.12.000AF6D8@cam.ac.uk> BRIDGETT A.P. wrote:

>Is NVDI 3 just as fast as NVDI 2.51? I still havn't seen any benchmark tests
>for it! (after all it was a screen accelerator and THEN speedoGDOS clone)

In my previous post I forgot to mention that NVDI 3 is not a clone at all.
NVDI came with a GDOS right from the beginning.

Both NVDI 3 and SpeedoGDOS 5 use the *Speedo Scaling-Technology* from /Bitstream/.

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4417. Re: Doom & AvP not all that great

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 18:07:20 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELCSFEVJUp@galaxy.owl.de>
Source record: 175596

In <3b3qe7$vk@nermal.cs.uoguelph.ca> Mark Rathwell wrote:

> More likely, it's a case of TV's having difficulty handling that
>kind of resolution. Most Jag owners don't have monitors and TV's (as we
>all know) run into problems when the resolution passes 320 X 200.

Huh?

The standard TV-resolution (PAL) is 768 x 576 with 25 frames/second. That
cannot be the reason. Some TV's do not synchronize to 60hz, that's very
likely to cause some problems.

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4418. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 18:08:06 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELCSFEVLUp@galaxy.owl.de>
Source record: 175597

In <3b04lv$h4s@nyheter.chalmers.se> Christer Gustavsson wrote:

>Is this a completely new mag? Hope they start to import it to Gothenburg :-).

Yes, *Atari-Inside* is a completely new mag.

IMHO it's _crap_. Terrible layout, lots of typos, very little competent
information and tests. Too expensive (6.80 DM) for the quality.

Seen it, bought it, read it, never going to buy it again.

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4419. Transfering an old ZX81 tape to emulator format

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 18:28:35 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <D074no.BBK@freenet.carleton.ca>
Source record: 175571

I have an old original copy of the zx81 adventure :alien Space Ship" that I would really like to run under the ZX81 emulator. Is there anyone out there who could transfer it to the format that the ST based ZX81 emulator uses? Please respond in email. Thanks!

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

4420. Where can I get a Portfol

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 19:29:32 UTC
From: Don.Schmidt@f79.n105.z1.fidonet.org
Message-ID: <786455142.AA02993@jina.rain.com>
Source record: 175520

RS> Does anyone here know where I can get an Atari Portfolio?
RS> (preferably under original price).

Carter Graphics & Computers in Kanabb, Utah has an ad in the Sept
issue of ST Informer listing Portfolio for $199 and one demo unit
for $174.

They're number is: (801) 644-2090

... *** From sunny Vancouver, USA ***
___ Mountain Reader II - #Beta 001

4421. Re: Connecting a 1.44M Drive to 1040STe

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 19:32:56 UTC
From: gregor@eskimo.com
Message-ID: <D077n0.Myp@eskimo.com>
Source record: 175574

Theron Eduardo Ross <ba186@freenet.buffalo.edu> wrote:

> I want to connect a 1.44 Meg Floppy drive to my 1040STe. I got a file
>from the umich.edu FTP site that talks about replacing the GAL inside the
>computer to drive this size floppy. Has anyone else done this and has it
>worked for them?

I don't know a lot about it, as I've never done it, but a friend of
mine did put a 1.44 meg floppy into his 1040 to replace his defective
internal drive.

It worked fine except for setting a few jumpers and sawing a bit at the
frame to accomodate the new eject button (it wouldn't fit right.)

Although this sort of thing tends to void your warrantee, it can be
done. However, I'd probably let a shop do it.

Keep in mind that you will not be able to use the 1.44 floppy in high-
density. You'll only be able to access the standard 720k (as well as
extended track) formats. There are commercial products out there that
will replace the floppy controller in your ST with one that can use a
1.44meg floppy drive, so you can use the big disks.

--
Gregory Sumner Meet the new boss,
gregor@eskimo.com The same as the old boss.
Seattle, WA

4422. Atari stfm and blitter ch

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 19:53:44 UTC
From: larserik@oslonett.no
Message-ID: <3bnu08$sof@hasle.oslonett.no>
Source record: 175573

In message #0, targa@werple.apana.org.au writes:

> Is there any jumpers on the board which are needed, or any other
> requirments to get the st to recognise the blitter.. I installed a 68 pin

On the MEGA ST at least there were two jumpers to solder on or off

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

4423. Converting Atari floppies?

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 21:21:50 UTC
From: brachman@cs.ubc.ca
Message-ID: <3bo35e$f0l@ice.cs.ubc.ca>
Source record: 175576
Cross-posted to: comp.os.linux.help,comp.sys.atari.st,comp.os.msdos.apps

I have some old Atari ST 3.5" (720KB?) floppies that I would like to
read on my Linux box. I've struggled with mtools (version 2.0.x) but
it can't read the directory.

Can anyone point me to some (free) software?
I would be happy with something that runs on Unix or on MS-DOS.
Please respond by email.

Thanks.

Barry Brachman <brachman@cs.ubc.ca>
Dept. of Computer Science
2366 Main Mall, Univ. of British Columbia
Vancouver, B.C. V6T 1Z4

4424. Re: MAGIC and NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 21:29:34 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELCWCEUQUp@galaxy.owl.de>
Source record: 175504

In <EKWODDYQ1UP@lafp.oche.de> Manfred Ssykor wrote:

Hi Manfred!

>>I'm planning to upgrade my STFM (Tos 1.4 4Mb 400 Mb Hdu) with NVDI, but
>A GOOD Choice!

To say the least. I couldn't work without NVDI. Version 3 gives you the speed
of prior versions *plus* excellent TrueType- and Speedofont-handling

>>I'm very intringued by Magic that seems to be a TOS replacement promising,
>>other than multitasking, more speed too.
>1. They work very fine together!

They ought to as they come from the same group of programmers.

>>what Magic will speed up ?
>Magic Speeds up the AES-Functions (i think so) and all GEMDOS-Routines
>With Magic you can faster work with you ST. And that WITH Multitasking.

Mag!C improves the overall performance of your machine. Disk and harddisk
access, screen redraws, and yet it is a fully-featured *preemptive* multitasking
OS. *Way* faster than MultiTOS and _much_ more stable.

There is one tiny exception to this. In *Nuremberg* MultiTOS runs faster than
light and is more stable than Mag!X. But that's a completely different story and
somewhat an /insider/ joke if you will ;-) All the German MausNetters probably
know what I'm talking about ...

Later guys!

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: *neptune@galaxy.owl.de* << NEW!
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
PGPNet: On request only!

4425. starball on TT

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 21:57:14 UTC
From: ardoino@musical.fdn.org
Message-ID: <D07EBE.HIv@musical.fdn.org>
Source record: 175506

meulenbr@prl.philips.nl (Frans Meulenbroeks) writes:

> Triggered by the recent messages on starball, I decided to
> check it out. It looks interesting, but unfortunately on my TT
> the screen turns black after a short while (often the initial
> screen does not even show up). Has anyone an idea how to fix
> this? If it matters: I'm using TOS 3.06

I know the first version of Starball had a problem with computers which have
more than 4 Mb.
On my TT (8 Mb) I was obliged to use ADEBOG to run Starball. A friend had the
same problem on its Falcon 14 Mb.

Now the version 1.61 of Starball works very well with 8 Mb TT and 14 Mb Falcon.

J.Jacques Ardoino (France)
STMAG
ardoino@musical.fdn.org

... You, you, and you panic. The rest of you, come with me.
___ Mountain Reader II - #01234567

4426. Need Printer Driver H

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 21:57:18 UTC
From: ardoino@musical.fdn.org
Message-ID: <D07EBI.HJM@musical.fdn.org>
Source record: 175507

Ron Pool (rpool@iastate.edu) wrote:

> Neither the install discs, the Works folder on : the harddrive
> or the manual give a clue about drivers.

And Daniel N Fox (fox@nrlssc.navy.mil) wrote:

f > it doesn't do any printing itself: it does all that through
f > SpeedoGDOS. So you have to have speedo installed first.

Atariworks uses Speedo, but only need Gdos to print. When you run Works
without Gdos, it leaves a message like "Gdos not installed, graphics fonts and
print not available". Sure it's better with Speedo, but only Gdos is needed.
Nothing to install in Works. The driver is installed during boot by Gdos,
Speedo or NVDI.

J.Jacques Ardoino (France)
STMAG
ardoino@musical.fdn.org

... In case of doubt, make it sound convincing.
___ Mountain Reader II - #01234567

4427. HELP ! lost data

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 22:05:46 UTC
From: damms002@acpub.duke.edu
Message-ID: <3bo5nq$809@news.duke.edu>
Source record: 175577

I accidentally deleted a few files from a floppy which I still
need ! I tried to recover these files using an old programm
called "D-RETER.PRG" but this program doesen't work on my TT.

Is there any programm available at an ftp site for undeleting files ?

Thomas Damms
Duke University
damms002@acpub.duke.edu

4428. Re: Atari stfm and blitter chip

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 23:03:15 UTC
From: bobculve@cix.compulink.co.uk
Message-ID: <D07HDG.3FG@cix.compulink.co.uk>
Source record: 175580

>I have fitted a blitter chip into the place provided on my stfm motherboard..

>Is there any jumpers on the board which are needed, or any other
>requirments to get the st to recognise the blitter.. I installed a 68 pin

Yes there's a jumper right by the blitter chip marked W4 I think you
just remove the solder blob on it to enable the blitter chip.

My memory is hazy over this as it's quite a few years since I fitted mine
somebody here will no doubt correct me if i'm wrong.

Regards

Bob Culverston
(the_messenger@cix.compulink.co.uk)

4429. Finding upoint

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 23:12:22 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELDLFGUUUp@stingray.manawatu.gen.nz>
Source record: 175582
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

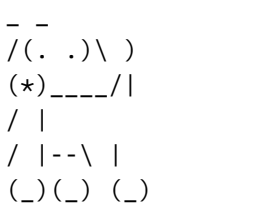
Can anyone please tell me where I can get the August 13 version of upoint_l.lzh (upoint uucp proggie). I have tried several places but to no avail. I can't use ftp easily (I have to ask a friend, who asks a friend...) and so if I could locate the correct version, then I could just get it from a mail-server.

I have tried tu-berlin, tu-clausthal, but they only have the July 26 version.

I'd _really_ appreciate some1 telling me I could get it from please

Richard.

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

4430. 1040 ST + Col Mon for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 23:12:50 UTC
From: marti@rudolf.nscl.msu.edu
Message-ID: <3bo9li$i4e@msunews.cl.msu.edu>
Source record: 175578

Hi:

I have a 1040 ST(F) with a color monitor (SC 1224) for sale.

Both for $250. plus shipping.

Call me at (517) 347-6741 if interested.

Felix

4431. Re: ST-Review...!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 23:26:09 UTC
From: popemerlin@delphi.com
Message-ID: <hYzU9B5.popemerlin@delphi.com>
Source record: 175581

Graham Beint, 321 <graham@insignia.co.uk> writes:

>>ST Review has been bought by ST Formats owners and is no more. The editor
>>and judging by the comments y them on CIX, most of the writers, will not
>>move to STF. To say their has been much of an uproar at this news is an
>>understatement.

STR was by far the best magazine for the Atari machine, were as ST Format has
been
a liability to the machine IMHO. Hope all was well with the Atari Machine until
this happened now we have a problem with the lack of support of competition
which has kept the Atari market buzing for a long time.

Hope STF picks up its editorial style but we have to live with it. but STF
wish to control a small market with domination through MONEY.

Write to STF to demand the best.

Phineas

4432. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-12-02 23:43:20 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3bobeo$173@golem.wcc.govt.nz>
Source record: 175585

In article <D06Inp.JA0@isltd.insignia.com>, graham@insignia.co.uk (Graham Beint, 321) writes:
>
>Yes. I think I well may boycott Future Publishing (not just STF) and switch to ST Applications
>which I haven't bothered with upto now.

That is a problem as ST Applications is not sold over here at all, you have to subscribe to get it here...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4433. Disk Drive Motor Spinning

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 00:27:26 UTC
From: npetrlik@public.srce.hr
Message-ID: <3boe1e$6ij@nippur.irb.hr>
Source record: 175598

Hi To All !

Recently, i've haded a little program (i think it's
from DC group, but i'm not sure), and now, i can
found it ...
The program instals himself in memory and cause
the disk drive motor's always spinning.
It's weird, but i need that for some reason ..
If someone have this little program ,please
email'im to me.

Thanx

4434. Re: Where can I get a Portfolio?

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 00:28:30 UTC
From: fvdakker@sterbbs.nl
Message-ID: <14830IIYTQHOSAFBECL@sterbbs.nl>
Source record: 175583

```
wi>> Does anyone here know where I can get an Atari Portfolio?
wi>(preferably > under original price).
wi>
wi>If you don't mind a phone call to Holland, try ACN on
wi>Holland 0031 23 351100.
wi>
wi>Or write - ACN Postbus 5011 - 2000 CA Haarlem Holland

Or fax: +31 23 361444
Greetings, Frits van den Akker, fvdakker@sterbbs.nl, JFA Software.

--
|[From]============================================================|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |
```

4435. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 02:24:24 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <786854566.0@mettav.exnet>
Source record: 175112

Denesh bibbled on 30 Nov 94 to All...

> : ST Format is as expensive, but is shite. We will miss ST Review.
>
> I have been going around in a totally peeved off mood all day
> long...since I read about this last night...and Vic confirmed it
> today via e-mail. :-(STReveiw should not be the one to go....but as we
> all know...STF wants STR out of the way...and so this way STR will not
> be on the streets...leaving only STF.

:(We all knew something like this would happen - and I too am very annoyed at what Future has done. I'm also rather confused as to why the mag was sold to them in the first place...?

> I honestly think that STR is a better mag for a certain niche of the
> STR market...being more technical...especially since it used a number
> of contributors...and that pooled together a wide experience...

Too right. STR was (oh dear, using past tense already...) the best ST mag out there. Things are not looking very good now. Oh dear.

> many people will be willing to buy a second hand ST....and not many
> people will want to buy a *new* Falcon, or even ST....and the number of
> Atari owners will fall...and STF will finally go out too. I'd say, in

That goes for me too. I was hovering on the edge about whether to get a Falcon or not but this bit of news has pushed me to the "nope, I'll stick with what I've got for a few months and then see what happens..." camp.

Col

Gabber system: col@bibble.mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

4436. Re: 8MHZ 68000 vs Pentium

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 02:26:50 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <3bol1a$7uj@acmez.gatech.edu>
Source record: 175599

darekm@microsoft.com (Darek Mihocka) writes:

>I recently moved to the "port Windows
>to the 130XE" department so I must not be up to date with what
>other people are doing in the company.

(humor mode on)
Rumor central take note! Windows is being ported to the 130XE!
Perhaps there'll be more details in InfoWorld. I hope it's Win 95
compatible.
(humor mode off)
--
David Forrai
Internet: gt1448b@prism.gatech.edu

4437. Re: ST-Review...!! [nearly gone] NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 02:27:16 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <786854566.1@mettav.exnet>
Source record: 175113

Daron bibbled on 30 Nov 94 to All...

> Wrong!! It's just been announced on CIX that ST Review has been sold to
> the publishers of ST Format. ST Review is now dead, or dying.

It's rather ironic after Vic did his customary Xmas ST Format bashing in the editorial....

Col

Gabber system: col@bibble.mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

4438. Re: Steve Wells

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 02:34:48 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <3bolg8$mh@irz401.inf.tu-dresden.de>
Source record: 175534

In article <3ban6j$cl0@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>] I wrote a message once pertaining to a program for the generation of
>D&D
>] characters. I looked at umich and no luck. If you do have the file
>] floating around your computer somewhere, that'd be great if you could
>] uuencode to to me, or reupload it to umich or something.
>
>It's another of the many programs that have "disappeared" from FTP
>sites all over the world, but I remembered that I got it from a local
>BBS that is still operating, so I'll grab it from there in a few
>minutes, and put it on umich, as well as mailling it to you.
>
>Anyone know why a lot of programs are vanishing from sites such as
>umich?! I KNOW I got the Minix demo-disk from there, but among
>others, it's now nowhere to be found anywhere but micros.hensa.ac.uk!
TSR who owns the rights to D&D and many other rpgs _forbids_ to store any D&D-related files on any ftp-server,except the ones which they grant this right.Not a nice net-policy...

Matthias
--
.----------------------+---,
| Matthias Rauhut > mail: mr2@irz.inf.tu-dresden.de /
| Maintainer of > WWW: http://www.inf.tu-dresden.de/~mr2 /
| The > IRC: st-guru /
| Patches Scrolls > real life:huh? /
+----------------------+--+
| Anclish dickjoenarry fur selllelling. /
| Will sale sheep! /
`---'

4439. t: STE and TOS2.06

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 03:35:03 UTC
From: etat@delphi.com
Message-ID: <xowVNr3.etat@delphi.com>
Source record: 175600

I have a good friend, a techie sorta, who has a STE that he wants to replace the TOS in...he actually has the TOS2.06 installed but is having trouble determining the jumper configuration. Some of you have already been thru this and know how it is done or perhaps still have a copy of the instructions. Any information would really be appreciated. Please leave me a reply if you wish to help....thank you.

4440. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 03:48:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.3XV2i2VGjDY@semprini.waterloo-rdp.on.ca>
Source record: 175468

In <CzyE1w.GAw@cix.compulink.co.uk>, "Roland Givan" writes:
>However when it came to the crunch, having a small IDE drive to boot from
>(like the Falcon) actually seemed like a good idea. You then do all the real
>work on a large fast SCSI drive. Two reasons for this:
>
>1) Compatibilty. PC software which gets 'clever' still get a IDE drive to
>play with.

Most of the stuff that makes silly assumptions is DOS software; if I had
a PC it'd be running Linux or OS/2 (probably just Linux).

>2) Cost. IDE drives are dirt cheap so you might as well have one for all
>the boring system files.

True, true.

>Actually point 2 is the problem. IDE drives are *so* cheap that you can't
>buy a small one anymore. The price difference between a medium (200Mb) and
>a large (540Mb) is only about 50ukp. Needless to say I ended up with the
>larger of the 2. Hard disk space is always useful - even if it is 'slow'
>10ms IDE disk space ;-)

I'm waiting for someone to follow a bright idea somebody posted to a net
a year or so ago... Small, VERY fast drives, like 64M or smaller, but
incredibly fast access and transfer rates... what for? Swap space!

>The interfaces are cheaper as well. A SCSI card is 50ukp - 200ukp, whereas
>an IDE one is about 10ukp and its often combined with the IO card.

It's worth the price though. Unfortunately, most PC owners just go for
whatever is cheaper, they don't really care about quality or capability.

> > And, gee, you've still got that IDE disk. Sure hope you don't want
> > to add a DAT and a CD-ROM... And then there's the other liability
>
>Whats the big problem adding a DAT and CD-ROM to an IDE system? My SCSI
>CD-ROM co-exists quite happily with my IDE drive.

Well, most people go like this:

1) buy PC with IDE drive
2) buy CD-ROM with its own card
3) buy sound-card
4) oops, no way to backup... buy weird tape drive with its own card...
oops, no free IRQs or IObase to put it at! Damn...

Now, if they'd just bought a SCSI system, adding the CD and the tape
backup (and another hard drive or two or three and a SCSI Ethernet

interface) would've been VERY easy and painless.

The great thing about SCSI is that it gives you excellent expandibility
for a low cost. PC owners don't like it because it doesn't have slots,
and as far as they know, if it doesn't have slots, it's not expandible.
:-)

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

4441. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 03:49:18 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0212941952090001@tsb-51.ucsc.edu>
Source record: 175501

In article <3bke56$etc@whitbeck.ncl.ac.uk>, Craig Graham
<Craig.Graham@ncl.ac.uk> wrote:

> It's worth noting that, much to the annoyance of the PC community, Doom -
> that pinnacle of PC games, was not developed on a PC at all - Id use
> a NextStation as their development platform and port to everything else
> (PC included) as the PC wasn't up to the job.

Much to the annoyance of people who think that the entire PC community
hates to have anything done on a non-PC, Doom was developed on Intel
hardware running NextStep for Intel. They did it that way because
NextStep is a real OS. (says Tim, former 1040STe owner and now a Mac
Quadra 660AV owner.)

```
+---------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---------------------------------------------------------------+
```

4442. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 04:07:23 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0212942010140001@tsb-51.ucsc.edu>
Source record: 175503

In article <3bmtom$57p@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka Saarinen) wrote:

> The Mac is not any solution for Falcon users - most of Falcons are in
> D2D-use, and a lot of it's appeal comes from the inbuilt DSP and ability
> to play 16 channels of audio without external cards.

Hmmm... lessee, my Mac seems to have a 55 MHz DSP on the motherboard. Oh, and it happens to have 16-bit 48 KHz sound digitizing and playback too. Multiple channel playback? No problem, directly supported by the OS (which is not the case on the Falcon - you have to make your own routines!).

> Not to mention
> DSP-graphics (eg. displays 0.5 Mb GIF:s in 7 seconds!).

Ooooh! My computer, without using anything other than its 68040 (running at 32 MHz), displays a 530 KB GIF in about 7 seconds too!

> There's no Mac that can do that kind of Audio with MagicMAC, or even
> with System 7.
>
> It's better to keep waiting for the C-LAB's audio-Falcon...

It's best not to bury one's head in the sand.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

4443. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 04:20:43 UTC
From: swhatley@blkbox.com
Message-ID: <3bormr$nik@news.blkbox.com>
Source record: 175505

Hutch (hutch@ilmen.lanl.gov) wrote:
: Q: What's another name for the "Intel Inside" sticker they put on
: Pentiums?
: A: The warning label.

: -Hutch- @ Fair Dinkum Tech

In somebody's .Sig, I saw the following funny statement.

"Intel inside, idiot outside."

Later,
Steven Whatley

4444. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 05:07:11 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3boudv$jf1@terminator.rs.itd.umich.edu>
Source record: 175512
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 9403 Nov 30 09:28 ./Applications/0index
-rw-r--r-- baldrick 280430 Nov 28 20:02 ./Applications/For_Kids/art4kids.zip
-rw-rw-r-- weiner 9512 Nov 30 20:48 ./Demos/0index
-rw-r--r-- boydm 513057 Nov 30 20:47 ./Demos/necromun.lzh
-rw-r--r-- baldrick 27187 Nov 30 09:36 ./Games/0index
-rw-r--r-- baldrick 321403 Nov 28 19:35 ./Games/Strategy/midiwiz10c.zip
-rw-r--r-- baldrick 434207 Nov 30 06:38 ./Games/Board/stello20.lzh
-rw-r--r-- entropy 14516 Nov 30 20:53 ./Graphics/0index
-rw-r--r-- baldrick 213542 Nov 21 23:58 ./Utilities/egale21e.lzh
-rw-rw-r-- entropy 30336 Nov 30 09:48 ./Utilities/0index
-rw-r--r-- baldrick 123503 Nov 30 10:57 ./0ls-lR.Z
-rw-r--r-- baldrick 110826 Nov 27 09:40 ./Telecomm/figletst.zip
-rw-r--r-- weiner 7885 Nov 30 09:26 ./Telecomm/0index
-rw-r--r-- baldrick 123229 Nov 30 10:59 ./0ls-lRc.Z
-rw-r--r-- baldrick 9969 Nov 30 09:55 ./Falcon/0index
-rw-r--r-- baldrick 1345517 Nov 28 19:31 ./Falcon/Magazines/update_7.zip
-rw-r--r-- baldrick 18951 Nov 21 23:57 ./Falcon/Utilities/overcadr.zip
-rw-r--r-- baldrick 155436 Nov 30 10:55 ./0compind.Z
-rw-r--r-- baldrick 384642 Nov 30 10:55 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4445. Re: Doom & AvP not all that great

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 05:07:15 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3boue3$6rc@darkstar.UCSC.EDU>
Source record: 175509

In <ELCSFEVJUp@galaxy.owl.de> neptune@galaxy.owl.de (Hendrik Mylius) writes:

>Huh?

>The standard TV-resolution (PAL) is 768 x 576 with 25 frames/second. That
>cannot be the reason. Some TV's do not synchronize to 60hz, that's very
>likely to cause some problems.

But NTSC is 320 x 200. That is the main problem.

~Chris
>--
>/Hendr!K/

> _MausNet:_ Hendrik Mylius @ PB2
> _InterNet:_ *neptune@galaxy.owl.de* << NEW!
> _FonNet:_ 49:5221.855545 _FaxNet:_ 49:5221.855545
> _SnailNet:_ Im Bramschenkamp 6 / D-32049 Herford / Germany / Earth
> _PGPNet:_ On request only!

--
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// \ | \\
\|

4446. If You Are Selling a STacy, READ ME!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 06:22:34 UTC
From: Bruce.Sarte@f616.n266.z1.fidonet.org
Message-ID: <a1b_9412030401@nisc.fidonet.org>
Source record: 175518

Anyone selling a STacy please leave me email at SARTE1@JEFLIN.TJU.EDU, I read a message last week about one and didnot write down the address and I am interested so email me...

4447. Re: Tape Streamers

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 08:16:10 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <s925377.88.2EE02949@mailserv.cuhk.hk>
Source record: 175514

>There are no IDE streamers at all (yet). The cheap DOS streamers
>are slow and are connected to either the floppy port or the centronics
>port.
But is there SCSI tape streamer for ICD the link2 with st or for falcon?

==========
Please mail to me directly if possible.
Good Luck!

Malcolm

s925377@mailserv.cuhk.hk

4448. A question about mouse switches

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 08:22:19 UTC
From: rkim@uranus.uucp
Message-ID: <3bp9rr$s83@nic-nac.CSU.net>
Source record: 175513

I need a few people to test out some switches that I've acquired. These switches are practically an exact match for those found in the ST mouse. The only difference from the original is that these switches have a slightly softer feel.

If you're interested, send email. If you're selected, the only charge would be shipping ($1.00). Right now, I need opinions and suggestions.

Also, advice on how to advertise this (properly) on the net would be most appreciated.

Thanks in advance,

Rich K.

email> rkim@calstatela.edu

4449. Re: MagiC-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 09:07:00 UTC
From: Oliver_Michalak@bi.maus.de
Message-ID: <199412031107.a33313@bi.maus.de>
Source record: 175390

Hi Ofir,

O>MagiC 2 uses about 300k of RAM.
Look for a file called something like MAGXROM.???, with which it is
possible to 'burn' Mag!x into EPROM... AFAIK not for all computers, but some
do run with it...

solong Oliver

4450. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 09:51:43 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D08BE8.JEt@cix.compulink.co.uk>
Source record: 175515

In message <3bhl6u$9qp@sat.ipp-garching.mpg.de>, krasel@alf.biochem.mpg.de said:

>Hendrik Mylius (Hendrik_Mylius@pb2.maus.de) wrote:
>[about a new German ST magazine]
>
>> This magazine is really bad. Typos all over it, terrible layout, and printed
>> on a thick glossy paper (thats really bad on the environment).
>
>What's its name, BTW? Maybe I'll go out and try to get a copy :-)

'Atari inside'

Barry wilsontjb@cix.compulink.co.uk

4451. Re: MacMagic Info?

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 11:10:02 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELDMAGUQUp@galaxy.owl.de>
Source record: 175548

In <1994Dec2.155137.1494@newsserver.rrzn.uni-hannover.de> Andreas Kromke wrote:

Hi Andreas!

>: Do _not_ forget to mention *Thomas Tempelmann* and a few other guys behind
>: this brilliant piece of software. It truly is amazing ;-)
>
>And do not forget me. As I did DOS and AES and parts of BIOS.

Yepp, you're right (of course :-).

I didn't /really/ forget you. Im my mind you're the one who started this
whole development of new and improved OSses, with the release of KAOS 1.2.x,
in the first place. And I'm using it ever since :-)) Perhaps we should mention
Dirk Katzschke as well, shouldn't we?

Keep up the good work!

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: neptune@galaxy.owl.de
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germoney / Earth
PGPNet: On request only!

4452. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 11:22:34 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3bpkdq$8vv@nyheter.chalmers.se>
Source record: 175516

In article <bwanga-0212942010140001@tsb-51.ucsc.edu>,
Tim Seufert <bwanga@cats.ucsc.edu> wrote:
>In article <3bmtom$57p@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka
>Saarinen) wrote:
...
>> Not to mention
>> DSP-graphics (eg. displays 0.5 Mb GIF:s in 7 seconds!).

TurboGIF 1.3 is _not_ using the DSP!
I don't know why everyone seems to believe that.

>Ooooh! My computer, without using anything other than its 68040 (running
>at 32 MHz), displays a 530 KB GIF in about 7 seconds too!

And my computer with a 16MHz '030 on a 16 bit bus (yes, a Falcon030) can
display a 500kbyte GIF in 7 seconds as well, using only the '030.
You really should get a better GIF viewer!

MGIF 4.4 loads GIFs slightly faster than TurboGIF 1.3 (very slightly) but
displays them three times as quick. It's all a matter of smart coding.
A GIF viewer that used the DSP should be much faster, but I've not had
time to add that to MGIF yet.
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

4453. Re: GCC compiler for DSP

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 11:30:41 UTC
From: sjg@bilbo.ph.kcl.ac.uk
Message-ID: <1994Dec3.113041.5347@bay.cc.kcl.ac.uk>
Source record: 175519

Quoth Erling,

> I did exactly the same as you, and it worked for me. But you *HAVE* g Gr
increase the stacksize of g56k and the preprocessor. Around 300k
> should do the trick. Other than that, you need motorolas c-libraries
> to do anything useful (which I don't have).

Why the hell didn't I think of that ??? I think my setup looks too mucp.sys.
unix - I don't have stack problems on my unix boxes :-)

ATB,
Simon
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.acas c-libra
Microsoft is not the answer. Microsoft is the question. NO is the answer <

4454. Re: TT or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 11:33:04 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3bpl1g$917@nyheter.chalmers.se>
Source record: 175517

In article <3bnhge$7cv@prime.mdata.fi>,
Pekka Saarinen <contacts@mits.mdata.fi> wrote:
...
>also if (as it seems) Falcon's DSP is utilized more in programs it might get
>also past the TT:s speed (in specific tasks like opening pictures).
>Examples: MPEG-video playing and JPEG & GIF loading (TurboGIF can open 256-
>colour 0.5 Mb Gif to screen in 8 seconds, including load times!).

The TT can load and display GIFs quicker than that, you only have to use
the right program. In this case that would be MGIF 4.4. ;-)

To repeat what I said in another thread a few minutes ago:

TurboGIF 1.3 is _not_ using the DSP!
I don't know why everyone seems to believe that.

MGIF 4.4 loads GIFs slightly faster than TurboGIF 1.3 (very slightly),
but displays them three times as quick. It's all a matter of smart coding.
A GIF viewer that used the DSP should be much faster, but I've not had
time to add that to MGIF yet.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

4455. Re: Kobold

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 11:42:12 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELDMAGUWUp@galaxy.owl.de>
Source record: 175550

In <3bk365$c2t@sun0.urz.uni-heidelberg.de> Christoph Zwerschke wrote:

Hi Christoph!

>: It doesn't appear to work with Geneva at all,
>
>Maybe. (Nearly) nobody uses Geneva in Germany.

Cuz' it's not officially available on this side of the pond. Yet, that is ;-)

Esp. Falcon-users are anxiously waiting for it.

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: neptune@galaxy.owl.de
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germoney / Earth
PGPNet: On request only!

4456. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 11:59:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2ee06517_Christian.Andersson@ct.se>
Source record: 175497

>> Obsession is a poor mans Pinball Dreams, Starball does not try to be
>> Pinball Dreams and since Pinball Dreams is now out on the Falcon
>> then the death of Obsession will be quick!
>>
>> Is there an STe Version of Pinball Dreams out?
>
> RUBBISH! The death of Obsession will only happen with the
> ultimate death of the STE! Alright so Obsession is like Pinball
> Dreams, but certainly not a "poor mans Pinball Dreams". And
> anyway, Pinball Dreams is NOT out for the STE.

Thats the point I tried to make! Obsession Will be out for the STe AND Falcon,
while Pinball dreams will be Falcon only, and because of that Pinball Dreams
will NOT crush Obsession.

> The real thing that I like about Obsession is simply what is
> achieves. TThe superb stereo sampled music, and excellent sound
> effects, it's excellent graphics (there's definitely more than
> 16 meagre colours on that game!), it's use of hardware
> scrolling. For years STE owners have been promised a game which
> takes advantage of the machines extra power, but we have never
> had it until now. Sleepwalker was a total let-down, and we have
> had to put up with cheap (though often good) PD STE stuff.
> Obsession's achievement puts it much higher than Pinball
> Dreams. With the Amiga, the great graphics are already there in
> the machine, with 32 colours on screen in its most basic mode.
> Also, the sound is much better on an Amiga than it is on an ST.
> So, in my eyes, ten times more hard work went into Obsession
> than into Pinball Dreams, and it damn well shows.

I won't argue with you! I'm Waiting for the Falcon Version of Obsession, which
I believe will be much better (better Grafix! 256 Colours! Better Sound
probebly 16bit, More moving, blinking etc.)

Chris.

4457. Eagle details

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 12:09:12 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELDMAGVAUp@galaxy.owl.de>
Source record: 175549

In <3bkfcj$agt@rs18.hrz.th-darmstadt.de> Alexander Graham wrote:

>was something with the 040 Version. If I remember right
>you purchase the 040 Version jet and get a 060 when they've
>finished the card. (The Eagle works with CPU cards).

Almost right ;-)

The Eagle will be shipped with a 68030/68882 both 33mhz. This will be replaced with a 68040-card as soon as it is available.

>I guess I'll have to bring the last ST-Computer here to type
>in some more information...

Here you go:

GE-Soft claim that their /Eagle-Channel/ is capable of using cards with other CPU's e. g. Intel (yuck!) PPC etc.

8 slots are available, the RAM-board comes with standard SIMM-sockets. The TT-RAM-board can use a max. of 256mb TT and a max. of 14mb ST-RAM. The ST-RAM is arranged 32-bit wide as is the TT-RAM.

The machine comes with a VME-adaptor, so you'd be able to use those ET-4000 cards with NVDI ET-4000. GE provides a custom grafix-card with resolutions of 640 x 480 in 16 colcors and 1,280 x 960 monochrome. These resolutions are directly supported by the TOS 3.06 so you do not need a special VDI-driver.

Important note: TT-high signals come as *RGB* and _not_ as ECL like on an original TT. An adaptor RGB<>ECL will not be available from GE-Soft.

Ports: 4s/1p, ACSI, SCSI (TT-like), ROM-port, TT-keyboard as well as standard MF2 keybd. (adaptor is on the board).

The compatibility wasn't tested thoroughly yet. But all 'clean` apps should work fine.

A basic Eagle will flx to you for about 3.800,-- DM, 2.400 US$, 1.500 UKï¿½ with Case, Keybd., Mouse, 4megs.

This is roughly the information stated in the German ST-Computer. I'm not aware of any more information right now. So _do not_ ask *me* for more details!

GE-Soft
Lanfgrafenstrasse 37-39
D-53842 Troisdorf
Germany

+49-2241-40 64 92

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
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FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
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PGPNet: On request only!

4458. Re: New atari machine

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 12:11:44 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELDMAGVCUp@galaxy.owl.de>
Source record: 175451

In <3429TFBPGFBFRBSQIO@pplnet.com> blade01@pplnet.com wrote:

>And you would know, wouldn't you, Roger?

Well he's quite right on this one. One in a million, though ;-)

[some drivel deleted]

>The voice of the expert...

Yep!

--
/Hendr!K/

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PGPNet: On request only!

4459. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 12:14:44 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELDMAGVEUp@galaxy.owl.de>
Source record: 175453

In <D051Bv.8L3@freenet.buffalo.edu> Paul W. Zablotski wrote:

>>TT's be ~300? 16M of Ram 70ns can be had for $400-525. Why would
> ^^^^^^^^^^^^^^^ ^^^^^^^^^
>Wow! Perhaps you could share your source for THIS price. I know lots 'o
>people who would be interested! ;-)

That's about the usual range for *PS/2-SIMMS*!

The other ones are about 700 US$.

--
/Hendr!K/

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FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germoney / Earth
PGPNet: On request only!

4460. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 12:17:04 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3bpnk0$h5o@osiris.wu-wien.ac.at>
Source record: 175521

Julian Reschke (Julian_Reschke@wi2.maus.de) wrote:
: In article <John_Townsend-1811941258160001@townblue.taligent.com>,
: John Townsend (John_Townsend@taligent.com) wrote:
: >During the 1985 to 1989 timeframe.. Atari released the 520ST, 1040ST,
: >the Mega2 and Mega4 as well as work on things like STPad and STBook
: >as well as the ST Portable. When you add the Laser Printer, GDOS, the
: >CD-ROM player, and some networking stuff that never made it, you have
: >quite an array of hardware projects that were produced.

: Please don't count Mega 2 and Mega 4 as different projects :-) I doubt
: that Book and Pad development started before the release of the Stacy.
: Stacy didn't have a different TOS than other machines. GDOS in 1989
: was not very different from GDOS in 1985.

: >When you consider than Atari had a staff of about 12 people working on
: >TOS (at the most, usually less than that).. you begin to understand that
: >we are dealing with a resource problem. Atari simply didn't have the staff
: >to do everything it wanted to do. Now, remember.. I am not slamming
: >Atari for this. Every single company in the world has this problem. They
: >have to make decisions on what they need to do and what they have the
: >resources to do.

: I would think that 12 persons are enough, considering the projects they
: had to work on. Take the NVDI and MagiC people (3),

I do not think they know about Magic or NVDI. For them Magic and Atari TOS
are the same and no longer supported. Period.

: add someone for a
: desktop,

Well, MagIxdesk is already comparable to the Atarideskops, so you can
discount already one programmer. I think, if you were showing John Gemini
and you would ask him to write such an application, he would ask for an
additional dozen programmers ;-)

: someone
: for harddisk drivers, someone for XControl... You get the picture :-)

Julian, I think you missed the point here. Nobody seems to be interested in
objective arguments for or against something. You can accept the "truth"
John, Roger & Co tell you (i.e. also the above paragraphs) or you can
consider yourself a "snivelling" teenager. Do not think that your
objective posting will get you any reaction on the side of John or someone
else, as long as you stick to your mild tone.

Regards,

Alfred

4461. Re: a few news more :)

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 13:28:00 UTC
From: christian.mittendorf@space.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2ee072e0_Christian.Mittendorf@ct.se>
Source record: 175498

In a message of <02 Dec 94 01:37:06>, "BARRY WILSON" (2:200/427.3) writes:

Hi!
"W> Magic3 is for all ST's, Falcon and TT.
But when will we see it? (Especially the Falcon-Version! For now a 2.1 would
be enough to satisfy me :-)

Greets,
Christian
+++
Internet: christian.mittendorf@space.ct.se
Fido: 2:203/202.11

4462. Re: TDSM

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 13:43:07 UTC
From: mdg@ukc.ac.uk
Message-ID: <461@stork.ukc.ac.uk>
Source record: 174947

In article <D03HCJ.Ar1@info.bris.ac.uk> eb4336@irix.bris.ac.uk (EAM. Breen) writes:
:>Does anyone know anything about TDSM (The Digital Sound Module) for the
:>Falcon, currently being worked on by System Solutions and some others? Can

I hope I do, I'm writing the program!

>it be run on the same computer as is running a sequencer, instead of just
>playing SMIDI files. I hear different sound sets can be loaded, such as
>other samples (vocal etc). This out-price-performs the Akai DR4d
>(hard-disk based sampler). ST Review suggests that it is possible to run a
>sequencer in parallel with TDSM.

Hopefully the program will run as an accessory as well as a stand alone program,
but memory allocation is currently a problem - the program may run with a fixed
amount of sample memory when run as an accessory.

My current plan is that you would need to connect the Falcon midi out directly
to the midi in, so output from the sequencer would be played into the sound
driver... the program should hopefully be finished in a few months.

>Whatever, could you tell me more?

I will post a fuller description of what 'The Digital Sound Module' does in
the near future, however a full preview can be found in the Christmas edition
of the UK magazine 'St Review'.

Griff
--

4463. SIMMs for Stacy?

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 13:45:40 UTC
From: Rick Nolan <root@pointless.gen.nz>
Message-ID: <41203222308$6FC8@pointless.gen.nz>
Source record: 175459

Michael Parrott wrote in a message to All:

> I want to upgrade Stacy from 2 Mb -> 4 Mb RAM; can I buy any SIMMS, or
> are some incompatible or better/worse than others ?

MP> You need to buy two low-profile SIPPs, not SIMMs. SIPPs are
MP> basically the same thing, but with pins that plug into the
MP> memory board as opposed to the edge-type connectors that
MP> SIMMs use.

Mmmm,the only Stacy I've repaired used ZIPPS ..not SIMMS or SIPPS.

Cheers,
Rick

4464. Re: New atari machine

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 14:02:51 UTC
From: jondinga@io.org
Message-ID: <3bptqb$3nb@ionews.io.org>
Source record: 175525

On the 11-30-94 iagaw@cluster1.urz.uni-ha wrote to ALL:
i> I'm reading at the moment some more news about the rumoured new
i> Atari-computer Milan in rec.games.video.atari . They are saying there,
i> that soon there will be an article about this in a french ST-Mag.
i> If you want to know more, read in rec.games.video.atari !
i> He pray its true what they are saying there!!
i>
Any chance of of getting the thread here as well? I hate dl 100
messages about games just to find one about heart STopping rumour ;^)

* (QW|{ 2.8 * Find an impersonator who CAN'T do Robin Leech.

4465. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 14:15:09 UTC
From: jonaeson@algonet.se
Message-ID: <3bpuhd$b4m@aristotle.algonet.se>
Source record: 175522

Gert van der Knokke (gert@ttgk.textlitho.nl) wrote:
: >In message <3bag2g$c91@aristotle.algonet.se>, jonaeson@algonet.se said:
: > > That's not true! I format a tape in 1 hour on my PC! :) :)
: >
: >Stick in a dedicated tape controller and you are down to 30 minutes. Still
: >pretty abysmal though.
: >
: >:-(
: With my Archive Viper, I don't need to format the tape at all (I just use
: it) !!

Most preformatted tapes are not very good formatted (tends to lose data).
A reformat is the best thing to do. (I've been told that 3M is the only
preformatted tape that is formatted ok)

Regards, Tommy

4466. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 14:42:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.pThS6mP1B6Q@semprini.waterloo-rdp.on.ca>
Source record: 175469

In <3bcjt2$m5m@infa.central.susx.ac.uk>, Steven Constantine writes:
>Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
>: Tonnes of software, all crippled because it runs on DOS. Tonnes of
>: software, most of which is crap.
>
>You're SOOOOOOO right... NOT! Yeah, I have to agree with you. XWING is
>just a load of crippled DOS drivel. What planet are you on? DOOM is

You obviously have NO IDEA what contortions the programmers had to go through to make XWING work, let alone work well. The Jaguar could handle XWING no problem, and it's got less computing power (though the graphics and sound processors probably blow your PC's graphics and soundcards to shreds as far as performance goes).

>shit, DOOM II is shit. Get a grip. NO game on my Atari comes close to
>anything I have on my DX2 66.

Well DOOM II is DOOM with a different WAD... big deal. I'm not saying they do come close to your Atari's games; I sure hope you didn't buy that PC just to play games.

>Jeez, you're such a dick!

Oh, I see you did and you're mad about spending 10x what it would've cost you to buy a games console (which could easily be hooked up to a large TV and a good stereo, like mine is).

>The ONLY drawback is cost! I run Word 6, Excel 5 and, yes Windows, and
>ChemWindow 3 for writing up my Ph.D. Show me a more integrated, user
>friendly system for me to use and i'll gladly change.

Try almost anything on a Mac, it'll be more integrated. Oh, I guess you can't play XWING and DOOM on a Mac, so it's a useless hunk of crap, right?

Take a look at NEXTSTEP. Sure, you can't run bloated Word 6 and Excel 5, but there are equivalets that are much, much nicer. And if they crash, the whole machine doesn't fall over... I'd imagine the equivalent of ChemWindow would run a bit faster on an HP-PA RISC workstation (you know, the newest platform NEXTSTEP will run on), given that all of the HP 9000 Series 700 workstations totally slaughter any Intel chip as far as floating-point performance is concerned... scientific computing usually uses lots of that.

>I've owned a Spectrum 48k, Amiga 500, Atari 4Mb STe (HD, mono mon etc)
>for 4yrs, frequently use UNIX and have now settled on the system taht
>allows me to knock out a HIGH QUALITY looking document, compatible with

>Mac users' Word software etc WITH EASE!. I changed from the atari PURELY
>because that platform would not let me do this.

Then, if that's all you need to do, you're fine. Why are you ranting
here? Go work on your PhD!

You've totally missed the point.

>: NEXTSTEP comes with a multimedia encyclopedia. NEXTSTEP doesn't cripple
>: your machine. NEXTSTEP actually does multitasking, _and_ it's got a
>: fantastic interface. Oh, and Microsoft doesn't develope for it, one of
>: the biggest advantages.
>
>
>Just FUCK OFF!

Is that the sound of penis envy? Or are you just totally clueless about
the best operating system that will run on Intel hardware?

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

4467. Re: a few news more :)

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 14:51:48 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELDOBGUSUp@galaxy.owl.de>
Source record: 175452

In <D05r1u.IDz@cix.compulink.co.uk> "BARRY WILSON" wrote:

>>>I couldn't see the afterburner040 and the barracuda040 on the show, but
>There was also a prototype Barracuda at ProTos, the developer gave the
>impression that it was now finished, and should be available about the end

That's what he told me as well. He wanted to have a running board at London or
B'ham.

>The Afterburner is not as advanced at the moment, however this may change
>since GE-Soft are now participating in the development.

Naah, I don't think so. Why should they help out in the first place? They are
competing in a rather small market. Nope they won't.

Believe me, the Afterburner burned itself before it really started.

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: neptune@galaxy.owl.de
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germoney / Earth
PGPNet: On request only!

4468. Re: IMO & IMHO

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 14:52:05 UTC
From: paul@xciv.demon.co.uk
Message-ID: <786466325snz@xciv.demon.co.uk>
Source record: 175538

In article <0718OTBRBXTXTMVAXJ@pplnet.com> blade01@pplnet.com writes:

> IA>I can't understand the sense of 'IMO' or 'IMHO' ...
>
> IMO == In My Opinion
> IMHO == In My Humble Opinion
> r_sheppard == Not Entitled To An Opinion

ROTFL Nice one Rich!

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC Like a thief in the night, see the world by candlelight */
/* Owner I think the phrase ryhmes with "clucking bell" - Blackadder */

4469. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 14:52:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.UImKlaD&vuQ@semprini.waterloo-rdp.on.ca>
Source record: 175470

In <D006Du.AK@cix.compulink.co.uk>, "Roland Givan" writes:
>ST owners are in the same situation now. The machine is no *less* usefull
>than it was in 1986 which is why many people still find them adequate.
>However it has almost entirely expended its potential. Its not going
>anywhere. The average PC is so much better specified than almost all Ataris
>- and while certain Ataris have certain advantages over the PC, there is
>no universal reason to favour an Atari over a PC.

Unless you want to program it and for some stupid reason you don't want
to run Linux or NEXTSTEP or something else that's useful (for ex, you
feel a need to bring home Word or whatever from work so you can work at
home at night and on weekends and it only runs under Windoze).

I just can't bring myself to downgrade my computing architecture. *ALL*
of the other computer purchases I've made have been serious upgrades in
architecture, ease-of-use, etc... Vic-20 -> C=64 -> Atari ST. I
certainly don't want to move back into the early 80s with an ISA bus or
8088-compatibility.

Not to mention the fact that a PC is disposable technology... if you buy
"top-of-the-line" components, it'll _still_ be totally out of date in
two years. Better toss that processor and buy a new one! Sheesh.

>I too got a copy for my 486 this weekend - though I had seen it being played
>a lot. True - its only a game, but I've never seen anything like that on
>my TT. Even if I could write a DOOM clone for the TT, why bother - how many
>people have a TT and would be interested?

A couple of people are writing it for the Falcon. It's already released
(in 65k colours, with smooth shading... which simply can't be done on a
PC because there's no standard for better video modes) for the Jaguar,
as is the awesome Alien vs Predator.

Sure you can tack WADs onto PC DOOM ad infinitum, but that doesn't mean
the other alternatives are no good.

>I think the main point comming out of all this PC talk is that its no
>longer a case of Atari or PC. If you stick with just an Atari you ostricise
>yourself from 90% of the current computer market. *However* just because
>you might now own a PC *doesn'* mean you are not still a dedicated Atari
>owner.

That's true.

But some of us just can't bring ourselves to follow the herd just
because it's easier. DOS/Windows users are lemmings; if you're going to
buy a PC, you should at least have the sense to put some useful

operating system on top of it.

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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

4470. Re: ST-Review...!! [nearly gone] NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 14:57:03 UTC
From: paul@xciv.demon.co.uk
Message-ID: <786466623snz@xciv.demon.co.uk>
Source record: 175539

In article <941130Z192118.969dbrewood@nest.demon.co.uk>
dbrewood@nest.demon.co.uk "Daron Brewood" writes:

> > It was ST User that has now been absorbed by ST-Review both published by
> > Europress.
> > The ST Action section and some staff writers have moved across.
> >
> > ST Format is from a different publisher.
>
> Wrong!! It's just been announced on CIX that ST Review has been sold to the
> publishers of ST Format. ST Review is now dead, or dying.

Absolutely brilliant, STF can't beat STR in sales so they buy them out
instead, leaving us with..... STF. Oh sh!t.

ST Applications was good, until recently when it took on it's new toilet
paper look. :-(

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC Like a thief in the night, see the world by candlelight */
/* Owner I think the phrase ryhmes with "clucking bell" - Blackadder */

4471. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 15:07:03 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D08pzr.Hnu@cix.compulink.co.uk>
Source record: 175523

In response to sheppard_r@ix.wcc.govt.nz's message:

> Well after reading here that ST-Review is now closed, well at least
> it shuts up those people that have stated here many many time how
> good Atari is doing in the UK etc..

It wasn't closed down so much as bought out by its competitor. I'm not sure how different this is from the point you're making but it certainly wasn't the case that it was closed down due to lack of popularity in itself.

I think Europress decided to sell up when the offer came in because the Atari market as a whole is in terminal decline and they thought they'd get more for it while it still had a readership than in a year's time when it would be, inevitably, halved.

> With out magazines the Atari platform is dead...

With one crap magazine (STF) it may as well be dead.

> As I say Atari R.I.P. long live the Acorn...

I know I'm not the only person who finds this offensive...

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/140.16@nest.ftn #

4472. Re: Atari's Still Available?

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 15:08:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.A&a8V0uL_f_@semprini.waterloo-rdp.on.ca>
Source record: 175471

In <199411270635.a49099@wi2.maus.de>, Julian Reschke writes:
>In article <H.eg.OUFC&ciD0cQ@semprini.waterloo-rdp.on.ca>, Chris Herborth
>(cherborth@semprini.waterloo-rdp.on.ca) wrote:
>>I don't think anyone still sells TTs in Canada. Pity. And the price is
>>a bit more than "not quite right", too... especially when you realise
>>you have to add a graphics card to get a decent system.
>>
>>TT030, 2M ST RAM, no disk = ~$1500 US isn't it?
>>ET-4000-based graphics card = ~$ 800 US
>>17" Sony Trinitron monitor = ~$ 900 US
>>8M TT RAM + SIMM adapter = ~$1000 US
>>400M SCSI external disk = ~$ 600 US
>> ------
>>Total ~$4800 US = ~$6240 Cdn
>
>Where did you get these prices?

Like I said, I made them up. I'm still waiting for someone from the US
or Canada to post prices.

>In Germany this amounts to ~ 2000 DM + 600 DM + 1500 DM + 1000 DM + 600 DM
>= ~ $3600 US (where I'm not sure about the RAM prices).

That doesn't help me at all; prices in Germany (and availability for
that matter) have no relation to this side of the pond.
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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

4473. Re: Does Atari still run a BBS?

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 15:14:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.DOpLa2JhpWg@semprini.waterloo-rdp.on.ca>
Source record: 175472

In <R42V17A.dpj@delphi.com>, dpj@delphi.com writes:
>Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> writes:
>
>>I called there to order my Alien vs Predator poster; the BBS software
>>was horrendous...
>
>There's nothing wrong with the BBS software other than it needs an
>update badly. I've been running that software on my BBS for 7 years
>(anniversary is today, btw) and have never had any major problems with
>it.

If found the software very hard to use; all I wanted was to send email
to the sysop... instead, I had to post a message in what appeared to be
a public forum.

I've had lots of experience with ST BBS software, some PC BBS software
(I administer a BBS at work, based on The Major BBS.. which is the
single worst piece of PC software I've ever had to use), and UNIX, and
the Michtron BBS was one of the least easy-to-use things I'd ever seen.

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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

4474. [Q] Volker Soehnitz?

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 15:28:01 UTC
From: dietz@lirmm.fr
Message-ID: <3bq2q1$13r@lirmm.lirmm.fr>
Source record: 175524
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hallo!

Could anybody please give me a hint, how I might contact Volker Soehnitz, the author of a virus detector on the Atari ST? I tried "normal" mail and email using the following address:

volker_soehnitz@ac.maus.de

I think that my mail has reached its destination, because I did not get it back, but I never managed to get an answer.

Thanks in advance.

Andreas

4475. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 15:38:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.HnkXGCRRF5w@semprini.waterloo-rdp.on.ca>
Source record: 175473

In <3bbivk$gk@gumby.cc.wmich.edu>, Joan O'Bryan writes:
>In article <H.eg.hGxotYUomvU@semprini.waterloo-rdp.on.ca>,
>Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>> No, it's not. To buy a "decent" TT setup, you need:
>
>I'd just like to correct a few of Chris's prices with a reality check
>from here in the U.S.:

Thank you Joan!

So, let's see what a TT setup would cost, roughly:

TT, 2M RAM 0 disk -> ~$1200 US
500M SCSI disk -> ~ 275 US (I don't believe this; best I found
was about $450 US, but that was about
$585 Cdn)
16M RAM SIMMs -> ~ 560 US
RAM adapter card -> ~ 300 US (still don't know; what does GEsoft's
TT-RAM adapter cost?)
2M VRAM video card -> ~ 800 US
External SCSI CD-ROM -> ~ 200 US (I don't believe this for EXTERNAL)
17" CTX monitor -> ~ 650 US

Total -> ~$3985 US (about $5181 Canadian; OUCH)

I still think we're a bit low on the 500M SCSI disk and the external
SCSI CD-ROM, but that's probably made up in the over-estimated RAM
adapter cost.

>> Prices are higher in Canada. If you can find someone to sell you the TT
>> or the TT video card.
>
>This may be true, but most U.S. dealers are happy to ship to Canada.

Then add high shipping, possibly some duty (I know there's none on
components, but I think there is on complete systems), and probably 7%
on top for the Grab and Squander Tax.

>You are correct in that there is a premium attached to certain aspects
>of TT systems, namely video cards (around 4x PC costs) and RAM adapter
>cards (not needed on a PC). Plus, the base system is rather pricey,
>considering what you're getting. But all the peripherals are no more
>expensive than for any other platform. In fact, they're interchange-
>able.

True, but it's the base and the premium parts that drive it way out of
reach. For the same amount of Candian cash, you can buy a Pentium or

PowerPC-based system, both of which will make the 33Mhz '030 look anemic.

:-(

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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

4476. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 15:42:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.2wMkqPCQ7jY@semprini.waterloo-rdp.on.ca>
Source record: 175474

In <Czzp7F.10v@ssbunews.ih.att.com>, -Booth,W.A. writes:
>Not sure what part of America you live in - but those are the most
>outrageous prices I have seen anyone quote - ordering from someone
>expensive no doubt.

Like I said; I live in that part of America called "Canada". You know,
that other, larger country to the North of you?

And, like I said, I didn't have a clue, I was fishing for more realistic
prices.

>Ram Adapter card on Falcon is $80-100 depending on vendor - why should
>TT's be ~300? 16M of Ram 70ns can be had for $400-525. Why would
>anyone pay $1280? My last external SCSI cd-rom (2x scsi2) cost $189.
>Its a Texel and even when just introduced a little over a year ago
>was only $500. So where are you shopping? I sure want to stay away
>from there.

I was fishing for...

>If all the prices are that inflated (guess I shaved about $1200 off
>of the ~2200 so better than 50% reduction) then you can have the
>system for <$3000. Wayne

You certainly couldn't in Canada. Tack on 30% for the exchange rate,
and then maybe another 10% or so, just because. Like I said, computer
components are more expensive up here than they have a right to be.

--
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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

4477. Re: SoftPC - PC emulator

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 16:14:30 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94337.111430STIRRE31@MAINE.MAINE.EDU>
Source record: 175532

Hutch,
The person that has been talking to Insignia about releasing SoftPC
has said that they are willing to just release it into the public
domain but cannot without Atari's permission. Atari has been very
uncooperative supposedly. If Insignia is willing to release SoftPC
than why can't Atari work with them to allow this to happen? Many
users want this product and Atari doesn't give a hoot. This, IMO,
is a bad attitude. You may argue that Atari only cares about consoles
now but remember that happy Falcon owners are more likely to recommend
the Jag to friends than angry ones. Atari should support its users.
As far as e-mail, someone reads the mail directed to atari@genie.geis.com.
I have also gotten responses from Atari UK via e-mail.
-scott tirrell

4478. Re: ST-Review [gone] and Subscription

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 16:17:03 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3bq5lv$k3g@dux.dundee.ac.uk>
Source record: 175526

Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:

: Hi there,

: I just read the bad news about ST-Review and since I really HATE
: St-Format, I wonder what will happen to my just-renewed subscription.

: If I read well the next issue will be the last one , that means I will
: start to receive ST-Format ? Blah! Time to stop the subscription and
: save some money.....or,maybe, we will see a bigger AND better ST magazine ?

I don't think this is true well atleast Vic (the editor) didn't mention it
the last time I emailed him (about 2 weeks ago).

Rod

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--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

==

4479. Re: R.O.M. out of buisness ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 16:26:22 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D08tnz.lJ@cix.compulink.co.uk>
Source record: 175527

In message <3blciq$9t@news.duke.edu>, damms002@acpub.duke.edu said:

>I tried to reach R.O.M. several times within the past 2 weeks
>to get information on the upgrade from NVDI 2.5 to 3.0

>...

>What's going on in good old Germany. Is R.O.M. out of buisness ore are
>they just too buisy to make some more money by selling NDVI 3.0 ?

R.O.M. are still there.

Current fax # is Germany 030 491 93 67

I believe the English version of NVDI3 was only released this week.

Barry wilsontjb@cix.compulink.co.uk

4480. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 16:26:27 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D08to3.J7@cix.compulink.co.uk>
Source record: 175528

In message <3bj2si$r1@nntp.crl.com>, bob@goldleaf.com said:

>> I'd still like to see full specs on the rumored Eagle....
>> Does it have a Falcon compatible sound-system etcx?
>
>Well since the product doesn't exist, and never has, you can make up
>whatever specs you want, Peter.
>
>How can "full specs" for a rumor possibly be posted????
>
>Especially a rumor that isn't true!
>

Unless it is referring to a third party product, eg. the G.E. Soft Eagle
which does exist, and was on show at ProTos.

ATB Barry wilsontjb@cix.compulink.co.uk

4481. Re: SoftPC - PC emulator

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 16:27:06 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D08tp6.wv@ssbunews.ih.att.com>
Source record: 175529

In article <3bn5m6$11b@mercury.dur.ac.uk>,
M J Maisey <M.J.Maisey@durham.ac.uk> wrote:
>Hutch (hutch@ilmen.lanl.gov) wrote:
>: In a previous article, <STIRRE31@MAINE.MAINE.EDU> (Scott Tirrell) wrote:
>
>: > I would love to see Soft PC for my Falcon. What do others think?
>: If you want to see Soft PC for the Falcon, you would be better off
>: to write to Insignia Software, not to Atari. This has been hashed
>
>From what I hear, Insignia Software has been very responsive, but Atari
>commissioned them to produce the product and hence owns the copyright.
>Atari are apparently the problem here.
.....
>Profit gained from not releasing a more-or-less-finished product - zero.
>Cost of releasing as freeware - zero (OK, however much it costs to upload
>it to a.a.u.e). They don't have to market, support, or even document it.
>Cost to Atari - tiny. Benefit to Atari community - large. What have they
>got to lose?

I do see a benefit to Atari - but only they could answer if this is
really a benefit to themselves and how much its worth. If the bean
counters have taken over - forget it. They don't know how to count
such assets.

By releasing Insignia's Softwindows, there will be a few less Atarians
that may jump ship - why jump if you can taste the grass on the other
side? Now if Atari ever think they might get back into the computer
business, then every Atarian that is still around when they jump back
in is still a potential sale. I'm not sure that the same can be said
for those that jumped ship - they probably even have a negative impact
on sales trying to justify their decision to leave in the first place.

So Jack - count those Atarians that stayed on the platform in the
plus column - and the lost Atarians in your minus column - you can
bet none of those considerations will appear in your accountants
analysis. Now is it maybe worth it? Please??? Wayne

4482. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 16:31:40 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3bq6hc$k3g@dux.dundee.ac.uk>
Source record: 175530

Harry Sideras (sidcelery@cix.compulink.co.uk) wrote:
: In response to sheppard_r@ix.wcc.govt.nz's message:

: > Well after reading here that ST-Review is now closed, well at least
: > it shuts up those people that have stated here many many time how
: > good Atari is doing in the UK etc..

: It wasn't closed down so much as bought out by its competitor. I'm not
: sure how different this is from the point you're making but it certainly
: wasn't the case that it was closed down due to lack of popularity in
: itself.

: I think Europress decided to sell up when the offer came in because the
: Atari market as a whole is in terminal decline and they thought they'd get
: more for it while it still had a readership than in a year's time when it
: would be, inevitably, halved.

: > With out magazines the Atari platform is dead...

: With one crap magazine (STF) it may as well be dead.

: > As I say Atari R.I.P. long live the Acorn...

: I know I'm not the only person who finds this offensive...

This is all rather depressing I've just spent around 900 quid on Atari
Stuff (Falcon, VGA Monitor and software) now I find out 6 months later
their is one mag, probably even less software and that Atari have NO
intentions of persuing Personal computers. Also it seems the JAG has
bombed sales wise so perhaps we wont even have Atari in existence in
a year or so.

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

==

4483. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 16:36:42 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3bq6qq$4ro@cxc1.cl.msu.edu>
Source record: 175531

swhatley@blkbox.com (Steven Whatley) writes:

>In somebody's .Sig, I saw the following funny statement.
> "Intel inside, idiot outside."

"If there's an Intel inside, there's likely to be a lemming outside."
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

4484. Re: ST-Review...!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 16:42:55 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D08uFJ.17M@ssbunews.ih.att.com>
Source record: 175533

In article <hYzU9B5.popemerlin@delphi.com>, <popemerlin@delphi.com> wrote:
>Graham Beint, 321 <graham@insignia.co.uk> writes:
>
>>>ST Review has been bought by ST Formats owners and is no more.
....
So maybe its time to support the remaining good magazines - ST
Applications (UK) and Current Notes (US) if you don't like ST Format
or their "tricks". Let your money do the voting in the market place!
Wayne

4485. Re: MOD files

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 17:20:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199412031920.a35856@a2w.maus.de>
Source record: 175396

Mickey Boyd (boyd@gauss.math.fsu.edu) (boyd@math.fsu.edu) wrote on 28.
11.94:

>Look on wuarchive.wustl.edu in /systems/amiga/aminet/mods/*. This site
>is mirrored on src.doc.ac.uk (or something similar) in
>/computing/systems/...
A good little site too, if your not sure of the name use: 158.198.1.40

Will Stereo mods run on pts20 on a 1040 in mono?

Mickey can you make a special bundle of kewl mods (Dope for the mind
etc) for the archive. Last time I looked the mod directory was mostly
huge volumes and no idea what was inside.

Ian_Taylor@a2w.maus.de Hmm, maybe time I had a new signature?

4486. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 17:25:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199412031925.a35857@a2w.maus.de>
Source record: 175397

Mickey Boyd (boyd@gauss.math.fsu.edu) (boyd@math.fsu.edu) wrote on 28.
11.94:

>I don't know, but I'd be interested in finding out. I just recently got
>North and South, and am quite impressed with it.
Is this a new one? What is the theme?

Ian_Taylor@a2w.maus.de Hmm, maybe time I had a new signature?

4487. Atari 1040ST and Some Related Stuff for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 17:35:55 UTC
From: sakelley@jeeves.ucsd.edu
Message-ID: <3bqa9r$aaj@network.ucsd.edu>
Source record: 175535
Cross-posted to: comp.sys.atari.st,sdnet.forsale,misc.forsale.computers.other

[Apologies if it is impolite to post for sale messages to comp.sys.atari.st, but I figured the market for this item is a little narrower than what I saw on the other forsale groups].

I've got a 1040ST (which I tested three days ago and seemed to work fine), a mono monitor, a broken external floppy drive, and a bog box of goodies including several languages, a couple gadgets for generating NTSC video, and some books and magazines. I'd like to sell all three boxes, as is, for the best offer I can get. I haven't used it in several years, as I've moved firmly into the mac and unix community, and I'm sure there's some die-hard Atari user who can make better use of this than I can.

I'd also be interested to hear from other Atari users: what's this worth? As I haven't been following the Atari world for a few years, I have no idea what it's worth. I'm not looking for very much money, but I'd like to have a ballpark idea ($300? $200? $100? $10? $1?)

I'd especially like to sell it to someone in San Diego so that you can come pick it up. I don't have a car, and shipping is very inconvenient for me. But I'm willing to entertain out of state offers.

Thanks,

Scott

Scott Kelley, sakelley@ucsd.edu, (619) 534-8560
Multimedia Interactive Learning Laboratory (MILL)
Department of Biology, UC San Diego

4488. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 17:40:28 UTC
From: sk@lumumba.sh.sub.de
Message-ID: <H.elD.wCK6zahD6RpMg@lumumba.sh.sub.de>
Source record: 175542

In <3bcp72$gd9@osiris.wu-wien.ac.at>, h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:
>
> When I look at Magic I see a staff of 3 people working on it. They have
> designed that operating system during the last, say, 4 years. The
> operating system is stable and comatible. Besides, 2 of the programmers
> have developed NVDI 3.01, a full rewrite of the buggy full rewrite of the
> atarigraphicsroutines called VDI, and at the same time replaced Speedo
> GDOS. They have manaaged to port that system onto another plattform, the
> Macintosh. They have succeeded in supporting (see NVDI) an array of
> graphics cards with different grpahic processors. Let us take two more
> people into account, T. Tempelmann and the guy, who wrote Ease, we have at
> total 5 people working on Magic/NVDI/Ease. Add anaother programmer for
> systems extensions (WinCom) we have at MOST 6 people working on Magic and
> essential tools nearby.
[...]

Don't forget that these people probably have Atari-experience and knowledge
for many, many years, probably since the first release of ATARI ST-computers.
They had to cope with many bugs and weak points of 'T'he 'O'perating 'S'ystem
and learned a lot about it, not only during the last years, while developing
alternatives. And it's always easier to learn by other ones mistakes and do
it better than doing it from scratch.

Nevertheless I don't want to diminish the work of these developers. They do
the work Atari should do. And they do it a lot better!

Stefan

4489. PTC 1426 VGA/TT monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 18:08:50 UTC
From: dud@u.washington.edu
Message-ID: <3bqc7i$red@nntp1.u.washington.edu>
Source record: 175536

I have a spare PTC 1426 lying around. Best offer takes it.
It's in good shape. If you've been using your Falcon with a SC1224 or
SM124, here's your chance to finally get 640x480 non-interlaced!

Thanks,

Dan Aylward
dud@u.washington.edu

4490. Re: Obsession vs. Starball

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 18:25:19 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <3bqd6f$753@m1.cs.man.ac.uk>
Source record: 175537

In article <3b10o0$lr6@aristotle.algonet.se>, jonaeson@algonet.se (Tommy Jonaeson) writes:
|> A Parker (se2ap@dmu.ac.uk) wrote:
|> : > 1: the ball in Starball moves very unrealistic, compared to Obsession.
|> : > More math involved in obsession = Technically better.
|> : >
|>
|> : I agree with that, although Pinball Dreams is better than both.

I always thought the maths was pretty good - then last week while I was converting it to the PC I noticed a couple of faults... (Basically if the ball hits an angled wall the ball gains quite a lot of momentum....). It takes months of refinement to get a good ball algorithm, and I'm still getting closer...

|> : > 4: "more going on" are you on drugs? Compare the graphics quality!!!
|>
|> : Well, there's more sprites in Starball compared to the demo level of Obs.
|>
|> Didn't mean to give the impression that Obsession has more 'happening' on
|> screen, just merely the fact that the graphics in obsession is timeconsuming.

Hmmm, my only comment here is graphics which can be chosen and aligned on 16-pixel backgrounds, and never move, but do change, are very fast... I could do about 40 sets of flippers on screen at once at 25Hz on an STFM, but only 32 sprites... anything which doesn't have moving sprites is 1. very boring and 2. very very easy....

One more point someone made about the ball animation being very easy - of course it is, but all animation is easy, it's just how many frames you want to use. More frames are a bad idea because 1. it's memory consuming and 2. your artist threatens to kill you. I wanted to do a properly moving ball, and calculate spin, but Andy wasn't keen on drawing the extra 56 frames....

Just my few comments. So far I'm very pleased with the amount of people who keep telling us how much more fun Starball is than Obsession, and Andy appreciates the comparisons on graphics too. Thanks all

Dave Oldcorn
Volume 11 Software

4491. Re: War strategy games

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 18:57:16 UTC
From: erkamp@janus.arc.ab.ca
Message-ID: <D090nJ.H1E@arc.ab.ca>
Source record: 175543

In article <199411292054.a32717@a2w.maus.de>, Ian_Taylor@a2w.maus.sub.org (Ian Taylor) writes:
>Hi gamers!
>
>I do like to play war strategy games, it is much more
>environmentally friendly than the real thing.
>
>The best ones I have found for the ST are: Empire, Colonial Conquest
>and recently World Conquest.
>
>An old ST Format gave 92% to game called "War in the Gulf", has anyone
>played this?, is it a war game?, would you give it 92% ?
>
>Ian_Taylor@a2w.maus.de

Check out Sid Miers' Civilaztion. Also I can recommend Dominium (very similar to Empire with resource management) and Midwinter and possibly M1 Tank Platoon.

Bob Erkamp --> It Could Happen <-- A L B E R T A
erkamp@arc.ab.ca R E S E A R C H
http://saturn.arc.ab.ca/~erkamp/ C O U N C I L

4492. Re: R.O.M. out of buisness ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 19:29:12 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3bqgu8$joi@brachio.zrz.TU-Berlin.DE>
Source record: 175454

In article <3bmu2v$pbo@osiris.wu-wien.ac.at> h9250467@idefix.wu-wien.ac.at
(Alfred Radauer) writes:
>
>Thomas Damms (dammss002@acpub.duke.edu) wrote:
>
>: I tried to reach R.O.M. several times within the past 2 weeks
>: to get information on the upgrade from NVDI 2.5 to 3.0
>
>: Even after 4 faxes I didn't get any answer. The fax is, however, still
>: connected.
>
>: What's going on in good old Germany. Is R.O.M. out of buisness ore are
>: they just too buisy to make some more money by selling NDVI 3.0 ?
>
>Well, they are very much alive; On november 26/27, however, there has been
>the ProTOS show, the inofficial succesor of the Atari Messe in
>Duesseldorf. They were probably busy to prepare for the show. I have been
>at th show, ROM were there and the show in general, I think, was a big
>success.

That's right, we're alive and kicking, or, as we say in Germany,
those presumed dead live longer.
We were very busy since we also had lots of ATARI hardware to
sell (even TTs, TTM195 and Mega STe!) and we had to take care of the bits that
were left. We'll get to orders in a few days.

Christian

Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|
Raschdorffstr. 99, 13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |

4493. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 20:23:49 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <60230-786486229@mindlink.bc.ca>
Source record: 175540

For the more serious Atari Users the Name Darek Mihocka is not a new name. You have come up with some 'generally' bright things in your past of which your can be very proud.

I think to point that people are trying to make Darek is this, we, you and all the others are comparing the present PC market '94-95' with that of the Atari ST dating back to 1985-86. If you bring this into the picture even a generally bright person such as yourself must agree that the ST is still a computer that knows its mowes, or if you forgot maybe you should try it again!

The other point is this, compare the ST with is't generation's equal and the picture changes quite a bit, I believe this was a PC or XT if I remember.
If a person would compare the cash expense between two people, one how bought the ST and the other who bought the XT, you would see the difference!

The point is not that you don't know better, althought we can't say the same for the company you work for, the point is you avoid the obvious.

looking forward to your reply.

These views are my own.

Ben Van Mil.

4494. Re: STe add-ons

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 20:36:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3bqkrg$bm4@golem.wcc.govt.nz>
Source record: 175544

] There are a few accelerators available, including, Pak3 - for up to
] 50MHz at about 1100 DM incl 50MHz 68030 & 68882, for a 4MB fast RAM
] add 500 DM.

Eep, people actually stick something that expensive in an STe?! Sounds
like a nice gadget though... Hmmm, an STE running faster than the TT,
that'd be impressive! :)

] You can also get an SVGA card and adapter, about 250 DM.

Sounds reasonable...

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4495. Re: Doom & AvP not all that great

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 20:39:46 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3bql2i$bm4@golem.wcc.govt.nz>
Source record: 175545

] >The standard TV-resolution (PAL) is 768 x 576 with 25 frames/second. That
] >cannot be the reason. Some TV's do not synchronize to 60hz, that's very
] >likely to cause some problems.
]
] But NTSC is 320 x 200. That is the main problem.

It'd be extremely funny if it was. It's more like 768 x ~476 (PAL
has a higher Y resolution, I'm not sure exactly how much higher though).

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4496. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 21:04:53 UTC
From: contacts@mits.mdata.fi
Message-ID: <3bqmhl$d3a@prime.mdata.fi>
Source record: 175541

In article <bwanga-0212942010140001@tsb-51.ucsc.edu>,
Tim Seufert <bwanga@cats.ucsc.edu> wrote:
>In article <3bmtom$57p@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka
>Saarinen) wrote:
>
>> The Mac is not any solution for Falcon users - most of Falcons are in
>> D2D-use, and a lot of it's appeal comes from the inbuilt DSP and ability
>> to play 16 channels of audio without external cards.
>
>Hmmm... lessee, my Mac seems to have a 55 MHz DSP on the motherboard. Oh,
>and it happens to have 16-bit 48 KHz sound digitizing and playback too.
>Multiple channel playback? No problem, directly supported by the OS
>(which is not the case on the Falcon - you have to make your own
>routines!).

Yeah, I wonder why all Pro-sequencer/audio progs need Digidesign
cards when you want to use them on a Mac?
It's funny, I haven't programmed any routines ever, and here I am
running 16 tracks of audio combined with 128 tracks of Midi ??!!
Poltergeist?

>> Not to mention
>> DSP-graphics (eg. displays 0.5 Mb GIF:s in 7 seconds!).
>
>Ooooh! My computer, without using anything other than its 68040 (running
>at 32 MHz), displays a 530 KB GIF in about 7 seconds too!

Aaah! As it seemed the prog I have does *not* use the
DSP (my Falcon is 16 Mhz 030)...
So you get a second faster with 16 more Mhz:s and a 040? I hope you paid
less for your Mac that I paid for my Falcon :-)

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4497. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 21:18:28 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0312941321200001@tsb-44.ucsc.edu>
Source record: 175546

In article <3bpkdq$8vv@nyheter.chalmers.se>, d8klojo@dtek.chalmers.se
(Johan Klockars) wrote:

> >Ooooh! My computer, without using anything other than its 68040 (running
> >at 32 MHz), displays a 530 KB GIF in about 7 seconds too!
>
> And my computer with a 16MHz '030 on a 16 bit bus (yes, a Falcon030) can
> display a 500kbyte GIF in 7 seconds as well, using only the '030.
> You really should get a better GIF viewer!

Yep, I should. The viewer I was using was GIFconverter. I tried the same
picture with QuickGIF 1.0, which opened it in about 2.5 seconds.
Unfortunately, I hate the interface for QuickGIF - it has a really strange
file open dialog box that behaves in a very confusing manner.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

4498. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 21:24:48 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0312941327400001@tsb-44.ucsc.edu>
Source record: 175547

In article <3bqmhl$d3a@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka Saarinen) wrote:

> >Ooooh! My computer, without using anything other than its 68040 (running
> >at 32 MHz), displays a 530 KB GIF in about 7 seconds too!
>
> Aaah! As it seemed the prog I have does *not* use the
> DSP (my Falcon is 16 Mhz 030)...
> So you get a second faster with 16 more Mhz:s and a 040? I hope you paid
> less for your Mac that I paid for my Falcon :-)

Actually, see the previous message. I just tested the GIF viewer I normally use. Another one, despite the programmer's inability to create a decent interface, opened the same GIF in 2.5 seconds.

I bought the 660AV when I discovered it was about $500 more than the Falcon, and gave me a video digitizer, a faster CPU and DSP, actual uses for the DSP (it comes with voice recognition, and can also be a fax/modem if you buy the $100 phone line interface pod), better video modes, etc. They're not in production any more, but for a price a bit lower than what I paid for the 660AV almost a year ago, you can now get a Power Mac 6100 (PowerPC 601 at 60 MHz).

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

4499. War strategy games

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 22:05:38 UTC
From: Colin.Campbell@mettav.exnet.com
Message-ID: <786854566.2@mettav.exnet>
Source record: 175114

Ian bibbled on 29 Nov 94 to All...

> The best ones I have found for the ST are: Empire, Colonial Conquest
> and recently World Conquest.
> An old ST Format gave 92% to game called "War in the Gulf", has
> anyone played this?, is it a war game?, would you give it 92% ?

I've got War In the Gulf and it is quite good - but I'm not sure I'd give it 92%... probably around 82%. It's very similar to Pacific Islands (3d polygons & bitmaps) but it is VERY hard.

Col

Gabber system: col@bibble.mettav.exnet.com

* Origin: ~~ Col's Burblings... ~~ (100:101/12.4)

4500. Looking for 13 pin female DIN connector

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 23:01:57 UTC
From: sammcgee@crl.com
Message-ID: <3bqtd5$79g@crl6.crl.com>
Source record: 175455

I'm trying to build a Jag to SC1224 RGB cable and this connector is proving to be a big problem. Where can I get one. (or two)

Sam

4501. Re: Atari stfm and blitter

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 23:56:20 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELEAADVFUp@galaxy.owl.de>
Source record: 175364

In <3bnu08$sof@hasle.oslonett.no> Lars-Erik Oesterud wrote:

>> Is there any jumpers on the board which are needed, or any other
>> requirments to get the st to recognise the blitter.. I installed a 68 pin
>
>On the MEGA ST at least there were two jumpers to solder on or off

When you put a Blitter *in*, you have to *remove* 2 soldered pins on the PCB.
I dunno where these are, though

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: neptune@galaxy.owl.de
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germoney / Earth
PGPNet: On request only!

4502. HELP!!!! virus???

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 23:56:48 UTC
From: hallvart@ifi.uio.no
Message-ID: <3br0k0$gkf@gjalp.ifi.uio.no>
Source record: 175456

I'm having this strange problem that I haven't had before. I'll be working in my editor or my communication program and all of a sudden as I type, the characters on the screen go slower and slower, until the reaction from keypress to seeing it on the screen takes several seconds, then the machine freezes completely. It's not just the typing, but all aspects of the machine, like saving a file, getting the file selector and pressing "buttons" with the mouse takes just as long.

Could this be a virus, or is the memory too low (not enough)?
I have been using my setup for quite some time just like I do now, and I haven't had any problems until recently.
If this is a virus, which virus killer shoudl I get, and where (ftp site)?
Thanks.

please email me directly> hallvart@ifi.uio.no

Hallvard, Oslo, Norway

4503. Wanted: 14.4k modem

Newsgroup: comp.sys.atari.st
Date: 1994-12-03 23:59:33 UTC
From: hallvart@ifi.uio.no
Message-ID: <3br0p5$gl4@gjalp.ifi.uio.no>
Source record: 175457

anyone got a 14400 modem for sale, that I can use with my STe?

please email me directly if you do: hallvart@ifi.uio.no

Hallvard, Oslo, Norway

4504. Re: Doom & AvP not all that great

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 00:06:58 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELEAADVHUp@galaxy.owl.de>
Source record: 175365

In <3boue3$6rc@darkstar.UCSC.EDU> Christopher Taylor Oates wrote:

>>The standard TV-resolution (PAL) is 768 x 576 with 25 frames/second. That
>>cannot be the reason. Some TV's do not synchronize to 60hz, that's very
>>likely to cause some problems.
>But NTSC is 320 x 200. That is the main problem.

Sorry Christpher, that's not correct.

NTSC uses _about_ the same resolution as PAL does (740 x 525). It works with
30 frames/second and uses a different technologie in transferring the
color information.

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: neptune@galaxy.owl.de
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germoney / Earth
PGPNet: On request only!

4505. Re: [FS] Adaptec 4070 SCSI->RLL adaptor

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 01:02:33 UTC
From: jkesling@esserv01
Message-ID: <D09HKA.Jz2@utnetw.utoledo.edu>
Source record: 175460
Cross-posted to:
misc.forsale.computers.pc-specific.misc,misc.forsale.computers.workstation,misc.forsale.computers.other,comp.sys.atari.st

William Magro (wmagro@baron.ncsa.uiuc.edu) wrote:
: Adaptec 4070 host adaptor board for sale.

: This board connects to any SCSI bus and allows you to use your old
: ST506/512 drives (the kind you had _before_ IDE or SCSI) to your
: SCSI system. You can bring back your old drive. It will happily
: co-exist with other SCSI and IDE drives in your system.

: The board supports two ST506 drives and can be set to any SCSI address.
: It takes standard 20 and 34 pin connectors for the drives and a standard
: 50-pin header for the SCSI cable. The power connector the same
: 4-pin plug hard drives use.

: This very useful board is out of production and can be quite difficult
: to find.

: Price: $80 or best offer
: Guaranteed against DOA.

: Reason for selling: I got a SCSI native drive.

: --
: William Magro "There's some education in body parts identification and
: wmagro@uiuc.edu placement, but there's nothing that says you can't
: wmagro@tc.cornell.edu put a nose on the top of the head" -- Earl Childers

--
A couple of months ago I bought one of these new from a surplus electronics
place in California. I can't remember the name of the place right now but
I do remember I paid $45.00 for it.

You're right though, the are tough to find.

Many MFM drives will work with it also.

John - jkesling@eng.utoledo.edu

4506. ST Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 01:09:00 UTC
From: mlake@dgs.dgsys.com
Message-ID: <3br4rc$n4e@DGS.dgsys.com>
Source record: 175458

ST Software for sale (all items come with original disks and docs
except where noted):

Super Space Invaders 6
Oblivion 3
Enchanted Land 5
Paradroid 90 5
Shanghai (no docs) 3
Vampire's Empire 3
C.O.L.R. Object Editor 3
Targhan 3
California Games 3
Black Lamp 3
Elvira I 9
Elvira II 11

Please add $1 per order to help cover shipping.

Marshall Lake
POB 7332
Washington, DC 20044-7332
Tel 703-533-2132
Fax 703-538-4598
Internet mlake@dgs.dgsys.com

--
Marshall Lake
mlake@dgs.dgsys.com

4507. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 02:16:24 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <3br8po$pru@usenet.INS.CWRU.Edu>
Source record: 175463

>>
>>> The Mac is not any solution for Falcon users - most of Falcons are in
>>> D2D-use, and a lot of it's appeal comes from the inbuilt DSP and ability
>>> to play 16 channels of audio without external cards.
>>
>>Hmmm... lessee, my Mac seems to have a 55 MHz DSP on the motherboard. Oh,
>>and it happens to have 16-bit 48 KHz sound digitizing and playback too.
>>Multiple channel playback? No problem, directly supported by the OS
>>(which is not the case on the Falcon - you have to make your own
>>routines!).

Yes, your Mac is cool. I assume you have a Quadra 660AV or 840AV. These have the built in DSPs. Without any hardware cards, you can get up to 6 and 8 digital tracks with the Deck 2.0 sequencing/recording program. That's cool. Remember, though, that Atari created the Falcon with the pro musician in mind. Apple could care less about MIDI implementation and recording specs. A few points to consider:

1) The Falcon can do 16 tracks digital stereo with Cubase Audio. Total system price would be under $2200 list including 4MB/85 and SVGA monitor.

2) 16 tracks on PC clones or Macs will require Soundtools hardware. For the Mac, 16 tracks will cost close to $15,000. You will, of course, have an awe-inspiring, top of the line setup, however.

3) A major complaint of prospective 840AV buyers for digital recording is Apples implementation of some weak A/D convertors. There is no simple way to bypass these, and the result is a rather low S/N ratio (78db?). This is not aweful, and will do for the hobbysit . . .

But, if you want some serious recording for a very attractive price . . . you must get a Falcon, and Cubase Audio. I also think E-Magic is working on a Multitrack digital recording package for the Falcon . . .

. . . correct me if I am off on any points.

4508. New atari.archive.umich.edu mirror

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 03:01:48 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <3brbes$p8m@terminator.rs.itd.umich.edu>
Source record: 175464
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,umich.archives

hi folks,

just a reminder that we are now being mirrors at ftp.orst.edu, along
with the rest of the larger sections of archive.umich.edu, in
the pub/mirrors/archive.umich.edu/atari directory.

it is in your best interest to 1) use afs to get to us or 2) use
the mirror closest to you. that way, you can go on enjoying
the atari.archive.umich.edu service, and we can continue
providing it to you.

remember: you cannot upload to these mirrors. all uploads must be
sent to us here at atari.archive.umich.edu

thanks!
--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
Never solve puzzles that open portals to Hell.

4509. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 03:02:28 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D09n45.zn@cix.compulink.co.uk>
Source record: 175465

In response to sheppard_r@ix.wcc.govt.nz's message:

> In article <D06Inp.JA0@isltd.insignia.com>, graham@insignia.co.uk
> (Graham Beint, 321) writes:
> >
> > Yes. I think I well may boycott Future Publishing (not just STF)
> > and switch to ST Applications which I haven't bothered with up to
> > now.
>
> That is a problem as ST Applications is not sold over here at all,
> you have to subscribe to get it here...

Don't feel slighted Roger, we have to subscribe to get it in the UK as well. I've only ever seen it on general sale in one shop and heard about it in another (Birmingham and Coventry). That was a while ago though.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/140.16@nest.ftn #

4510. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 03:02:31 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D09n48.10D@cix.compulink.co.uk>
Source record: 175466

In response to rmccall@mcs.dundee.ac.uk's message:

> This is all rather depressing I've just spent around 900 quid on Atari
> Stuff (Falcon, VGA Monitor and software) now I find out 6 months later
> their is one mag, probably even less software and that Atari have
> NO intentions of persuing Personal computers. Also it seems the JAG
> has bombed sales wise so perhaps we wont even have Atari in existence
> in a year or so.

Rod, you can read it that way if you like and to an extent it is true, but your Falcon is still the same machine that it was, the software is still coming through and the NET provides me with most of the news stories weeks and months before the mags printed it as well as NeST, Atarinet and Turbonet.

IIRC the same thing occurred in Germany earlier this year and look at the products coming out from there.

What we won't get is the run throughs on softwre comparisons and such-like, but surely STF must change to fill the gap to some extent. ST Apps is still around and who knows how they will react - perhaps they'll re-expand the mag again.

Only the magazine has been closed, not your personal machine.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #

4511. Re: Doom & AvP not all that great

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 04:07:59 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3brfav$jcl@darkstar.UCSC.EDU>
Source record: 175467

In <3bql2i$bm4@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz (Steve Wells) writes:

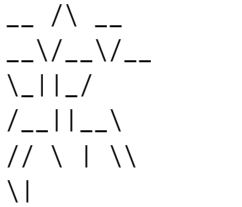
>] >The standard TV-resolution (PAL) is 768 x 576 with 25 frames/second. That
>] >cannot be the reason. Some TV's do not synchronize to 60hz, that's very
>] >likely to cause some problems.
>]
>] But NTSC is 320 x 200. That is the main problem.

>It'd be extremely funny if it was. It's more like 768 x ~476 (PAL
>has a higher Y resolution, I'm not sure exactly how much higher though).

If you interlace, you can get above 200 lines on a television. I was speaking
of the maximum clear resolution where you can actually discern an individual
pixel. If you push it beyond 320 x 200, every pixel blurs together. Good for
still images and even games, but 320 x 200 is the best real resolution from
a TV.

~Chris

>WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
>Steve Wells. or City Council.

--


4512. vt-100 emulator

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 04:29:41 UTC
From: bseburn@vaxxine.com
Message-ID: <D09r5H.Drv@vaxxine.com>
Source record: 175479

```
b > > ... anyway I use Freeze Dried in ANSI mode on a Internet
b > > system that is set to vt-100.. I have only one very small pro
b > > and that is Gopher.. its puts a "B" in front of everything, s
b > > works just fine, just has the "B" there. Other then that ever
b > > works to perfection!
b >
b > It is likely that if you set your TERM environment variable to
b > opposed to vt100), this problem will go away. On a UNIX system
b > often done in .login or .profile in your home directory (setenv
b > After doing this, FZT should work with no bobbles, but you won'
b > of the nifty text attributes that vt100 has (underlining, etc.)
b > a relatively small loss.
b >

Well.. thats rather informative. Ok Mickey, I'll give that a try.
Thanks for the info.

Brian...

___ Mountain Reader II - #00000039
```

4513. WTB: Atari Jaguar Game System

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 04:43:46 UTC
From: hutch@genie.geis.com
Message-ID: <199412040443.AA141666207@relay2.geis.com>
Source record: 175475

Does anyone have a Jaguar game system they want to sell?
Well, hey... doesn't hurt to ask, does it? Ya never know. :)

Alternatively, does anyone know where one could be found for
less than full retail, i.e., $250? The Jag is not available
at a discount from Atari's Developer Support Program so I must
search for other sources.

Any suggestions would be appreciated. Christmas is approaching!

And sorry for posting this here but I couldn't find a Jag topic
on my news server. If anyone knows the appropriate newsgroup
names for Jaguar related stuff, please let me know.

Many thanks,

-Hutch- @ Fair Dinkum Tech

4514. Fax Software

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 05:35:07 UTC
From: julian@loose.apana.org.au
Message-ID: <3brkeb$elg@loose.apana.org.au>
Source record: 175476

Is there a good or basic Fax shareware package available for my 1040 STE ?
I would prefer an English version but an easy to use other language one
would be ok.
FTP address?
Thanks, Julian.

--
julian@loose.apana.org.au

4515. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 06:30:24 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0312942233120001@tsa-10.ucsc.edu>
Source record: 175477

In article <3br8po$pru@usenet.INS.CWRU.Edu>, sxp17@po.CWRU.Edu (Sanjay Parker) wrote:

> Yes, your Mac is cool. I assume you have a Quadra 660AV or 840AV. These
> have the built in DSPs.

660AV. When I bought it, the 840AV was way too expensive, but the 660 was very affordable.

> Without any hardware cards, you can get up to 6
> and 8 digital tracks with the Deck 2.0 sequencing/recording program.
> That's cool. Remember, though, that Atari created the Falcon with the pro
> musician in mind. Apple could care less about MIDI implementation and
> recording specs. A few points to consider:

Apple does seem to have a problem with supporting MIDI. One of the main problems is they lack sufficient serial ports - Macs come with two, but they really need about 4.

> 1) The Falcon can do 16 tracks digital stereo with Cubase Audio. Total
> system price would be under $2200 list including 4MB/85 and SVGA monitor.

85 MB is nothing. If you're doing digital audio editing, you can forget the wimpy HD Atari puts in the Falcon.

> 2) 16 tracks on PC clones or Macs will require Soundtools hardware. For
> the Mac, 16 tracks will cost close to $15,000. You will, of course, have
> an awe-inspiring, top of the line setup, however.

16-track recording isn't possible with the base Falcon hardware, either. There is only one stereo codec in the Falcon.

> 3) A major complaint of prospective 840AV buyers for digital recording is
> Apples implementation of some weak A/D convertors. There is no simple way
> to bypass these, and the result is a rather low S/N ratio (78db?). This is
> not aweful, and will do for the hobbysit . . .

As far as I know, the Falcon has this problem too - that the built-in codec is not very good at all. For both machines, it appears that pro quality work requires add-on A/D converters, which are quite expensive.

> But, if you want some serious recording for a very attractive price . . .
> you must get a Falcon, and Cubase Audio. I also think E-Magic is working
> on a Multitrack digital recording package for the Falcon . . .

I think one of the problems with the Falcon is that it is a hobbyist computer with professional aspirations. The codec isn't up to pro specs, etc., but the DSP sound system is. It has built-in MIDI ports, but nearly

no OS support for them. (There is also not really enough OS support for digital sound.) It comes with a ridiculously small hard drive in an inconvenient form factor, so that it's more expensive to add storage than it should be. (If you buy a replacement 2.5" HD, it's more expensive than 3.5" storage. If you buy an external drive, you get the overhead of a case/PS and ACSI adapter.)

The basic problem is that Atari had to design it for the hobbyist market, so that they could sell units to their few remaining devotees, but also try for the pro sound market. I don't think they ended up with a good compromise - it's overpriced for what you get as a hobbyist, and for whatever reason, it has definitely failed to capture the hearts of the entire music industry, as has been evidenced by the ever-slipping market share of Atari in the music world.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

4516. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 06:34:58 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0312942237500001@tsa-10.ucsc.edu>
Source record: 175478

In article <H.eg.HnkXGCRRF5w@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca wrote:

> 500M SCSI disk -> ~ 275 US (I don't believe this; best I found
> was about $450 US, but that was about
> $585 Cdn)

Better look again. Current pricing on new hard drives is a little over
$.50 per megabyte in the United States, for 1 GB or smaller SCSI drives.
I recently bought a Quantum 2100 drive for $950. 500 MB SCSI drives are
generally in the range $250-300. In the past few months, drive prices
have been dropping very rapidly. Aren't price wars great? :-)

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

4517. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 07:02:07 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0312942304540001@tsa-10.ucsc.edu>
Source record: 175480

In article <H.eg.3XV2i2VGjDY@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca wrote:

> >Actually point 2 is the problem. IDE drives are *so* cheap that you can't
> >buy a small one anymore. The price difference between a medium (200Mb) and
> >a large (540Mb) is only about 50ukp. Needless to say I ended up with the
> >larger of the 2. Hard disk space is always useful - even if it is 'slow'
> >10ms IDE disk space ;-)
>
> I'm waiting for someone to follow a bright idea somebody posted to a net
> a year or so ago... Small, VERY fast drives, like 64M or smaller, but
> incredibly fast access and transfer rates... what for? Swap space!

Actually, not a very bright idea. The design tradeoffs just don't work
that way. Basically, to make the drive faster, you increase the linear
bits per inch on the tracks. That allows more data to be read in the same
amount of time. But that also increases storage! Or you could increase
the rotational speed of the platters. But that makes you redesign the
on-board electronics to handle higher data rates, which means you could
keep the same platter speed, increase data density, and have the same
speedup that you'd get by increasing the platter speed. Almost any way
you work it, increasing speed translates to increasing size as well.

Another part of the equation is that they might as well make a 200+ MB
drive as a 80 MB drive - it costs the manufacturer roughly the same amount
of money to make either one. That's why drives under 200 MB are rapidly
going out of existence as any kind of high-volume product.

Now how about this: Design extremely high-density, low-cost DRAM that has
a very slow access time - say, on the order of 500 ns. Use it for swap
space. I don't know how low-cost you could get it, though - it might
still be an impractical amount of money for a reasonably large swap space.

> >The interfaces are cheaper as well. A SCSI card is 50ukp - 200ukp, whereas
> >an IDE one is about 10ukp and its often combined with the IO card.
>
> It's worth the price though. Unfortunately, most PC owners just go for
> whatever is cheaper, they don't really care about quality or capability.

IDE is fine. It is slightly faster than SCSI for most low-end purposes -
no SCSI command and bus arbitration overhead (which add a few milliseconds
to the average access time), and the raw bus performance is roughly the
same. (Both well exceed the performance capabilities of most drives under
1 GB.) And given the number of compatability problems that many SCSI
implementations have on the PC, it's easier to use IDE.

> Well, most people go like this:
>
> 1) buy PC with IDE drive
> 2) buy CD-ROM with its own card
> 3) buy sound-card
> 4) oops, no way to backup... buy weird tape drive with its own card...
> oops, no free IRQs or IObase to put it at! Damn...
>
> Now, if they'd just bought a SCSI system, adding the CD and the tape
> backup (and another hard drive or two or three and a SCSI Ethernet
> interface) would've been VERY easy and painless.

Most people don't get a CD-ROM with its own card. They get a sound card that has a SoundBlaster type CD interface, and then buy a CD-ROM with that same interface. (Or more likely they buy it all as a big "multimedia" bundle.) Also, most tape backups sold are those of the type that use the floppy controller instead of a tape controller - slow but really cheap, no extra interface card required.

> The great thing about SCSI is that it gives you excellent expandibility
> for a low cost. PC owners don't like it because it doesn't have slots,
> and as far as they know, if it doesn't have slots, it's not expandible.
> :-)

Good thing you put in the smiley. Most PC owners don't like SCSI because it is not low-cost. A decent PC host adapter costs you $100 or more. SCSI CD-ROM drives are far more expensive than SoundBlaster or proprietary card interface drives (we're talking under $150 for double-speed SB interface drives). SCSI tape backups cost. In the IBM PC world, SCSI is not a cost-effective option for most users, and it's an option associated with incompatability problems. (For the longest time, PC SCSI implementations have not been that great.)

Now don't get me wrong. I'm of the firm opinion that 100% SCSI would be a good thing. It doesn't really cost any more to implement than IDE - the sole reason that IDE is cheaper is higher volume sales.

I like slots. I wish my computer had more of them, but Apple really reams you pricewise for getting very many slots. SCSI/IDE are OK for certain applications, but many need card interfaces.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

4518. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 07:21:37 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0312942324260001@tsa-10.ucsc.edu>
Source record: 175481

In article <H.eg.UImKlaD&vuQ@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca wrote:

> I just can't bring myself to downgrade my computing architecture. *ALL*
> of the other computer purchases I've made have been serious upgrades in
> architecture, ease-of-use, etc... Vic-20 -> C=64 -> Atari ST. I
> certainly don't want to move back into the early 80s with an ISA bus or
> 8088-compatibility.

Then don't. The ISA bus and 8088-compatability are red herrings at this
point in time. Get a Pentium with the PCI bus - it's cheap, the bus is
fast, the CPU is fast, and you can run a real OS on it (OS/2 Warp is nice
for starters). Just wait until the Pentiums without the FPDIV bug have
replaced those with in Intel's production output.

> Not to mention the fact that a PC is disposable technology... if you buy
> "top-of-the-line" components, it'll _still_ be totally out of date in
> two years. Better toss that processor and buy a new one! Sheesh.

Do you have to? No. The Atari market doesn't know about how cool it is
to have technology advancement, because it never had much. The TT was
years behind the competition and the Falcon was too little too late.
(Atari lost all hope of competing with the Mac when they failed to respond
to the Mac II for so long. By the time they got the TT out, which seems
to be a very kludged architecture in comparison, the Mac II series was a
very evolved and stable platform with lots of software written to support
its features.)

> A couple of people are writing it for the Falcon. It's already released
> (in 65k colours, with smooth shading... which simply can't be done on a
> PC because there's no standard for better video modes) for the Jaguar,
> as is the awesome Alien vs Predator.

There is a standard for better video modes - VESA.

Have you seen the new Mac game, Marathon? Incredibly awesome on a Power
Mac. If you're lucky enough to have a 8100, or any other model clock
chipped to 80 MHz, it's smooth at 640x480 in 16-bit color. How about the
Wing Commander III demo for the IBM? (800x600 was completely flawless on
my friend's 90 MHz Pentium. Very impressive graphics.)

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

4519. Re: Atari 800xl emulators?? exists or what?

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 07:47:00 UTC
From: Holger_Haslbeck@la.maus.de
Message-ID: <199412040947.a44780@la.maus.de>
Source record: 175299

H>You should look into PC-Xformer by Darek Michoka of GEMulator fame.
H>Judging from the buzz in comp.sys.atari.8bit (where you should ask for
H>more info) it seems to work very well. Darek actively supports this
H>product, too. You can email him at darekm@microsoft.com for more
H>specific info.

I only have the PD-Version of the PC-XFormer works very good. Alot of games are working and are very playable! The commercial version should be even better! The only problem ist that you need a realy fast PC.

Holger

4520. The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 09:14:48 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELEVEIUSUp@stingray.manawatu.gen.nz>
Source record: 175482
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

OK here goes...

Imagine we as members of comp.sys.atari.st[.tech] are designing the new Atari range.

What would you want in it??? (No going "interstellar" in your ideas here - let's just see what we could come up with ok?)

First of all... _No_ 2 1/2" internal drive as these don't give as much room or speed as 3 1/2" ones.

A decent resolution - 1024X768 in _colour_ would be fine. And continuing to have screen memory _anywhere_ in memory and not just on a graphics board like those _other_ computers we Atarians love to hate =8-]

I think we should have _pull down_ menus as those "crash-down" ones are somewhat annoying (doesn't everyone agree???)

An '040 or '060 as '030s are just too old. And at least 50 Mhz ???
A DSP to do all the "extra-work", and of course decent sound - stereo, with good A-D/D-A converters with decent s/n ratios.

1.44 internal drive, and HDD as standard (say 540M or so?)

A _separate_ keyboard - with keys that don't feel like a sponge (like my 1040STfm)

The ability to have scroll registers so that hardware scrolling can be done without having to resort to time-consuming software implementations - remember the old 8-bit atari and how easy it was to scroll the screen???

Decent horizontal blank interrupts (like the 8 bit atari!!!) that let you swap palettes... (although a large palette to start with would be nice).

Multi-tasking doesn't seem to be too way out these days and it would be nice if we could get rid of the 8+3 filenaming convention - lets have longer filenames - and perhaps add a bit to remain compatible with previous disks...

Well that for a start seems ok - what do _you_ all think???

Maybe if we suggest a few decent (and not too wayout) ideas, someone might listen that can do something about it???

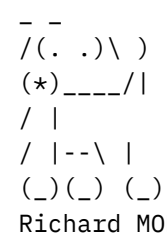
Who knows?

I love Atari, and really don't want to have to buy a PC - but without some1 prepared to make a _new_ atari, what's the point???

In hoping that this will start a thread...
Richard =8-]

PS. (For Roger Sheppard) This is just a bunch of ideas, so please don't go decrying a really nice idea ok?

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

4521. Re: MacMagic Info?

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 10:25:00 UTC
From: Sven_Spreier@hh.maus.de
Message-ID: <199412041225.a36421@hh.maus.de>
Source record: 175298

OG>MagiC for Mac is made by 2B (authors of NVDI3) and Application Systems.

You forgot the most important MagiC developer -- Andreas Kromke.

4522. ***** 1040 and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 10:27:08 UTC
From: gathings@cs.utk.edu
Message-ID: <3bs5hsINNro3@duncan.cs.utk.edu>
Source record: 175483
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
F O R S A L E

Item Desc Asking Price

Atari 400 with
extra keyboard
works fine I'm
tired of playing
pac man on it $10

2400 baud
external modem $10
works

>>> For Parts ONLY <<<<

Atari 1027 Printer $10

Atari 1050 Disk drive $20

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold within the week, I will junk.

Golando
```

4523. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 10:47:58 UTC
From: contacts@mits.mdata.fi
Message-ID: <3bs6ou$erm@prime.mdata.fi>
Source record: 175484

In article <3bpkdq$8vv@nyheter.chalmers.se>,
Johan Klockars <d8klojo@dtek.chalmers.se> wrote:

>MGIF 4.4 loads GIFs slightly faster than TurboGIF 1.3 (very slightly) but
>displays them three times as quick. It's all a matter of smart coding.
>A GIF viewer that used the DSP should be much faster, but I've not had
>time to add that to MGIF yet.

You must have done something revolutionary to you lates updates. I just got
MGIF 4.2B after seeing your praises a lot, and with that I discovered:

It does not display any colours :-(
It can not change resolution and back to original :-(
I does not have a virtual screen (so mostly you seen only part of the pic,
if you don't do zooming (too many keystrokes for that!)

Times (the time from dropping a picture over the program to the moment
that picture is fully drawn to the screen):

(NAOMI.GIF 638*819 256 colours 409715 bytes)

MGIF 4.2B (true colour mode, displays
pics in interlaced
grey shades) 25 sec.
(256 colour mode, displ.
in grays) 55 sec.
TURBOGIF 1.3 (all resolutions, as it can
change to VGA/256 and back) 7 sec.
GEMVIEW 3.08 (256 colour mode, with all
shareware delays and module
loading plus optimizing
colour map) 43 sec.

Not to mention that the full code of TurboGIF is 2867 bytes!!

So, does MGIF 4.4 has colours, resolution swap, virtual screen,
speed etc.? Is it available on ftp?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4524. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 10:54:03 UTC
From: contacts@mits.mdata.fi
Message-ID: <3bs74b$err@prime.mdata.fi>
Source record: 175485

In article <3bq6hc$k3g@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>
>This is all rather depressing I've just spent around 900 quid on Atari
>Stuff (Falcon, VGA Monitor and software) now I find out 6 months later
>their is one mag, probably even less software and that Atari have NO
>intentions of persuing Personal computers. Also it seems the JAG has
>bombed sales wise so perhaps we wont even have Atari in existence in
>a year or so.
>Rod

Read the news, man! There are 2 new TOS-machines in the market now and
more coming, there are more software available for TOS-machines than
ever before (didn't you read the list of non-musical progs a few days
ago?).

Point is, Atari's policies or Jaguar's success has *nothing* to do
with the future of TOS-based computers: if the operating system
lives and is developed, the machine on your desk will get plenty of
exiting programs in the near future.

I constantly wonder how people (especially Englishmen who live next
to Germany) don't see what's going on in Germany, where TOS-based
computers are considered professional tools:
there is more activity than ever before, and the quality of both
hard- and software is extremely good. Also the prices are going down
(in Germany Calamus SL costs about 400 DM and Cubase Audio 1100 DM -
and those prices are not low because nobody's bying them :-))

Use the Fax and phone and you'll get all that stuff right into your
doorstep.

Stop whining, try to acquire a copy of a German magazine
"ST-Computer", and you'll see what really is going on in Atari-front.
Maybe some of the German fellows would give us an address to
subscribe it.

Sorry about getting a bit carried out, but I'm fed up with people
mailing these "an ST magazine went down, now I'll have to sell my
computer and kill my mouse" -messages!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

```
Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
--------------------------------------------------------------------
```

4525. MGIF 4.4 Was: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 12:12:14 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3bsbmu$gq5@nyheter.chalmers.se>
Source record: 175486

In article <3bs6ou$erm@prime.mdata.fi>,
Pekka Saarinen <contacts@mits.mdata.fi> wrote:
>In article <3bpkdq$8vv@nyheter.chalmers.se>,
>Johan Klockars <d8klojo@dtek.chalmers.se> wrote:
>
>>MGIF 4.4 loads GIFs slightly faster than TurboGIF 1.3 (very slightly) but
>>displays them three times as quick. It's all a matter of smart coding.
>>A GIF viewer that used the DSP should be much faster, but I've not had
>>time to add that to MGIF yet.
>
>You must have done something revolutionary to you lates updates. I just got

I sure have... ;-)
(My history file is twice as long now for example.)

>MGIF 4.2B after seeing your praises a lot, and with that I discovered:
>It does not display any colours :-(

That was added to MGIF 4.3 about 15 months ago.

>It can not change resolution and back to original :-(

MGIF 4.4 never changes the resolution. If you run it from a 1008x608x8bit
or 480x480x16bit mode for example, your pictures will be displayed in that
mode.

>I does not have a virtual screen (so mostly you seen only part of the pic,
> if you don't do zooming (too many keystrokes for that!)

I've not added any kind of virtual screen support, since MGIF 4.4 works
quite nicely with for example the virtual screen support in BlowUP030.
Some people seem to want it, though, so I guess I'll add it in some form
eventually.

>Times (the time from dropping a picture over the program to the moment
>that picture is fully drawn to the screen):
>
> (NAOMI.GIF 638*819 256 colours 409715 bytes)
>
> MGIF 4.2B (true colour mode, displays
> pics in interlaced
> grey shades) 25 sec.
> (256 colour mode, displ.
> in grays) 55 sec.

But, as you say, this is version 4.2. ;-)

>Not to mention that the full code of TurboGIF is 2867 bytes!!

MGIF 4.4 is more like 220kbyte right now, but it can do a bit more...
I'm thinking of doing a 'lite' version, but with all the colour mode
support it would probably be over 30kbyte anyway.

>So, does MGIF 4.4 has colours, resolution swap, virtual screen,

MGIF 4.4 can display in any non-graphics card mode on a ST, TT or Falcon.
It's not primarily ment as a viewer and, thus, does not change the
resolution and does not implement its own virtual screen (so far).

>speed etc.? Is it available on ftp?

Speed of GIF loading beats everything else right now, but the JPEG, Targa,
PPM and PI? loading (and GIF, Targa and PPM saving) uses the code from the
IJG (the cjpeg djpeg people) library and is not that impressive.
Drawing speed is very good for some modes (like 256 colours), but not that
impressive for other (flickering monochrome). Everything is _much_ faster
than MGIF 4.2.

Regarding availability, I never seem to get around to doing a proper
release of this program. Version 4.4 has been in beta for more than a
year now, but I always find more interesting things to add or change etc.

Every time I mention MGIF here, I also say that anyone interested can
email me, but perhaps it's time to do something a bit more efficient:

- Anyone who wants to try out MGIF 4.4beta can fetch the 0927 version
from my ftp site, rand.thn.htu.se. All accesses are logged on this site.
There are of course newer versions than this, but a couple of rather
major changes to the GUI have been made since then, which are not yet
entirely operational.

- If you fetch the program, please let me know by email, so I can contact
you when new features are added.

- All questions, comments, suggestions, bug reports etc are very welcome.
MGIF, especially in its 0927 form is not a very simple program to
understand and use. The included documentation is not complete and
probably wrong on a couple of issues.
The comments.txt file answers some common questions.

***** MGIF 4.4beta should not be made available from any other *****
***** place besides my ftp site, since I want to have some control *****
***** over what is technically a beta release. *****

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

4526. Best Electronics address

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 14:15:22 UTC
From: der@discovery
Message-ID: <DER.94Dec4151523@discovery>
Source record: 175487

I`m looking for a way to contact Best Electronics, makers of the Baracuda card for the Falcon.

Phone, fax or email.

Thanks in advance!

Daniel Eriksson, der@astrakan.hgs.se, phone +46 26 72905, fax +46 26 72123

4527. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 15:20:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.tN1Y&Mw_H4_@semprini.waterloo-rdp.on.ca>
Source record: 175354

In <11291994.202537@empyr.dircon.co.uk>, Kevan Winch writes:
>Opinions Please... (that's asking for trouble isn't it ! :-)).....

Especially around here!

>I am an Atari Owner..STFM, Mono, HD, etc etc. My sole reason for buying
>the ST in the first place was to do MIDI sequencing. I don't do a lot of
>it these days, but would like to keep the facility in case I ever get back
>into it. I have a fair amount of games (mostly rather old), and a lot of

[...]

>MIDI software. BUT....I'm thinking about moving to a PC. ARRRGHHHH !
>Oh woe is me, I cannot decide. I want both, the ST to do the MIDI and a
>PC to do most of the rest, but I cannot afford both. Something's got to
>go. Should I sell the ST & get a PC, or keep the ST and wait for a system
>that isn't crippled to come out ?

Well, even if you don't mind the PC interface (I'm assuming you mean
Windows), it's totally unsuitable for MIDI work, even with an excellent
sound card. Windows simply can't handle the split-second timing you
need for MIDI work. If the MIDI software you wanted to use had an OS/2
version (or a Linux version, or a NEXTSTEP version, or a...) it'd be
another story... a system with pre-emptive multitasking should have no
problems with MIDI, as would a system with no multitasking (ie, DOS).

>Surely we would *all* be better off attacking the manufacturers and
>demanding a new system that *works* clean and fast. All this in-fighting
>is only going to let them [the manufacturers] get away with it again.
>(so, you can tell I'm a union man...:-))

Manufacturers are VERY VERY reluctant to produce anything "new",
especially with crappy systems (ie, IDE disk, ISA bus, 15" SVGA monitor
that'll make you go blind if you use it at 1024x768 for more than a few
hours at a time, etc) selling as well as they are.

If there was a PCI-only system actually designed to take advantage of
the Pentium (ie, 64-bit databus to memory. SCSI on the motherboard with
DMA access, etc) it would be great. It'd probably also be expensive,
since it wouldn't be using things that were R&D'd years ago.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

4528. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 15:23:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.8xNMvnnbtDU@semprini.waterloo-rdp.on.ca>
Source record: 175355

In <3biup3$svv@golem.wcc.govt.nz>, Steve Wells writes:
>] :Well, it's true. Doom would be much better off without DOS.
>] :
>]
>] I don't think Doom uses DOS. Most games dump dos and use the hardware more
>] directly.
>
>Correct, Doom almost completely bypasses DOS, the coders wrote their
>own DOOM-OS so that the game would run faster than 5fps on a 486. All
>they need is to add a CLI to the OS and sell it as an MSDOS replacement :)

Nobody'd buy it though, because:

1) it doesn't come from Microsoft
2) it's not compatible with 8088 apps built in 1983

Backwards compatibility is crippling the computer industry in the 90's.

--
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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

4529. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 15:29:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.YCUyKH1Hq5_@semprini.waterloo-rdp.on.ca>
Source record: 175356

In <1994Dec2.011453.8074@apgea.army.mil>, rcmerrit@apgea.army.mil (Robert C. Merritt writes:
>In article <H.eg.uMg7JcYRoC6@semprini.waterloo-rdp.on.ca>,
>Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>>
>>Most software for DOS and even Windows assumes an 8088, and that's it.
>>Only OS/2, Windows NT, and the various UNIX varients (NEXTSTEP, Linux,
>>Solaris, SCO, etc) actually use a '386-or-higher the was it was designed
>>to be used, instead of as a fast 8088.
>>
>
>ahh..no.. Most software, even shareware games, are using 32 bit extenders

Gee, that's odd... *All* of the DOS software I've got at work (and I've got tonnes) doesn't, except for DOOM. Even DOOM doesn't use protected-mode on a '386-or-higher... how do I know? I run all this stuff under OS/2.

I haven't seen a shareware game that uses a DOS-extender (and my cohorts bring in almost every game), and I haven't seen an application that uses one (although MS C 7 uses DPMI if run under OS/2 or Windoze or '386MAX) except for The Major BBS, which is evil.

I think you're confusing "some" with "most". If "most" software used 32-bit DOS extenders, you wouldn't be able to keep EMM386 (or QEMM or 386MAX or whatever memory-managing kludge you've got) in your CONFIG.SYS/AUTOEXEC.BAT, because they just don't get along (look at go32 in djgpp).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

4530. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 15:42:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.2w&hvQASSp2@semprini.waterloo-rdp.on.ca>
Source record: 175357

I've been thinking about how, in Febuary of 1986, I bought a 1040ST (1M RAM, excellent graphics, etc), a colour monitor, and a 9-pin printer for about $2100 Cdn.

At the time, this was one of the fastest home computers available, with tonnes of RAM, an excellent interface, etc.

These days, you can't get a really good home computer for less than $5000 Cdn. :-(Last night, just for yucks, I was going through Toronto Computes! a PC-centric "newspaper" distributed around here by some of the computer stores. I went through it, looking for the best prices on components for what I consider to be a good PC (ie, probably too much for "normal" DOS users, but I want something better than DOS).

Anyway, these are the best prices I could find around here. For prices in US dollars, multiply by .77.

$ 710 -> 16M RAM SIMM (72-pin)
$ 449 -> ~500M SCSI disk (I think it was 520M or 540M), Quantum
$ 369 -> PCI video card, #9 GXE w/2M VRAM (VERY fast under X or NEXTSTEP)
$ 395 -> PCI SCSI-II card (Adaptec 2929 or whatever it is)
$1485 -> PCI/ISA (ick!) Pentium/90 w/256k cache motherboard
$ 49 -> hopefully, a decent keyboard (others were as cheap as $19)
$ 69 -> 3-button bus mouse + i/f card
$ 105 -> Logitec Soundman (ie, Soundblaster-16)
$ 249 -> SCSI CD-ROM (doublespin, internal)
$ 62 -> Mid-tower case w/230W power supply
$ 785 -> 17" monitor (crappy MAG monior, I think)
$ 29 -> 2 serial/1 parallel/1 game ISA I/O card
$ 43 -> 3.5" floppy (hopefully, it'll plug into the I/O card!)
$ 30 -> guessing... for internal cables and connectors

Total -> $4829 + 15% tax = $5553.35 (YIPES!)

+$0 for Linux, and you've got an excellent PC system, and no money goes to Mickeysoft. Still, pretty damned expensive. :-(

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

4531. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 15:44:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.GXSbsNXKSzA@semprini.waterloo-rdp.on.ca>
Source record: 175358

In <3bj2si$r1@nntp.crl.com>, Bob Brodie writes:
>In article <3bfj1b$enc@zippo.uwasa.fi> peseb@freeport.uwasa.fi (Peter Back)
>writes:
>>
>> I'd still like to see full specs on the rumored Eagle....
>> Does it have a Falcon compatible sound-system etcx?
>
>Well since the product doesn't exist, and never has, you can make up
>whatever specs you want, Peter.
>
>How can "full specs" for a rumor possibly be posted????
>
>Especially a rumor that isn't true!

I posted full specs for it a few weeks ago in the "Obsolete" Ataris
thread. Oh, sorry, that was a computer _I'd_ design if I could. Same
thing though... both are dreams.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

4532. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 15:57:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Ag2YkpEAuYQ@semprini.waterloo-rdp.on.ca>
Source record: 175359

In <H.eg.HnkXGCRRF5w@semprini.waterloo-rdp.on.ca>, Chris Herborth writes:
>So, let's see what a TT setup would cost, roughly:
>
>TT, 2M RAM 0 disk -> ~$1200 US
>500M SCSI disk -> ~ 275 US (I don't believe this; best I found
> was about $450 US, but that was about
> $585 Cdn)
>16M RAM SIMMs -> ~ 560 US
>RAM adapter card -> ~ 300 US (still don't know; what does GEsoft's
> TT-RAM adapter cost?)
>2M VRAM video card -> ~ 800 US
>External SCSI CD-ROM -> ~ 200 US (I don't believe this for EXTERNAL)
>17" CTX monitor -> ~ 650 US
>
>Total -> ~$3985 US (about $5181 Canadian; OUCH)

This is between 7% and 8% _higher_ than the Pentium/90 system that I
"put together" from components (so I wouldn't be saddled with
DOS/Windoze that I don't need/want) in the "Obsolete" Ataris thred.

Ouch. I knew Power Without the Price wasn't true for machines != ST,
but I didn't realise it was _that_ bad. :-(

--
------------------=======================================------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

4533. Multimedia software

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 16:28:01 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3bsqmh$92u@dux.dundee.ac.uk>
Source record: 175488

Is there a Multimedia authoring package for the Falcon?

Rod

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==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

4534. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 16:35:07 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3bsr3r$92u@dux.dundee.ac.uk>
Source record: 175489

Pekka Saarinen (contacts@mits.mdata.fi) wrote:
: In article <3bq6hc$k3g@dux.dundee.ac.uk>,
: Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
: >
: >This is all rather depressing I've just spent around 900 quid on Atari
: >Stuff (Falcon, VGA Monitor and software) now I find out 6 months later
: >their is one mag, probably even less software and that Atari have NO
: >intentions of persuing Personal computers. Also it seems the JAG has
: >bombed sales wise so perhaps we wont even have Atari in existence in
: >a year or so.
: >Rod

: Read the news, man! There are 2 new TOS-machines in the market now and
: more coming, there are more software available for TOS-machines than
: ever before (didn't you read the list of non-musical progs a few days
: ago?).

: Point is, Atari's policies or Jaguar's success has *nothing* to do
: with the future of TOS-based computers: if the operating system
: lives and is developed, the machine on your desk will get plenty of
: exiting programs in the near future.

: I constantly wonder how people (especially Englishmen who live next
: to Germany) don't see what's going on in Germany, where TOS-based
: computers are considered professional tools:
: there is more activity than ever before, and the quality of both
: hard- and software is extremely good. Also the prices are going down
: (in Germany Calamus SL costs about 400 DM and Cubase Audio 1100 DM -
: and those prices are not low because nobody's bying them :-))

: Use the Fax and phone and you'll get all that stuff right into your
: doorstep.

: Stop whining, try to acquire a copy of a German magazine
: "ST-Computer", and you'll see what really is going on in Atari-front.
: Maybe some of the German fellows would give us an address to
: subscribe it.

: Sorry about getting a bit carried out, but I'm fed up with people
: mailing these "an ST magazine went down, now I'll have to sell my
: computer and kill my mouse" -messages!

You've missed the point. I think the Falcon is an excellent machine,
I have all I need a Comms programme, wordprocessor (Papyrus, which I got
last Monday) plus a few other useful compilers and progs. All in all I
like the machine and have NO intention of parting with it. That is not

the issue it is rather the level of support, which will now be so small
in the UK, I doubt we will even get programs translated into English soon,
they'll all be in German.

I spent (invested) a lot of Money (which I dont have much of) in the Falcon,
I new it was a fringe machine, but I didnt expect STR to go belly up
within six months of buying it.

Would it not be possible for Vic & Co, to set up a new magazine elsewhere?

Rod
--
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==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

4535. Re: MagiC

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 16:37:07 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3bsr7j$92u@dux.dundee.ac.uk>
Source record: 175490

Claus Brod (clausb@hpbbrd.bbn.hp.com) wrote:
: Sepulturiad Soldier (smiller@farad.elee.calpoly.edu) wrote:
: > Could someone post some specifics about MagiC and why it's better than
: > TOS etc? In other words, a software description and what kind of system
: > resources and dollar resources are required to run it as a truly capable
: > pre-emp. multitasking system.

: In general, MagiC will work faster on the same machine than any version
: of TOS. To enjoy the benefits of multitasking, however, you should
: have *at least* 2 MB of main memory.

Yes but when is the Falcon version comming out?

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

4536. Elite II & Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 16:37:54 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3bsr92$92u@dux.dundee.ac.uk>
Source record: 175491

Does Elite II run on the Falcon. Also does it have inproved graphics?

Rod

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==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

4537. Fax Software

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 16:45:14 UTC
From: larserik@oslonett.no
Message-ID: <3bsrmq$e8e@hasle.oslonett.no>
Source record: 175492

In message #55, julian@loose.apana.org.au writes:

> Is there a good or basic Fax shareware package available for my 1040 STE ?
> I would prefer an English version but an easy to use other language one

TeleOffice (or the smaller JuniorOffice) from TKR in Germany is GREAT !!!

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

4538. Subject: MegaSTE <<=====>>

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 16:45:17 UTC
From: larserik@oslonett.no
Message-ID: <3bsrmt$e8t@hasle.oslonett.no>
Source record: 175493

I put this here beacuse I don't have the whole e-mail adresse
(QWK cuts off long adresses). Does anyone have his full adresse ?

In message #79 in [Email], Rainer_Wiesenfeller@rs.ma writes:

> Is there any chance, that you sell me a copy of your programm *with* a
> Transfer cable?

To use the parallell port transfer on Portfolio you need a parallell-port
and then you will get a cable too (it's included with the interface).
I just need to patch it. I don't know where to get extra cables here.

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

4539. Falcon: Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 16:54:13 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3bss7l$9u3@dux.dundee.ac.uk>
Source record: 175494

Can anyone recomend a good Spreadsheet package, prefferably Lotus compatible.

Rod

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==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

4540. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 17:06:48 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3bssv8$77h@cxc1.cl.msu.edu>
Source record: 175495
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:

>Imagine we as members of comp.sys.atari.st[.tech] are designing the new
>Atari range.
>What would you want in it??? (No going "interstellar" in your ideas here -
>let's just see what we could come up with ok?)

Will you compile your replies and post them at an appropriate date? This
is an interesting subject.

>An '040 or '060 as '030s are just too old. And at least 50 Mhz ???
>A DSP to do all the "extra-work", and of course decent sound - stereo, with
>good A-D/D-A converters with decent s/n ratios.

Let's have QUALITY audio in/out ports WITHOUT bass boost. (If I wanted the
bass boosted, I'd adjust it on my amplifier, thank you very much.) How
about more than just left/right stereo? Maybe 4 or 8 or even 16 ins/outs
(optional, perhaps?) for those with a musical interest?

>1.44 internal drive, and HDD as standard (say 540M or so?)

TWO internal 1.44 drives, PLEASE!

>A _separate_ keyboard - with keys that don't feel like a sponge (like my
>1040STfm)

And a REAL mouse, not this cheesy (pun intended) POS that Atari makes.

Also, lets finally SEE (and not just hear about) a notebook version. ANd
let's stop talking about products that won't be out for 18 months and then
are discontinued along the way because they're old news when they're finally
made available. In other words, the manufacturer should shit or get off
the pot.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

4541. Re: Fax Software

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 17:17:33 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3bstjd$a79@dux.dundee.ac.uk>
Source record: 175496

Lars-Erik Oesterud (larserik@oslonett.no) wrote:
: In message #55, julian@loose.apana.org.au writes:
:
: > Is there a good or basic Fax shareware package available for my 1040 STE ?
: > I would prefer an English version but an easy to use other language one

: TeleOffice (or the smaller JuniorOffice) from TKR in Germany is GREAT !!!

Is it in English though? Also what facilities does it offer?

Rod
--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

4542. Re: Does Atari still run a BBS?

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 17:44:00 UTC
From: dpj@delphi.com
Message-ID: <xu03mKA.dpj@delphi.com>
Source record: 175499

Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> writes:

>If found the software very hard to use; all I wanted was to send email
>to the sysop... instead, I had to post a message in what appeared to be
>a public forum.
>
>I've had lots of experience with ST BBS software, some PC BBS software
>(I administer a BBS at work, based on The Major BBS.. which is the
>single worst piece of PC software I've ever had to use), and UNIX, and
>the Michtron BBS was one of the least easy-to-use things I'd ever seen.

The CATscan BBS doesn't have an e-mail set-up. That doesn't mean it
doesn't exist - I have e-mail on my system and I run the same software.
Yes, you left a message in a public forum, but you had the option to
send it as a private message.

Sorry, but I can't agree with your comment that MichTron BBS is one of the
least easy-to-use things out there. There may be some MichTron boards
which have made their menus, etc. difficult to follow, but that's not
the fault of the software. In most cases, a simple tap of the Return key
or a "?" will give you a list of the available options. MBBS is very
user-friendly! If it weren't, I wouldn't have stuck with it for over
7 years!!

-Dana

4543. How was the Toad Fest?

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 18:00:11 UTC
From: sammcgee@crl.com
Message-ID: <3bt03b$hmq@crl9.crl.com>
Source record: 175500

Could someone post a report of the recent Toad Fest? I would like to know the overall feeling of those in attendance. Was there excitement about new products in development or dissapointment due to lack of Atari support?

My interests are in Falcon products, and specifically in the DeskTopper case. When will Toad stock this item and at what cost?

Thanks,
Sam

4544. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 18:06:02 UTC
From: contacts@mits.mdata.fi
Message-ID: <3bt0ea$foj@prime.mdata.fi>
Source record: 175351

In article <bwanga-0312942233120001@tsa-10.ucsc.edu>,
Tim Seufert <bwanga@cats.ucsc.edu> wrote:
>
>> 2) 16 tracks on PC clones or Macs will require Soundtools hardware. For
>> the Mac, 16 tracks will cost close to $15,000. You will, of course, have
>> an awe-inspiring, top of the line setup, however.
>
>16-track recording isn't possible with the base Falcon hardware, either.
>There is only one stereo codec in the Falcon.

True, there's only 2 input channels, but you could always get an ADAT for
multi-recording and dump the stuff to Cubase for editing.

>> 3) A major complaint of prospective 840AV buyers for digital recording is
>> Apples implementation of some weak A/D convertors. There is no simple way
>> to bypass these, and the result is a rather low S/N ratio (78db?). This is
>> not aweful, and will do for the hobbysit . . .
>
>As far as I know, the Falcon has this problem too - that the built-in
>codec is not very good at all. For both machines, it appears that pro
>quality work requires add-on A/D converters, which are quite expensive.

Yes, recording via a DAT/SPDIF-interface gives pro results, but DAT's are
needed anyway for a pro setup, and they are much cheaper that separate
converters.

>I think one of the problems with the Falcon is that it is a hobbyist
>computer with professional aspirations. The codec isn't up to pro specs,
>etc., but the DSP sound system is. It has built-in MIDI ports, but nearly
>no OS support for them. (There is also not really enough OS support for
>digital sound.)

Who need OS anyway. For most of the people it's a program that launches
applications. Eg. Cubase Audio has it's own operatig system inside,
and it's a part of the reason it's so powerful inside a 16Mzh Machine.
In Mac's and PC's OS tries to govern everything, so programmers can't
get too creative.

>It comes with a ridiculously small hard drive in an
>inconvenient form factor, so that it's more expensive to add storage than
>it should be. (If you buy a replacement 2.5" HD, it's more expensive than
>3.5" storage. If you buy an external drive, you get the overhead of a
>case/PS and ACSI adapter.)

I bought my Falcon with no internal drive at all, and SCSI cases with power
supplys are quite cheap nowadays. No adapters are needed for external

SCSI connection, just plug and pray.

>The basic problem is that Atari had to design it for the hobbyist market,
>so that they could sell units to their few remaining devotees, but also
>try for the pro sound market. I don't think they ended up with a good
>compromise - it's overpriced for what you get as a hobbyist, and for
>whatever reason, it has definitely failed to capture the hearts of the
>entire music industry, as has been evidenced by the ever-slipping market
>share of Atari in the music world.

Define "professional" and "hobbyist"? These days with this new
technology the terms are getting vague.

The music industry uses a bit more expensive systems anyway ('cos
they have all the money they need), Falcon is a good solution for
all composing musicians and bands, who want to do Master-tapes in
their homes. I'm a professional musician, and I require the best
audio quality (Falcon with a DAT/SPDIF gives enough quality for me),
and I know that Falcon is utilized in many studios here in Finland.

Falcon's price/quality factor when selecting a home studio 2D2/Midi-
system is excellent, and you can do 95% of what you can do with a
Digidesign system, and in some areas more (sequencer, notation,
sampler mode, realtime effects etc.).

What is missing in Falcon are balanced connectors
and more outputs, but if you get an S/PDIF interface and 8-channel
D/A expander (they are together 1000.- DM) you have a very pro
system with 1/3rd of the price of a Digidesign system.
You can also get a rack-case with better connectors for stage work.

There are many musicians here in Finland who has got this setup
instead of a Mac- or PC-based setup, and there are no Atari-dealers
or magazines at all in this country.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4545. Re: Shareware or not Shareware

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 18:21:44 UTC
From: diehl@bonk.io.org
Message-ID: <3bt1bp$ble@ionews.io.org>
Source record: 175369

Gerrit Meyer (Gerrit_Meyer@ol2.maus.de) wrote:
: Hi Eric,

: They are _no_ bargain :-(

I'm not sure what you mean by that...

: Well that^s right. They must be _excellent_ to get something out of it.
: But that^s almost impossible for a single software author like me :-/

I'm not sure that it must be *excellent* but certainly nice, playable, and
have some of the features one would expect from a decent game. Myself, I
try and load my programs with features people will like. The games I write
will all have digital sound, fairly nice graphics, and half decent gameplay,
or as much as I am able to put into it, depending on the type of game. (MY
first game, Mystic Tiles, will be a logic game, so gameplay isn't much of a
factor)

: Best regards,

: Gerrit

: Do NEVER send me any filoes/mails >48KB per day!!!

: Gonz.Meyer@Subetha.zer.sub.org
: Gerrit_Meyer@OL2.maus.de

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_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

4546. Re: How connect 2.88 Mb drive to STE?

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 18:26:22 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-041294182623@ngalm099.gal.nt.com>
Source record: 175352

In article <ELCSFEVBUp@galaxy.owl.de>, neptune@galaxy.owl.de (Hendrik
Mylius) wrote:

> Can anyone tell me how much ED-disks are? I haven't seen those babies at the
> usual places. The idea of having 2.88 (or even more) megs on a floppy disk
> sounds kinda nice. But I can hardly imagine some real advantages of this. Them
> ED-disks are probably too expensive.

They cost about $5 each (available from 3-M as DS-ED-40349)
I believe support for 2.88 meg floppy drives is poor, Teac announced
discontinuation of some of their models, claiming poor sales.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

4547. Free ST magazines! (old)

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 18:37:27 UTC
From: sammcgee@crl.com
Message-ID: <3bt297$1ce@crl6.crl.com>
Source record: 175353

I found a box of about 100 old magazines in my attic. (Analog, Antic, ST Log.) If anyone wants to come by and pick them up they're yours, otherwise they go in the trash. I live in the Los Angeles area. E-mail for details.

Sam

sammcgee@crl.com

4548. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 18:56:53 UTC
From: paul@xciv.demon.co.uk
Message-ID: <786567413snz@xciv.demon.co.uk>
Source record: 175291

In article <3bobeo$173@golem.wcc.govt.nz>
sheppard_r@ix.wcc.govt.nz "Roger Sheppard." writes:

> >Yes. I think I well may boycott Future Publishing (not just STF) and switch t
> >ST Applications > >which I haven't bothered with upto now.
>
> That is a problem as ST Applications is not sold over here at all, you have to
> subscribe to get it here...

You have to subscribe over here too, it's not that expensive here though.

According to my info you can get it from Paragon Computers in Oz, I know
that Oz <> NZ but it must be a bit easier than an airmail sub..

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC Like a thief in the night, see the world by candlelight */
/* Owner I think the phrase ryhmes with "clucking bell" - Blackadder */

4549. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 19:00:18 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0412941103080001@tsa-34.ucsc.edu>
Source record: 175360

In article <3bt0ea$foj@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka Saarinen) wrote:

> >I think one of the problems with the Falcon is that it is a hobbyist
> >computer with professional aspirations. The codec isn't up to pro specs,
> >etc., but the DSP sound system is. It has built-in MIDI ports, but nearly
> >no OS support for them. (There is also not really enough OS support for
> >digital sound.)
>
> Who need OS anyway. For most of the people it's a program that launches
> applications. Eg. Cubase Audio has it's own operatig system inside,
> and it's a part of the reason it's so powerful inside a 16Mzh Machine.

Yep, if you actually tried to do anything realtime with the Atari OS you'd be toast. The point is, the more services the OS gives you, the less likely it is (as a programmer) that you'll have to implement them on your own. Also, wouldn't it be neat to do things like have several programs access the MIDI ports?

> In Mac's and PC's OS tries to govern everything, so programmers can't
> get too creative.

This is definitely not a true statement! The #1 OS on the PC, DOS, is barely there at all. It governs almost nothing. It provides some *very* basic I/O services and not much else. As for the Mac, if you want to go out and write directly to screen memory and to the sound chip, nobody's going to stop you. Many Mac games work that way. (Many of them fail to produce sound on my computer, because they try to write directly to the registers of the Apple Sound Chip, which is nonexistent on Macs with 16-bit sound. If they had called the Sound Manager to produce sound instead, no worries. See how it is often nice to have an OS layer?)

> I bought my Falcon with no internal drive at all, and SCSI cases with power
> supplys are quite cheap nowadays. No adapters are needed for external
> SCSI connection, just plug and pray.

I must be slipping - I forgot the Falcon has built-in SCSI! :-)

However, as I recall, if you buy the beast with no HD, you also get it with 1 MB RAM, so you have to pay more for expanding RAM... (I hate that silly daughtercard design they used. It would have been just as easy to slap a 72-pin SIMM socket right on the motherboard. 72-pin SIMMs currently are available in sizes of 1, 2, 4, 8, 16, and 32 MB.)

> Define "professional" and "hobbyist"? These days with this new
> technology the terms are getting vague.

Professional: Somebody who's making money off of it.
Hobbyist: Somebody who's playing with it.

There, that was simple, wasn't it? Oh, the hobbyist also typically can't afford to spend anywhere near as much on the machine.

> There are many musicians here in Finland who has got this setup
> instead of a Mac- or PC-based setup, and there are no Atari-dealers
> or magazines at all in this country.

You have to be willing to provide your own support.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

4550. LZH Compression

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 19:37:53 UTC
From: mkhst4+@pitt.edu
Message-ID: <3bt5qh$pgg@usenet.srv.cis.pitt.edu>
Source record: 175361

I'm getting CRC errors every time I try to decompress a .lzh file.
I have no trouble with .zoo, .arc or anything else.

any suggestions?????

4551. BBS Packages for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 20:16:06 UTC
From: scroggkw@Rose-Hulman.Edu
Message-ID: <scroggkw.14.786572166@Rose-Hulman.Edu>
Source record: 175362

What BBS packages are being supported still for the Atari ST line? Is Ratsoft ST still being written and supported? Are there any new programs that support Multi-Line (Not Michtron or Nite-Lite) on Mega STEs? Where might I find some info, ie support BBS's, maybe a FAQ on the subject? BTW, I use to run a FoReM BBS, then a TurboBoard ST BBS, then Ratsoft ST, and finally switched to PCBoard when my old Atari STE couldn't handle a 28.8k modem, 1.5 Gig HD, and a CD-ROM. I really miss Ratsoft ST, but my BBS is now 3 nodes....

4552. Re: upgrade NVDI 2.5 => 3.0 ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 21:20:09 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D0B1xM.M2y@cix.compulink.co.uk>
Source record: 175363

In message <3blcn9$9t@news.duke.edu>, damms002@acpub.duke.edu said:

>Doese anybody know, whther an upgrade from NVDI 2.5. to 3.0 is
>basically possible, where to get ist and how much it is ?

It is in Europe, so I would expect it is also available in USA,
try Toad.

Barry wilsontjb@cix.compulink.co.uk

4553. Re: WTB: Atari Jaguar Game System

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 21:50:04 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <ELEVEJUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 175004

In <199412040443.AA141666207@relay2.geis.com> hutch@genie.geis.com wrote :

>Does anyone have a Jaguar game system they want to sell?
>Well, hey... doesn't hurt to ask, does it? Ya never know. :)
>
>Alternatively, does anyone know where one could be found for
>less than full retail, i.e., $250? The Jag is not available
>at a discount from Atari's Developer Support Program so I must
>search for other sources.
>
>Any suggestions would be appreciated. Christmas is approaching!
>
>And sorry for posting this here but I couldn't find a Jag topic
>on my news server. If anyone knows the appropriate newsgroup
>names for Jaguar related stuff, please let me know.
>
>Many thanks,
>
>-Hutch- @ Fair Dinkum Tech
>
rec.games.video.atari and alt.discussion.atari-jaguar are both
places to post this request.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

4554. Intel jokes

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 21:59:20 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELEWEFUWUp@galaxy.owl.de>
Source record: 175393

In <3bormr$nik@news.blkbox.com> Steven Whatley wrote:

>: Q: What's another name for the "Intel Inside" sticker they put on
>: Pentiums?
>: A: The warning label.

> "Intel inside, idiot outside."

Here you go:

Q&A: THE PENTIUM FDIV BUG

Q: How many Pentium designers does it take to screw in a light bulb?
A: 1.99904274017, but that's close enough for non-technical people.

Q: What do you get when you cross a Pentium PC with a research grant?
A: A mad scientist.

Q: What's another name for the "Intel Inside" sticker they put on Pentiums?
A: Warning label.

Q: What do you call a series of FDIV instructions on a Pentium?
A: Successive approximations.

Q: Complete the following word analogy: Add is to Subtract as Multiply is to

1) Divide
2) ROUND
3) RANDOM
4) On a Pentium, all of the above
A: Number 4.

Q: What algorithm did Intel use in the Pentium's floating point divider?
A: "Life is like a box of chocolates." (Source: F. Gump of Intel)

Q: Why didn't Intel call the Pentium the 586?
A: Because they added 486 and 100 on the first Pentium and got
585.999983605.

Q: According to Intel, the Pentium conforms to the IEEE standards
754 and 854 for floating point arithmetic. If you fly in aircraft
designed using a Pentium, what is the correct pronunciation of
"IEEE"?
A: Aaaaaaaiiiiiiiiieeeeeeeeeeee!

TOP TEN NEW INTEL SLOGANS FOR THE PENTIUM

9.9999973251 It's a FLAW, Dammit, not a Bug
8.9999163362 It's Close Enough, We Say So

7.9999414610 Nearly 300 Correct Opcodes
6.9999831538 You Don't Need to Know What's Inside
5.9999835137 Redefining the PC--and Mathematics As Well
4.9999999021 We Fixed It, Really
3.9998245917 Division Considered Harmful
2.9991523619 Why Do You Think They Call It *Floating* Point?
1.9999103517 We're Looking for a Few Good Flaws
0.9999999998 The Errata Inside

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: neptune@galaxy.owl.de
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germoney / Earth
PGPNet: On request only!

4555. Re: The dream atari (forwarded reply)

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 22:04:06 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELFLABUQUp@stingray.manawatu.gen.nz>
Source record: 175366
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Forwarded from R_Tim_Coslet:

From: R_Tim_Coslet@cup.portal.com
To: richard@stingray.manawatu.gen.nz (Richard MORRIS)
Subject: Re: The dream atari...

>What would you want in it??? (No going "interstellar" in your ideas here -
>let's just see what we could come up with ok?)
A PowerPC processor (602 or 603).

>
>A decent resolution - 1024X768 in _colour_ would be fine. And continuing to
>have screen memory _anywhere_ in memory and not just on a graphics board like
>those _other_ computers we Atarians love to hate =8-]
Well, this can be a problem. Its REALLY hard to get very high resolution
video from a screen memory common to the computer's main RAM. It makes
the use of dual-ported VRAM impossible, which results in MUCH higher bus
loading for video traffic, limiting the available bandwidth for the
main CPU.

It certainly is CONVIENENT to the programmer to be able to allocate
screen memory anywhere in RAM, but will severely limit the possible
standard video resolutions or the CPU's throughput in higher resolution
modes.

>
>An '040 or '060 as '030s are just too old. And at least 50 Mhz ???
A PowerPC processor.

>
>A _separate_ keyboard - with keys that don't feel like a sponge (like my
>1040STfm)
Yes, this is the MAJOR reason I never bought a Falcon.

>
>The ability to have scroll registers so that hardware scrolling can be done
>without having to resort to time-consuming software implementations -
>remember the old 8-bit atari and how easy it was to scroll the screen???
Well, it was also trivial to scroll bands of the screen... in completely
DIFFERENT directions. But this seriously complicates using a "standard"
bit mapped graphics system like the AES/VDI that just does not include
the concept of discontigious displays and scrolling outside of windows.
A good hardware Blitter in the video/graphics system that could handle
not only quick scrolling (by moving data) in windows and over the whole
screen, as well as general graphics data movement/operations would be

much more useful (in my opinion) than just hardware scrolling registers.

>
>Multi-tasking doesn't seem to be too way out these days and it would be nice
>if we could get rid of the 8+3 filenaming convention - lets have longer
>filenames - and perhaps add a bit to remain compatible with previous disks...
Multitasking and filenames are completely unrelated issues.

I've done multitasking on 8080 and Z80 based embedded systems that
didn't even HAVE a filesystem of any kind, but ran only preloaded
ROM based software.

>
>I love Atari, and really don't want to have to buy a PC - but without some1
>prepared to make a _new_ atari, what's the point???

Well... I'll probably be switching anyway to something PowerPC based.
Although I'd really like to see someone OTHER than Apple selling
them, before I have to commit my money.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
technology, n. domesticated natural phenomena

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

4556. File selector "message"

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 22:07:08 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELFLABUSUp@stingray.manawatu.gen.nz>
Source record: 175367
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone please tell me how to add a message to the file selector
(e.g. "Select file to LOAD"), from TOS 1.02? I am using UIS 3, and have
several proggies that use it, but have no idea how it is done.

If it's any help - I program in C, assembler, GFA Basic - so I should be
able to configure any answer I get to suit one (or more) of the above.

Thanx,
Richard =8-]

--

```
_ _
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(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

4557. Re: SoftPC - PC emulator

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 22:16:01 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D0B4Iq.3uG@cix.compulink.co.uk>
Source record: 175371

In message <9412011644.AA04294@ilmen.lanl.gov>, hutch@ilmen.lanl.gov said:
> If you want to see Soft PC for the Falcon, you would be better off
> to write to Insignia Software, not to Atari. This has been hashed
> over countless times here, but again, I would not hold your breath.
Not true. Insignia are fine about releasing it. The problem is that Atari
own the rights and until they say OK, Insignias hands are tied. I would
say Insignia have been more than helpful so far and I have talked on many
occassions with them regarding this matter.

Atari on the other hand are untouchable. Emails are ignored, phone calls
(not cheap from UK to US) are not taken.

> And to be totally honest, using a DOS/Windows software-based emulator
> on a 16MHz 030 would be far too painful (sloooow) to be usable, IMHO.
> On occasion I use SoftWindows on a PowerMac 7100/66 and that is just
> -barely- fast enough to be worth having, but not for day-to-day use.
SoftPC has a Norton of 0.8 or so on a Falcon and 1.3ish on a TT. If you
try and run WIndows on it you probably need your head tested. it's OK if
you *really* need to run some simple DOS stuff or have a lot of time.

Iain

4558. Re: SoftPC - PC emulator

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 22:16:04 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D0B4It.3v7@cix.compulink.co.uk>
Source record: 175372

In message <D08tp6.wv@ssbunews.ih.att.com>, trek@intgp4.ih.att.com said:
> By releasing Insignia's Softwindows, there will be a few less Atarians
It's not SoftWindows, it's SOftPC. It isn't really up to running Windows.

> So Jack - count those Atarians that stayed on the platform in the plus
I don't think Jack has been involved in day to day running for several
years now.

Iain

4559. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 22:40:16 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <3btggg$8bl@cri.ens-lyon.fr>
Source record: 175384

In article ELEVEIUSUp@stingray.manawatu.gen.nz, richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:
>First of all... _No_ 2 1/2" internal drive as these don't give as much room
>or speed as 3 1/2" ones.

SCSI HD would be better than IDE HD.

>A decent resolution - 1024X768 in _colour_ would be fine. And continuing to

I'd like 1280x1024x256 (at least!). On my Falcon, I work with 1152x832x16i (on my RiscPC (Acorn) I work with 1280x480x256).

>have screen memory _anywhere_ in memory and not just on a graphics board like
>those _other_ computers we Atarians love to hate =8-]

Agreed, but I'd like to have VRAM (1MB) in standard.

>
>I think we should have _pull down_ menus as those "crash-down" ones are
>somewhat annoying (doesn't everyone agree???)

The best is menus like under X or Acorn's RiscOS.

>An '040 or '060 as '030s are just too old. And at least 50 Mhz ???

You should have the choice. What about a PPC?

>Decent horizontal blank interrupts (like the 8 bit atari!!!) that let you
>swap palettes... (although a large palette to start with would be nice).

256 colors with chunky pixels.
32k and 16M modes...

Vincent Lefevre

4560. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 22:46:10 UTC
From: contacts@mits.mdata.fi
Message-ID: <3btgri$gdk@prime.mdata.fi>
Source record: 175368

In article <bwanga-0412941103080001@tsa-34.ucsc.edu>,
Tim Seufert <bwanga@cats.ucsc.edu> wrote:
>In article <3bt0ea$foj@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka
>Saarinen) wrote:
>
>> >I think one of the problems with the Falcon is that it is a hobbyist
>> >computer with professional aspirations. The codec isn't up to pro specs,
>> >etc., but the DSP sound system is. It has built-in MIDI ports, but nearly
>> >no OS support for them. (There is also not really enough OS support for
>> >digital sound.)
>>
>> Who need OS anyway. For most of the people it's a program that launches
>> applications. Eg. Cubase Audio has it's own operatig system inside,
>> and it's a part of the reason it's so powerful inside a 16Mzh Machine.
>
>Yep, if you actually tried to do anything realtime with the Atari OS you'd
>be toast. The point is, the more services the OS gives you, the less
>likely it is (as a programmer) that you'll have to implement them on your
>own. Also, wouldn't it be neat to do things like have several programs
>access the MIDI ports?

At the moment, this one I use governs all my needs, and it's a realtime
program, whatever the TOS might be.

>> In Mac's and PC's OS tries to govern everything, so programmers can't
>> get too creative.
>
>This is definitely not a true statement! The #1 OS on the PC, DOS, is
>barely there at all. It governs almost nothing. It provides some *very*
>basic I/O services and not much else. As for the Mac, if you want to go
>out and write directly to screen memory and to the sound chip, nobody's
>going to stop you. Many Mac games work that way. (Many of them fail to
>produce sound on my computer, because they try to write directly to the
>registers of the Apple Sound Chip, which is nonexistent on Macs with
>16-bit sound. If they had called the Sound Manager to produce sound
>instead, no worries. See how it is often nice to have an OS layer?)

I have never encountered a need for a Global Midi Manager (Apple's Midi
Manager is actually so "bad", that eg. Cubase programmers recommend not
to use if you don't really have to (in multitasking).
OMS is much better, so is MROS, but those are not part of the System 7 or
Windoze.

>> I bought my Falcon with no internal drive at all, and SCSI cases with power
>> supplys are quite cheap nowadays. No adapters are needed for external

>> SCSI connection, just plug and pray.
>
>I must be slipping - I forgot the Falcon has built-in SCSI! :-)
>
>However, as I recall, if you buy the beast with no HD, you also get it
>with 1 MB RAM, so you have to pay more for expanding RAM... (I hate that
>silly daughtercard design they used. It would have been just as easy to
>slap a 72-pin SIMM socket right on the motherboard. 72-pin SIMMs
>currently are available in sizes of 1, 2, 4, 8, 16, and 32 MB.)

I got mine without memory at all. I added 4 4Mb SIMMs to the Falcon Wings
card (the price of the card was 1/10th of the price of the SIMMs).

No problemo.

>> Define "professional" and "hobbyist"? These days with this new
>> technology the terms are getting vague.
>
>Professional: Somebody who's making money off of it.
>Hobbyist: Somebody who's playing with it.
>There, that was simple, wasn't it? Oh, the hobbyist also typically can't
>afford to spend anywhere near as much on the machine.

What about semi-professionals, or a musician, who uses the equipment
in his freetime for self-developing and not for money-making?
Eg. I have a dayjob in the orchestra, and I do not make money with
my Studio (yet), as only thing I do is composing and some arranging.
Yet I have spent about 20-25000 dollars into my equipment (89-94).
Things are not always so simple (= pro's use money, hobbyists do not -
might be vice versa in many cases).

I made money with my Mega ST, so does it make it also a professional
machine? I'd like to add that the price of the tools have almost nothing
to do with the amount of the money that's made with them, if you are
otherwise competent musician (or producer - whatever).
Hit records have been made with a 4-tracker.

>> There are many musicians here in Finland who has got this setup
>> instead of a Mac- or PC-based setup, and there are no Atari-dealers
>> or magazines at all in this country.
>
>You have to be willing to provide your own support.

I'm Willin'! (it's a Little Feat if you get the idea :-))

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!

```
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
-------------------------------------------------------------------
```

4561. C-Lab's Creator...

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 22:47:19 UTC
From: pgl@draco.bison.mb.ca
Message-ID: <3btgtn$3bg@draco.bison.mb.ca>
Source record: 175402

I'm getting an STe shortly, and want to use it for sequencing. I've pretty much decided on C-Lab's Creator. I have some questions, and was wondering if anyone could help:

1) What is the latest version?

2) Will it run %100 with only 1 meg of ram?

3) Any problems running on an STe?

4) Anything else I should know?

Please reply by e-mail only. Thanks!

4562. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 22:47:59 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <3btguv$8bl@cri.ens-lyon.fr>
Source record: 175386

In article 77h@cxc1.cl.msu.edu, molin@cxc1.cl.msu.edu (Michael Olin) writes:
>>1.44 internal drive, and HDD as standard (say 540M or so?)
>
>TWO internal 1.44 drives, PLEASE!

Why TWO ??? With a HD, it's useless.
I think very few people need 2 1.44 drives, so they could add an external one.

>And a REAL mouse, not this cheesy (pun intended) POS that Atari makes.

Agreed. And with 3 buttons.

Vincent Lefevre

4563. Re: upgrade NVDI 2.5 => 3.0 ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 22:55:33 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <3bthd5$8bl@cri.ens-lyon.fr>
Source record: 175385

In article M2y@cix.compulink.co.uk, wilsontjb@cix.compulink.co.uk ("BARRY WILSON") writes:
>In message <3blcn9$9t@news.duke.edu>, damms002@acpub.duke.edu said:
>
>>Doese anybody know, whther an upgrade from NVDI 2.5. to 3.0 is
>>basically possible, where to get ist and how much it is ?
>
>It is in Europe, so I would expect it is also available in USA,
>try Toad.

Where can I find the cheapest upgrade in Europe?

Vincent Lefevre

4564. Re: ST-Review [gone] and Subscription

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 22:57:31 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3bthgr$efg@dux.dundee.ac.uk>
Source record: 175370

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:

: : Hi there,

: : I just read the bad news about ST-Review and since I really HATE
: : St-Format, I wonder what will happen to my just-renewed subscription.

: : If I read well the next issue will be the last one , that means I will
: : start to receive ST-Format ? Blah! Time to stop the subscription and
: : save some money.....or,maybe, we will see a bigger AND better ST magazine ?

: I don't think this is true well atleast Vic (the editor) didn't mention it
: the last time I emailed him (about 2 weeks ago).

: Rod

Well I was wrong, ST Review is going. Accoring to the editor there will be a
January issue and then we can all say 'good bye'. Its a shame as most of
the reader bought STR because the don't like STF. Persnally I don't mind
STF, but perhaps thats just me.

Rod

PS What is the ST Applications thing?
--

==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

4565. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 23:17:54 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3btin2$19e@darkstar.UCSC.EDU>
Source record: 175373
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <ELEVEIUSUp@stingray.manawatu.gen.nz> richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:

>OK here goes...

>Imagine we as members of comp.sys.atari.st[.tech] are designing the new
>Atari range.

>First of all... _No_ 2 1/2" internal drive as these don't give as much room
>or speed as 3 1/2" ones.

For the Falcon, it works, but since you are describing a desktop model,
of course a 3.5" SCSIII drive would be mandatory. :)

>A decent resolution - 1024X768 in _colour_ would be fine. And continuing to
>have screen memory _anywhere_ in memory and not just on a graphics board like
>those _other_ computers we Atarians love to hate =8-]

Would require more and more main memory the higher the rez you go. I wouldn't
mind some sort of compromise.

>I think we should have _pull down_ menus as those "crash-down" ones are
>somewhat annoying (doesn't everyone agree???)

No. I prefer drop-downs over pop-down (Windows) and especially over those
finger-ruining mac strain-down :) menus.

>An '040 or '060 as '030s are just too old. And at least 50 Mhz ???
>A DSP to do all the "extra-work", and of course decent sound - stereo, with
>good A-D/D-A converters with decent s/n ratios.

Goes withotu saying.

>1.44 internal drive, and HDD as standard (say 540M or so?)

We've got those now...

>A _separate_ keyboard - with keys that don't feel like a sponge (like my
>1040STfm)

My falcon doesn't feel like a sponge. $10 for the TT touch and about an hour's
work and it's great!

>The ability to have scroll registers so that hardware scrolling can be done
>without having to resort to time-consuming software implementations -
>remember the old 8-bit atari and how easy it was to scroll the screen???

This is really only needed for games or ugly-Amiga-like "screens" junk. :)

>Decent horizontal blank interrupts (like the 8 bit atari!!!) that let you
>swap palettes... (although a large palette to start with would be nice).

With a true-color mode, you don't need this. this would only be a hack
useful for games and full-screen slideshow programs. I'd prefer software
to become more standard, running in a window, etc. If you want this hack,
get an Amiga and play with HAM. :)

>Multi-tasking doesn't seem to be too way out these days and it would be nice
>if we could get rid of the 8+3 filenaming convention - lets have longer
>filenames - and perhaps add a bit to remain compatible with previous disks...

MultiTOS works. 8 + 3 I have never had a complaint about, but if we switch,
make it UNIX-compatable. jsut say NO to mac filenames with spaces et all.

>Well that for a start seems ok - what do _you_ all think???

it's a pipe dream, and basically what most people want. :)

>Maybe if we suggest a few decent (and not too wayout) ideas, someone might
>listen that can do something about it???

>Who knows?

>I love Atari, and really don't want to have to buy a PC - but without some1
>prepared to make a _new_ atari, what's the point???

>In hoping that this will start a thread...
>Richard =8-]

~Chris
>PS. (For Roger Sheppard) This is just a bunch of ideas, so please don't go
>decrying a really nice idea ok?

>--
> _ _
> /(. .)\ )
> (*)____/|
> / |
> / |--\ |
> (_)(_) (_)
> Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
--
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// \ | \\
\|

4566. Help Meeeee! (re: binary groups!)

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 23:33:41 UTC
From: stuart@cs.ualberta.ca
Message-ID: <3btjkl$e39@scapa.cs.ualberta.ca>
Source record: 175002

Can someone out there tell me how to upload a uuencoded file, short of entering the whole thing in, a character at a time? I usually use the "nn" newsreader, so directions for this would be preferred, however, if anyone knows how to use tin or another news reader, I would still appreciate the information!

Thanks.

Dave

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart

4567. Re: HELP ! lost data

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 23:39:32 UTC
From: robotron@moroder.demon.co.uk
Message-ID: <199412042239.AA01605@moroder.demon.co.uk>
Source record: 175375

In a recent article, damms002@acpub.duke.edu (Thomas Damms) wrote:
>I accidentally deleted a few files from a floppy which I still need ! I
>tried to recover these files using an old programm called "D-RETER.PRG"
>but this program doesen't work on my TT.
>Is there any programm available at an ftp site for undeleting files ?

I'm sure atari.archive.umich.edu has dozens of them. The way I would do it is to take a sector editor to the disk, find the appropriate directory entry (if the files were in the root directory it will probably be in sector 11), and replace the $E5 character at the start of the filename with the original first letter. Disco!

Then you'd probably be best copying all the files to a new disk altogether. I'm not sure exactly what happens when you delete a file (presumably more than just the $E5 thing) - none of my books goes into any detail. (Anybody know for sure?)

It's safer to do it this way than trust a real "undelete" function which might recover the file to another part of the disk and inadvertently overwrite any other deleted files you might wish to recover.

Note that this method will probably fail (recovered files contain garbage) if you've saved anything on the disk since deleting your files, but an "undelete" would fail also.

I believe DLII024 (in an archive called DLSUITE or somesuch) and ST_TOOLS contain sector editors, but I don't know if they work on the TT. There's a directory on atari.archive called Diskutils which is full of disk utilities.

Stephen

4568. Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-04 23:51:19 UTC
From: lombardo@herbie.unl.edu
Message-ID: <3btkln$spr@crcnis3.unl.edu>
Source record: 175374

I really need a nice word processor for my 1040st (2.5 meg) to use for writing papers at school. I am considering getting a pc because there is so much selection for word processors (and I already know how to use word perfect and microsoft word)... I use Word Writer ST right now but I really don't like the fact that it has so many bugs in it. I hate how the formatting works and I just need a nicer program.

What is available for the st that has all of the main features (especially easy use, no bugs, spell check, search/replace, multiple fonts) and will work with a panasonic (epson) printer.

I would really appreciate any help. I wish I could just download a new word processor and start using it. I am really sick of using Word Writer ST, and I really don't like Word Perfect 4.1. What a waste of time!

Thanks in advance.

4569. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 00:02:17 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0B9Ft.Dp4@cix.compulink.co.uk>
Source record: 175378

In message <3bq6hc$k3g@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:

> This is all rather depressing I've just spent around 900 quid on Atari
> Stuff (Falcon, VGA Monitor and software) now I find out 6 months later

Don't feel too depressed. I spent over 1000ukp 5 months ago. Okay so I've bought a PC since then - but I don't regret spending the money on Atari kit.

> NO intentions of persuing Personal computers. Also it seems the JAG
> has bombed sales wise so perhaps we wont even have Atari in existence
> in a year or so.

Well it would be nice if you could buy one. I went to Tottenam Court Road in London, Saturday (for those non UK readers TCR is the UK 'mecca' of consumer electronics). I spotted *one* Jag! That was a display model as well. There were probably a few that I missed, but there was no shortage of software (and hardware) for all the other consoles.

The Jag is good, but Atari have to *sell* them. The've been very bad at this bit in the last few years IMO.

Roland.

@CiX

4570. Re: SoftPC - PC emulator

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 00:02:22 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0B9Fy.Dpz@cix.compulink.co.uk>
Source record: 175380

In message <D08tp6.wv@ssbunews.ih.att.com>, trek@intgp4.ih.att.com said:

> By releasing Insignia's Softwindows, there will be a few less Atarians
> that may jump ship - why jump if you can taste the grass on the other

Now hang on here - its not SoftWindows we're talking about but SoftPC.
SoftWindows has not been ported to the Atari AFAIK, and the SoftPC that
does exist does *not* allow you to run windows. Not unless you can get it
to run in CGA mode *without* a mouse that is.

:-(

Roland.

@CiX

4571. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 00:02:25 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0B9G2.Dqq@cix.compulink.co.uk>
Source record: 175379

In message <bwanga-0312942304540001@tsa-10.ucsc.edu>, bwanga@cats.ucsc.edu said:

> Another part of the equation is that they might as well make a 200+
> MB drive as a 80 MB drive - it costs the manufacturer roughly the
> same amount of money to make either one. That's why drives under
> 200 MB are rapidly going out of existence as any kind of high-volume
> product.

I saw 2.5" 540Mb drives in a shop on Saturday. Bet they were dead fast as well. Small drives are just not cost effective anymore.

Another good reason for buying a large IDE drive (on a PC) is the general limit of 2 per 'interface'.

SCSI is much better in this respect.

Roland.

@CiX

4572. Re: DSP programming on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 00:06:37 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D0B9n2.FHC@ssbunews.ih.att.com>
Source record: 175377

In article <3bkg1v$agt@rs18.hrz.th-darmstadt.de>,
Alexander Graham <graham@rbg.informatik.th-darmstadt.de> wrote:
.....
>And you could help me with some little question:
>How much does the Motorola DSP56001 Users' Manual cost ?
>And what is it's ISDN number ?

I think I got mine for $10-15 from Oregon Research - can also
be purchased from Motorola DSP56000UM/AD Rev 2. Didn't find
ISBN but did find:
USA Motorola Literature Dist; POB 20912; Phoenix AZ 85036
Europe: Motorola Ltd; European Literature Center; 88 Tanners Drive,
Blakelands, Milton Keynes, MK14 5BP, England

Happy Hunting. PS- there is also a Real Time Digital Signal Processing
Applications with Motorola's DSP56000 Family by Mohamed El-Sharkawy, PHD
-its Prentice Hall ISBN 0-13-767138-5 - and if I remember correctly -
its about $55.
Wayne

4573. Mint 1.12 and Minix.

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 00:12:28 UTC
From: Michael Wray <harmony@tyrell.net>
Message-ID: <Pine.SUN.3.91.941204180554.14575C-100000@tyrell.net>
Source record: 175295

I can get these to work seperately (sp?) but they crash when I try to use Mint with the Minix.xfs file in place (i.e. bombs or automatic reboot).

I'm using Minix .055 (the one with the Mint distribution Kit. Also, I couldn't get the long filenames to work.

I would like to run MintNet in conjunction w/ Ka9q to Net a 520 to 1040 and the 1040 to a PC.

(I.e. MintNet on the 520 (has a HD,) Ka9q on the 1040 and the PC, (1040 does NOT have a HD, pc does) Have TOS 1.0 on the 1040, and TOS 1.4 on the 520. 520 has 2.5 Megs RAM.

P.S.: What kind of memory chips do I need for an easieST Unaeroco Ram Board, I have 16 open slots, 2.5Megs of RAM with what appears to be 18pin Dips (9pins on each side)

(Please E-mail Responses to harmony@tyrell.net)

4574. PD FAX Software

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 00:19:42 UTC
From: raver909@telerama.lm.com
Message-ID: <3btmau$6gh@asia.lm.com>
Source record: 175376

Does anyone know where I can find such an animal that works? I looked around a.a.u.e and couldn't find anything.
Joe

--

4575. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 00:35:26 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.786587726@txfs1.hfb.se>
Source record: 175381

In <bwanga-0312942233120001@tsa-10.ucsc.edu> bwanga@cats.ucsc.edu (Tim Seufert) writes:

>660AV. When I bought it, the 840AV was way too expensive, but the 660 was
>very affordable.

And now they are droped from production!

>85 MB is nothing. If you're doing digital audio editing, you can forget
>the wimpy HD Atari puts in the Falcon.

True! And so is 500Meg if yo don't have something to store it on.. like A
DAT player or something... ofcourse all digital!

>16-track recording isn't possible with the base Falcon hardware, either.
>There is only one stereo codec in the Falcon.

I heard that they are fusing 13-bits when you have 16tracks in
CubaseAudio, still you can have LOTS of MidiChannels at the same time!!

>As far as I know, the Falcon has this problem too - that the built-in
>codec is not very good at all. For both machines, it appears that pro
>quality work requires add-on A/D converters, which are quite expensive.

Not too expensive for a Falcon as we have the DSP port out on the back...
Just to plug external AD/DA-converters or more DSP-processors :^D

>I think one of the problems with the Falcon is that it is a hobbyist
>computer with professional aspirations. The codec isn't up to pro specs,
>etc., but the DSP sound system is. It has built-in MIDI ports, but nearly
>no OS support for them. (There is also not really enough OS support for
>digital sound.) It comes with a ridiculously small hard drive in an
>inconvenient form factor, so that it's more expensive to add storage than
>it should be. (If you buy a replacement 2.5" HD, it's more expensive than
>3.5" storage. If you buy an external drive, you get the overhead of a
>case/PS and ACSI adapter.)

You don't know much about the falcon, do you?

Falcon has SCSI-II! NO ASCI! So you can plug the same (external) HD that
you use for your Mac to the falcon just by using a SCSI-II to SCSI cable!

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

4576. R. I. P. Roger Sheephead [Blockhead, Num(b)scull]

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 00:43:16 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELFBCJUSUp@galaxy.owl.de>
Source record: 175273

In <D08pzr.Hnu@cix.compulink.co.uk> "Harry Sideras" wrote:

Hiya Harry!

> > As I say Atari R.I.P. long live the Acorn...
>
>I know I'm not the only person who finds this offensive...

To say the least, Harry!

BTW, I changed the subject to make it a little more suitable ;-))

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: neptune@galaxy.owl.de
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germoney / Earth
PGPNet: On request only!

4577. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 01:11:51 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.786589911@txfs1.hfb.se>
Source record: 175382

In <3bpuhd$b4m@aristotle.algonet.se> jonaeson@algonet.se (Tommy Jonaeson) writes:

>Gert van der Knokke (gert@ttgk.textlitho.nl) wrote:
>: >In message <3bag2g$c91@aristotle.algonet.se>, jonaeson@algonet.se said:
>: > > That's not true! I format a tape in 1 hour on my PC! :) :)
>: >
>: >Stick in a dedicated tape controller and you are down to 30 minutes. Still
>: >pretty abysmal though.
>: >
>: >:-(
>: With my Archive Viper, I don't need to format the tape at all (I just use
>: it) !!

>Most preformatted tapes are not very good formatted (tends to lose data).
>A reformat is the best thing to do. (I've been told that 3M is the only
>preformatted tape that is formatted ok)

Hello! YOU don't NEED a formated TAPE! It's just STUPID tapedrives that
have to be formated, (Ok some needs to be initilized!)

Tommy, do you format your VHS tapes too? ;^D

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

4578. Re: Zmodem Accesory

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 01:27:16 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <3btq9k$lrd@news.cc.utah.edu>
Source record: 175383

Clifton S. Mothershed (cmothers@netcom.com) wrote:
: Is there a Zmodem Accessory, I heard GRZSZ43 is one but it is cripple ware.

Well, that is true, but let me just say GSZRZ is an excellent Zmodem program, and is constantly updated. The latest version is 5.4 (November 29, 1994). For such a well supported program, I think it is still well worth the 35 DM price.

I know there are those who prefer to go with other Zmodem programs like XYZ or others, but I have to applaud Michael Ziegler for his support and upgrades of this program.

GSZRZ and Connect are great together, but Connect is harder to use in less than 640x400. The great thing about GSZRZ is that you can use it with any comm program that supports external protocols. I don't think it works as an accessory unless it is specifically supported by the program, like Connect. And I don't believe it works with ANSITerm because that was written to work with XYZ specifically, but I could be wrong.

Personally I use I combination of Uniterm and FZDT with GSZRZ on my ST. If I had a mono monitor or a TT or Falcon, I'd probably use Connect. But that's just my opinion.

--
\ Eric Jolley \
\ Film Studies Major, U. of U. \
\ For PGP Public Key, \
\ finger ewj8218@u.cc.utah.edu \

4579. test

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 01:35:20 UTC
From: Carey.Sparks%239@satlink.oau.org
Message-ID: <e7a_9412070753@satlink.oau.org>
Source record: 174967

```
If you receive this message dave email me back! thanks,carey alert amb008
--
|Fidonet: Carey Sparks 1:363/239
|Internet: Carey.Sparks%239@satlink.oau.org
|
| Standard disclaimer: The views of this user are strictly his own.
| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).
```

4580. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 02:38:54 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <3btufu$mmt@csugrad.cs.vt.edu>
Source record: 175388
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Olin (molin@cxc1.cl.msu.edu) wrote:

: TWO internal 1.44 drives, PLEASE!

A better idea would be 2.88MB drives. Although I haven't used any
2.88MB disks, these drives are noticeably faster even with 1.44MB and 720KB
disks.

: And a REAL mouse, not this cheesy (pun intended) POS that Atari makes.

It's not so much the mouse that annoys me, but rather where you
plug the mouse in on the ST keyboard models (520ST, 1040ST, etc). You lift
up the keyboard and then spend forever trying to plug that thing in! I
now use a Mega STe and find it much nicer to work with.

As for the hardware innards themselves:

1) If I were going the RISC route, I'd choose a chip made by either
MIPS (Say an R8000), or a PowerPC. My only reservation about this is that
you would need a large hard drive (preferably SCSI) to keep all the
binaries. I tend to equate RISC with fatter binaries!

2) 24-bit graphics would be plus.

3) DSP!!! Improvements anyone?

As for software and GUI, I recommend taking a look at NeXTstep. From what
I've seen it looks impressive! Better still, I hear NeXT is working on a
GUI called OpenStep which is supposed to be pretty revolutionary. Atari
should take a look into that (if they were willing to put the time and
resources into a project of this magnitude).

: Also, lets finally SEE (and not just hear about) a notebook version.

That'd be impressive!

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

4581. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 02:42:34 UTC
From: rosenkra@convex.com
Message-ID: <3btumq$jj1@convex1.convex.com>
Source record: 175387

In article <H.eg.tN1Y&Mw_H4_@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>
>Well, even if you don't mind the PC interface (I'm assuming you mean
>Windows), it's totally unsuitable for MIDI work, even with an excellent
>sound card. Windows simply can't handle the split-second timing you
>need for MIDI work. If the MIDI software you wanted to use had an OS/2
>version (or a Linux version, or a NEXTSTEP version, or a...) it'd be
>another story...

i run cakewalk pro (now 2.1; just got 3.0 upgrade) for windows (3.1) on
a 486/DX2-66 with no problems whatsoever. i am using the music quest
MQX-32M midi interface (which gives you 2 ports, each with 16 midi
channels, for a total of 32 midi channels). the MQX-32M and cakewalk
allow me to sync (with MTC or SMPTE - i use SMPTE) the sequencer to a
multitrack (in my case a tascam DA-88) in real time. i have never
experienced any glitches, dropouts, etc. i have run up to about 30
tracks so far (cakewalk supports up to 256 tracks). and i have quantized
to 1/48 beat at 120 beats per minute. no problems.

IMHO, cakewalk pro is one of the most solid, well written pieces of s/w
i have ever used (on any platform, in any discipline). cakewalk (according
to their last newsletter, and a survey printed in oct94 issue of Music and
Sound Retailer) is now the best selling music s/w in the US.

many records today are produced with cakewalk on a PC. most pro studios
either run macs or PCs. i would think that most home studios in the $20k
range are run with macs and PCs as well. i read Mix, EQ, EM, keyboard,
Recording, and other magazines on a regular basis and there is very little
mention of any computers other than macs and PCs. 5 years ago atari was
king. things are different now, however. the pro audio store where i
shop has a PC. no atari in sight...

-bill

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

4582. Re: 8MHZ 68000 vs Pentium

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 03:02:27 UTC
From: Volker Wedemeier <wede@x4u2>
Message-ID: <Pine.SGI.3.91.941205034326.6582B-100000@x4u2>
Source record: 175398

On Fri, 2 Dec 1994, Darek Mihocka wrote:

> Your comment about "put 32 or 64 registers on the Pentium and
> you'll have a REALLY REALLY fast chip". Again, you don't have a clue.
> Tell me something. I have an 80 Mhz PowerMac and I have a 90 Mhz
> Pentium. The PowerMac has a PowerPC chip on it with 32 32-bit registers
> in it compared to the Pentium's 8. (not counting program counter and
> other such registers). The PowerPC also has 32 floating point registers.
> According to your logic the PowerMac should be orders of magnitude
> faster than the Pentium (I take it that's what "REALLY REALLY FAST"
> means). In reality, they're fairly close. If you run the PowerMac
> which is emulating a 680x0 based Mac, you'll see it runs about
> the speed of a fast 68030. If yo run Gemulator on the Pentium
> you'll see it runs about the speed of, you guessed it, a fast 68030.
> (Actually, it runs just about the speed of a 32 Mhz TT).

Now, wait a minute! I thought the Gemulator for PC's is a hardware card,
so I guess the Gemulator on your Pentium runs about the speed of a 32 MHz
68030 because there _is_ a 32 MHz 68030 on the card!!
So, even a 286 with this card would perform like a 68030 with 32 MHz.

And then, I really doubt, that "even" a Pentium with 90 MHz could
ever come close to software-emulating a processor like the 68030
with a speed of 32 MHz, the more, as the Pentium has less registers on
chip than the 68030 (if your figure of 8 on the Pentium is right (the
68030 has 16 if you don't count SP's and SR's). So the Pentium would have
to store some of the registers of the emulated 68030 in RAM - you can
figure how slow that is, even with cache memory, compared to internal
register operations.

The PowerMac can emulate an 68030 at reasonable speeds
because the PowerPC-CPU has the 68030 instruction code on chip.

> Your final comment has me most interested. You obviously know more
> about Microsoft than I do, and I work here!

Well, obviously one doesn't need to know much about assembler-code and
processor hardware to work there. Not much surprising, when you look at
the speeds of some of their programs.

Volker

4583. Re: Multimedia software

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 03:31:11 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3bu1hv$lp9@nntp.Stanford.EDU>
Source record: 175389

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Is there a Multimedia authoring package for the Falcon?

: Rod

: --
: --
: ===
: Roderick McCall
: Dept Maths & Science Fiction, University of Dundee, Saturn
: President, Lip Theatre Co, Dundee University.
: Tel: (01382) 644546
: ===
Yeah!!! What he said!! <:-)

No, really, is there any low-end (i.e. non-APEX media) stuff for the Falcon?
Especially wanted by me is a open-ended hypercard thing which would allow
the integration of Falcon-level graphics and sound. This could be simply
acccomplished by allowing the running of external prgs like MPEGPLAY or
whatever.

4584. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 03:55:48 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0412941958420001@tsa-27.ucsc.edu>
Source record: 175391

In article <H.eg.8xNMvnnbtDU@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca wrote:

> >Correct, Doom almost completely bypasses DOS, the coders wrote their
> >own DOOM-OS so that the game would run faster than 5fps on a 486. All
> >they need is to add a CLI to the OS and sell it as an MSDOS replacement :)
>
> Nobody'd buy it though, because:
>
> 1) it doesn't come from Microsoft
> 2) it's not compatible with 8088 apps built in 1983
>
> Backwards compatibility is crippling the computer industry in the 90's.

I can't believe nobody's corrected this yet. The authors of DOOM did not
roll their own replacement for DOS. They used a DOS extender - a
commercially available shell that handles all the dirty work of shoving
DOS into the background so that programs can run in 32-bit protected
mode. There are many DOS extenders available; the primary one Doom uses
is Rational System's 4GW (or something like that - I'm not sure of the
exact name). There are alternate versions of Doom available from id
Software which use different DOS extenders, because some systems have
problems with the normal one.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

4585. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 03:59:39 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0412942002330001@tsa-27.ucsc.edu>
Source record: 175392

In article <D0B9G2.Dqq@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk
("Roland Givan") wrote:

> Another good reason for buying a large IDE drive (on a PC) is the general
> limit of 2 per 'interface'.

The new Enhanced-IDE standard bumps this up... I'm not sure how many,
though. (At least to 4.) And it adds support for CD-ROMs, and higher
transfer rates.

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

4586. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 04:11:21 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0412942014130001@tsa-27.ucsc.edu>
Source record: 175394

In article <3btgri$gdk@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka Saarinen) wrote:

> I have never encountered a need for a Global Midi Manager (Apple's Midi
> Manager is actually so "bad", that eg. Cubase programmers recommend not
> to use if you don't really have to (in multitasking).
> OMS is much better, so is MROS, but those are not part of the System 7 or
> Windoze.

No idea about Apple's MIDI manager - I don't use MIDI at all.

> I got mine without memory at all. I added 4 4Mb SIMMs to the Falcon Wings
> card (the price of the card was 1/10th of the price of the SIMMs).
>
> No problemo.

At US memory prices, that's $50 extra for the card. I'd rather spend that money on something else.

Atari got memory expansion right in the STe, but they screwed it up royally in the Falcon.

> What about semi-professionals, or a musician, who uses the equipment
> in his freetime for self-developing and not for money-making?
> Eg. I have a dayjob in the orchestra, and I do not make money with
> my Studio (yet), as only thing I do is composing and some arranging.
> Yet I have spent about 20-25000 dollars into my equipment (89-94).
> Things are not always so simple (= pro's use money, hobbyists do not -
> might be vice versa in many cases).

I think we're getting into a definition problem. I meant "hobbyist" as a general term - not music specifically. That is, an individual who buys a computer for recreational purposes. Most of these people do not need the elaborate digital audio setup or MIDI ports on the Falcon.

> I made money with my Mega ST, so does it make it also a professional
> machine? I'd like to add that the price of the tools have almost nothing
> to do with the amount of the money that's made with them, if you are
> otherwise competent musician (or producer - whatever).
> Hit records have been made with a 4-tracker.

Of course. That doesn't change the fact that, given a choice, most artists would rather use the best equipment possible, because if they are truly artists, they want their work to be perfect. :-) They may not have a choice about it, though.

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

4587. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 04:20:56 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0412942023480001@tsa-27.ucsc.edu>
Source record: 175395

In article <d93rkr.786587726@txfs1.hfb.se>, d93rkr@t.hfb.se (Robert Krenn
- HFB T d93) wrote:

> >660AV. When I bought it, the 840AV was way too expensive, but the 660 was
> >very affordable.
>
> And now they are droped from production!

Yep. In some ways, the Quadra 630 series is a replacement, though I don't
like some of the design compromises they made on that machine. (For
example, the video modes are quite limited compared to the 660AV.)

> I heard that they are fusing 13-bits when you have 16tracks in
> CubaseAudio, still you can have LOTS of MidiChannels at the same time!!

Digital sound mixing is a problem - you have to be careful about your
algorithms to avoid losing big-time in the SNR department.

> Not too expensive for a Falcon as we have the DSP port out on the back...
> Just to plug external AD/DA-converters or more DSP-processors :^D

There's something like that on the Mac, too - the GeoPort serial ports are
capable of about 1 Mbit/s (which is what the Falcon's DSP port is also
capable of), and are used for connecting the DSP and/or CPU to external
sources of digital wave data. For instance, I'm using it right now - the
modem I use to make a PPP connection to the university computers is
actually a software DSP modem. A phone line interface pod sends digitized
phone line signal to the DSP through the GeoPort serial port, and the DSP
sends back a digital signal for the interface pod's D/A converter. On
PowerMacs, the main CPU performs the tasks that are done by the DSP on a
660AV or 840AV. (CPU load is about 15-30%, depending on the model. The
PowerPC features some DSP-like features, and bloody fast floating point.)

> You don't know much about the falcon, do you?
>
> Falcon has SCSI-II! NO ASCI! So you can plug the same (external) HD that
> you use for your Mac to the falcon just by using a SCSI-II to SCSI cable!

I do know a lot about it - my brain was temporarily off, though!

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

4588. Re: 8MHZ 68000 vs Pentium

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 05:59:46 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0412942202360001@tsb-42.ucsc.edu>
Source record: 175399

In article <Pine.SGI.3.91.941205034326.6582B-100000@x4u2>, Volker
Wedemeier <wede@x4u2> wrote:

> Now, wait a minute! I thought the Gemulator for PC's is a hardware card,
> so I guess the Gemulator on your Pentium runs about the speed of a 32 MHz
> 68030 because there _is_ a 32 MHz 68030 on the card!!
> So, even a 286 with this card would perform like a 68030 with 32 MHz.

As I'm sure Darek will tell you, the card contains ROMs. No 680x0
processor. The card is only there to get around the legal issues with
putting TOS ROM code on disk as a part of the emulator. In fact, as I
recall, you have to buy the ROMs seperately.

> The PowerMac can emulate an 68030 at reasonable speeds
> because the PowerPC-CPU has the 68030 instruction code on chip.

No! It doesn't. I don't know where people get this misconception from.
The PowerPC runs PowerPC code - that's it. What enables Power Macs to run
680x0 software is a damn fine software emulator. (Sorry, Darek, but I'm
more impressed with it than yours - it does some really astounding things,
like letting the Mac OS be mixed 680x0 and PowerPC code. And the
compatability is simply excellent - often software that failed on Quadras,
Microsoft Word 4.0 for example <G>, runs on Power Macs.)

If the PowerPC implemented 680x0 instructions, you can bet that a 80 MHz
PowerMac would be faster in *every* respect than a Quadra, rather than
only approaching the speed of a low-end Quadra in emulation. (Of course,
it waxes the Quadra if it has a native program to run...)

Interestingly, something like 80 or 85% of the current Mac OS release
(System 7.5) is still 680x0 code. Apple only converted the really
time-critical portions, those that are hit on the most, like QuickDraw.
The first System release that will be mostly native code is supposed to be
Copeland (System 8).

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

4589. BBS Packages for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 06:45:20 UTC
From: larserik@oslonett.no
Message-ID: <3bucu0$e5n@hasle.oslonett.no>
Source record: 175400

In message #12, scroggkw@Rose-Hulman.Edu writes:

> What BBS packages are being supported still for the Atari ST line? Is

MiniBBS er still ShareWare, still under developement, and has it's own
support BBS. Also it's own offliner, and support for fax-receiving.

< MiniBBS > ShareWare BBS-system for the Atari ST. It will run OK
"""""""""" even on a 520 with 1 disk-drive. System has Xmodem,
BBS1608.LZH Ymodem and Zmodem file-transfers and it's possible to
pack new mail with ARC or LHARC and download it to save
time (and money) when calling. Ask for ReadMail ST !!
System also handles incoming Telefaxes on faxmodems !!

Send 100 NKr (equals $15, DM25, 10 pounds, 30 guilders) by cheque or to
norwegian postgiro account 0537 6846174 (see your local post office for
a transfer card, "Service des cheques postaux, Avis de versement VP1").
Payable to: Lars-Erik #sterud, Blinken 37 c, N-1349 Rykkinn, Norway.

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

4590. RE: SHAREWARE OR NOT SHAR

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 07:08:00 UTC
From: ray.brown@onlinesys.com
Message-ID: <c9.4889.3146@onlinesys.com>
Source record: 175420

Since you do produce some shareware, where could I get a list of items
that you have produced for the shareware market, I would like to see a
list and maybe _buy_ some of your programmes if they do what i want.
With the limited supply of stuff coming in down here, I appreciate
anyone who takes the time to write and distribute Atari software.

~ MaxiMiser*ST 1.12 UnRegistered ray.brown.@onlinesys.com

4591. RE: MINT

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 07:08:00 UTC
From: ray.brown@onlinesys.com
Message-ID: <c9.4888.3146@onlinesys.com>
Source record: 175421

```
BD> : : Mint := Mint Is Not Tos
BD> : : = = = =
BD>
BD> : Isn't it Mint is Now Tos at the moment?
BD>
BD> I stand corrected :). Mint 1.12 (maybe before that too) does indi
BD> startup that Mint is Now Tos.
BD>
I have just started reading about this Mint programme and wish to be
clued into exactlly what it does and what it's purpose, I have a
Mega/STE (4 meg ram) with Tos 2.06, if I undestand this correctly, Mint
is a software package that would replace my TOS and allow to do
multi-tasking (which is anoth question) on my computer. I haven't
really got the grasp of this Mint/multitasking scenerio.

---
~ MaxiMiser*ST 1.12 UnRegistered How many days until Christmas?
```

4592. dream atari

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 07:58:56 UTC
From: shall@oregon.uoregon.edu
Message-ID: <3buh80$orv@pith.uoregon.edu>
Source record: 175301

What I'd like is a way to upgrade, Like a more modular system, and
real video out for animation or titling to videotape.
I'd like to see built-in emulation for macs and PC's. Hey, we're dreamin.
Also, the ability to run World Wide Web in full color, stock.
I need something (and maybe it already exists, I just have an STe)
that could run a graphics pad and paint simulating oil or watercolor,
real time.

Real time video?

Everything I've read can already be done on some other systems. Come on,
folks, let's dream a little. What about virtual reality, the real stuff
where you would be able to fly through the Smithsonian in truecolor, or
climb the Himalayas on your stairwalker? Interactive CDs and VR.

What we really need are as many programmers as do PC software, but as
clever and dedicated as Atari programmers.

4593. ST Upgrades: T28/Blitter

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 08:11:13 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <3buhv1$h7v@olivea.ATC.Olivetti.Com>
Source record: 175302

Hi there,
In some articles someone put a blitter in a stfm.
I thought it was not possible.. but if so is it worthwhile ?
Are there any company selling blitter chip ? ANd what the price ?
What a speedy setup: STFM +blitter+NVDI+Magic....

Another Topic: Anyone had experience with the T28/36 accellerator board
on a plain stfm? Any "soldering/trouble horror stories" ? It seems that
(at least from Magazines reviews) the installation is straightforward
and compatibility is good too. I really appreciate is someaone could
tell me how the T28 works with Cubase (rel, 2.01).

savino

4594. Re: Probs with TeraDesk

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 09:24:01 UTC
From: ps1908@wlv.ac.uk
Message-ID: <3bum7h$4p@ccuf.wlv.ac.uk>
Source record: 175251

In article <1994Nov24.134511.25439@unix.brighton.ac.uk>, st39@unix.brighton.ac.uk (Stephen Ticehurst) says:
>TeraDesk seems to tell everything that you're in a command line, so STZIP
>displays a load of text instead of nice graphics.

All you need to do is to use the 'Install Application'
in Teradesk.
Look for the little box entitled 'Use ARGV parameters'
(or very similar). You will find that this is activated.
Click on the box to de-activate this option. STZip will
then operate normally.

These instructions are abbreviated - I asume that you
are conversant with 'Instal Application' etc. If you require
fuller instruction then feel free to e-mail me :
ps1908@scitsc.wlv.ac.uk

Steve

4595. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 09:34:27 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <3bumr3$gqm@cri.ens-lyon.fr>
Source record: 175303
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article mmt@csugrad.cs.vt.edu, cfuhrman@csugrad.cs.vt.edu (Chris Fuhrman) writes:
>Michael Olin (molin@cxc1.cl.msu.edu) wrote:
>
>: TWO internal 1.44 drives, PLEASE!
>
> A better idea would be 2.88MB drives. Although I haven't used any
>2.88MB disks, these drives are noticeably faster even with 1.44MB and 720KB
>disks.

If a 2.88 drive does not cost much more than a 1.44 drive, then OK.

>1) If I were going the RISC route, I'd choose a chip made by either
>MIPS (Say an R8000), or a PowerPC. My only reservation about this is that

Or an ARM: it is cheap and fast. Moreover it has DSP instructions.

>you would need a large hard drive (preferably SCSI) to keep all the
>binaries. I tend to equate RISC with fatter binaries!

I don't think it is the the case of the ARM.

>As for software and GUI, I recommend taking a look at NeXTstep. From what

Take a look at RiscOS too. The GUI is better than NeXTstep one.

Vincent Lefevre

4596. Re: HELP Captain Blood

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 09:39:17 UTC
From: wmpeen@urc.tue.nl
Message-ID: <wmpeen.786620357@asterix.urc.tue.nl>
Source record: 175304

guenther@cabal.sh.sub.de (Thorsten Guenther) writes:

>Very funny, indeed. My original _never_ ran correctly. I was unable to talk
>All this experienced in German and, as far as I remember, also in French
>and English on a stock 1040 STfm with (German) TOS 1.4.

It's the TOS. I only bought Captain Blood (it was a bargain) after I had
replaced my old TOS 1.0 and had to hear from someone on a BBS that
captain blood does not work with TOS 1.4 :(

Erlend.

4597. Hard Drive Software suitable for Gasteiner HD

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 09:41:05 UTC
From: ps1908@wlv.ac.uk
Message-ID: <3bun7h$4p@ccuf.wlv.ac.uk>
Source record: 175252

Hi, all.

I have recently received a Gasteiner 270Mb Hard Disk
complete with the Top Link controller.for my Atari STM
(TOS 1.4, 4M RAM).

However, between ordering it and receiving it , I saw a small
mag. review which basically stated 'excellent drive, shame
about the software - worst of the bunch'.

I have a copy of Atari's AHDI v5 which I tried to use to set up
the drive but it refuses to format the disk. (The Gasteiner software
formatted/partitioned the disk OK).

What I would like to know is:
(a) what other HD utility software is compatible? (ICD?)
(b) where can I obtain it?
(c) how much?
(d) what are its advantages over the Gasteiner set?
(e) should I get another controller (ICD?)

Any info gratefully received...

Steve (ps1908@scitsc.wlv.ac.uk)

4598. Re: ST-Review...!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 09:44:57 UTC
From: vctec@westminster.ac.uk
Message-ID: <D0C0F0.4At@westminster.ac.uk>
Source record: 175305

-Booth,W.A. (trek@intgp4.ih.att.com) wrote:
: So maybe its time to support the remaining good magazines - ST
: Applications (UK) and Current Notes (US) if you don't like ST Format
: or their "tricks". Let your money do the voting in the market place!

So, where do I get Current Notes....name and addrress, fax, phone,
e-mail of distributor/publisher please....I will then put it in the
faq...

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

4599. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 09:49:39 UTC
From: vctec@westminster.ac.uk
Message-ID: <D0C0Ms.56p@westminster.ac.uk>
Source record: 175306

Graham Beint, 321 (graham@insignia.co.uk) wrote:

: Yes. I think I well may boycott Future Publishing (not just STF) and switch to ST Applications
: which I haven't bothered with upto now.

Trouble is that STA has gone down to half it's size....and unless this increases, it will not be enough reading material to get you through the month. I heavily relied on AEO, CAIN, STReport, and the Three ST Glossies in the UK, and STA to get me through...I will have to rely more on club mags, and disk mags now.

STA cut down in size because it felt it was repeating what STR was printing. Now that STR has gone, I hope STA increases in size.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

4600. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 09:51:43 UTC
From: vctec@westminster.ac.uk
Message-ID: <D0C0q7.5L8@westminster.ac.uk>
Source record: 175307

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:

: That is a problem as ST Applications is not sold over here at all, you have to
: subscribe to get it here...

STA is not sold in the shops, here in the UK, either. You have to
subscribe to get it.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

4601. Re: ST-Review [gone] and Subscription

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 09:54:18 UTC
From: vctec@westminster.ac.uk
Message-ID: <D0C0uI.64p@westminster.ac.uk>
Source record: 175308

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: I don't think this is true well atleast Vic (the editor) didn't mention it
: the last time I emailed him (about 2 weeks ago).

I think that was because Vic only found out about it last Monday,
himself.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

4602. Re: magazines

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 10:02:22 UTC
From: vctec@westminster.ac.uk
Message-ID: <D0C17y.7nw@westminster.ac.uk>
Source record: 175309

Simon Gornall (sjg@bilbo.ph.kcl.ac.uk) wrote:
: Is anyone else getting *very* worried about the magazine coverage avai@@@@
: english readers ? STreview is gone. STuser is gone. STapplications is
: obviously on its way out. The only one left is a rather depressingly
: juvenile games magazine.

: I'll continue to support STapps (hey! they may savage me and cause me sjg
: Newsg
: of legal problems, but I'll still support a good mag, even if my
: opinion of the editor is unprintable), but STformat ? Come on! give me a
: break!

You know, this is a brilliant chance for all you writer types out there
to send me reviews, articles etc to place in my User Group Magazine.
There is no remuneration....(ATM)...but you will be joined as a free
member to the user group.

I am very peeved off with the state of the ST magazines....and i will
really miss STR. But life must go on, and we as Atari owners must
support the machine.

So, go on then...support my User Group too. Do send me your write
wares....

Regards
danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

4603. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 10:20:19 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.46.000A56FC@lobby.ti.com>
Source record: 175344

In article <CzyB71.BJs@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan")
writes:
>From: rgivan@cix.compulink.co.uk ("Roland Givan")
>Subject: Re: Pet peeve: "The Atari"
>Date: Mon, 28 Nov 1994 00:11:25 GMT
>XADAVU@ttgk.textlitho.nl> <3bag2g$c91@aristotle.algonet.se>
>X-Newsreader: CixRead/CixComm
>In message <3bag2g$c91@aristotle.algonet.se>, jonaeson@algonet.se said:
> > That's not true! I format a tape in 1 hour on my PC! :) :)
>
>Stick in a dedicated tape controller and you are down to 30 minutes. Still
>pretty abysmal though.

I use 1G 8mm cartdriges, and they are preformatted -- down to 0 minutes ;-)

William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & of course 486DX33 8Mb 210M HDD
+========================== Disclaimer: What I say here is my own view =====+

4604. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 10:23:38 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.47.000A652E@lobby.ti.com>
Source record: 175345

In article <ELBRCJUWUp@galaxy.owl.de> neptune@galaxy.owl.de (Hendrik Mylius) writes:
>From: neptune@galaxy.owl.de (Hendrik Mylius)
>Subject: Re: Pet peeve: "The Atari"
>Date: Thu, 01 Dec 94 18:06:20 +0100

>In <3bfv4b$lhs@sat.ipp-garching.mpg.de> Cornelius Krasel wrote:

>>> Come on, Windows has a little more over GEM than just window
>>> iconification.
>>
>>Um... yes? (Pseudo-multitasking?)

>Loads of funny looking, color i4cons to clutter-up your workspace ;-))

Not if you have virtual screens like DASHBOARD or something like that.
Increase the amount of screen space up to 5X. Something like Strecher or was
it Monster on STE.

William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & of course 486DX33 8Mb 210M HDD
+========================== Disclaimer: What I say here is my own view =====+

4605. Re: PAK 68030 Accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 10:37:10 UTC
From: ebertbd@tick.informatik.uni-stuttgart.de
Message-ID: <D0C2u0.Gz2@news.informatik.uni-stuttgart.de>
Source record: 175312

Hi,
I'm using a PAK3 with a 68030 with 50mhz and TOS 3.06.
I have no Problems, and the speed is great (gembench: average: 180% TT-Speed).

cu Bernd

4606. nfs-050 for MiNT released

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 10:41:24 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <3buqokINNcdk@tarsky.uni-muenster.de>
Source record: 175311
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello!

As the titles says, a new version of my nfs package for MiNT is now
available on ftp.uni-muenster.de:/pub/atari/Mint/Network/nfs-050.tgz

Have fun,
Ulrich

p.s.: atari.archive did not let me in, so it will be available from
there later

--
+---------------+----------------------------+-----------------------+
| Ulrich Kuehn | Internet: | Life is uncertain -- |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | eat the dessert first |
+---------------+----------------------------+-----------------------+

4607. Re: Hi Soft!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 10:45:28 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3bur08$nps@dux.dundee.ac.uk>
Source record: 175310
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Having now used Papyrus for about two weeks I can safely say its worth EVERY penny. While it may not offer all the functionality of certain PC apps, it does offer LOADS of features and a very nice output. I can even get an excellent printout off my humble Star LC10.

Now just for a change why don't people BUY something rather than PIRATE it. This especially applies to students (like myself) now if you order it from Hi-Soft, you'll get 30% students discount. Now you cant say fairer than that!

Rod

--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

4608. Re: DSP programming on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 10:54:44 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3burhkE4ou@uni-erlangen.de>
Source record: 175320

graham@rbg.informatik.th-darmstadt.de (Alexander Graham) writes:

>Ok. Try to get WinRec and then get yourself a DSP LOD
>disassembler. There's one available on ftp.uni-kl.de
>pub3/atari/falcon/...
>Disassemble one of the LOD's (e.g. ECHO.LOD). Now you
>got a brief overview of how to programm the DSP.

There is also a sample program code in the WinRec package.

>How much does the Motorola DSP56001 Users' Manual cost ?
>And what is it's ISDN number ?

You only can get it from Motorola itself, not in book stores.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

4609. Re: SoftPC - PC emulator

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 11:02:52 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3bus0s$r5d@whitbeck.ncl.ac.uk>
Source record: 175313

In article <D0B9Fy.Dpz@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>In message <D08tp6.wv@ssbunews.ih.att.com>, trek@intgp4.ih.att.com said:
>Now hang on here - its not SoftWindows we're talking about but SoftPC.
>SoftWindows has not been ported to the Atari AFAIK, and the SoftPC that
>does exist does *not* allow you to run windows. Not unless you can get it
>to run in CGA mode *without* a mouse that is.

Why no mouse? I've not tried running windows, but the mouse works fine with QuickBasic. You just need to load mouse.com first.

What res is CGA? SoftPC runs ok in 640*480*256 mode, faster in 640*480*16.

Anyway, with X for Linux68K on the atari in the next couple of monthes, who really cares about SoftPC anyway. There is loads of excellent softs for linux just waiting for a stable release version....

Craig.

4610. Re: MagiC-ROM

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 11:06:49 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3bus89$r6o@whitbeck.ncl.ac.uk>
Source record: 175314

Usual quesion:

How long are we waiting for the release of MagiC3 on the falcon?
I suspect that development has been slowed (frozen?) by the higher
profile MacMagiC....pure conjecture, but I'd like someone to
prove me wrong by posting an official release date.

System Solutions have been saying 'later this year' since before the
summer, but we're fast running out of this year.......

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

4611. Re: Mega STE Shifter problems

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 11:36:46 UTC
From: lais@cs.man.ac.uk
Message-ID: <3buu0e$2aq@m1.cs.man.ac.uk>
Source record: 175315

Hello !
So it wasn't just me ! What a relief - my MegaSTE also has crackly DMA sound and wobbly graphics on anything that messes with the video hardware (e.g. Photochrome, Spectrum 512 and even
the colourmap on Neochrome) but I have found that running the machine at 16MHz + cache alleviates
the sound problem. Also, super-palette graphic modes stabilize after some time. It appears that the chips need `warming up'.

However, I have many good STE sound/gfx demos which don't run at 16MHz + cache...
Anyone know where to get these replacement C300588-001 shifters ? The crackling in the sound
is annoying, and embarrassing when Amiga owners are around.

All help appreciated, cheers

S.Lai

4612. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 11:52:17 UTC
From: mcsse2sw@dct.ac.uk
Message-ID: <1994Dec5.115217.1@dct.ac.uk>
Source record: 175316

In article <3btkln$spr@crcnis3.unl.edu>, lombardo@herbie.unl.edu (M. A. Lombardo) writes:
>
> What is available for the st that has all of the main features (especially
> easy use, no bugs, spell check, search/replace, multiple fonts) and will
> work with a panasonic (epson) printer.
>
Calligrapher Gold III is a good word processor (technically a document
processor) with multiple fonts, although not Speedo ones, spell checker,
thesaurus, label printer, .IMG graphics support, formula editor, etc. Some
people like Papyrus, but I have been using Calligrapher for four years now
and I haven't seen anything to beat it. It will comfortably handle large
documents by joining chapters. One of my documents is about 190 pages. There
are a few bugs, but nothing major. The only down side is that Working Title
are not supporting it anymore.

--
Simon Wilkinson
Abertay University (Dundee), UK

4613. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 12:06:53 UTC
From: graham@insignia.co.uk
Message-ID: <D0C6zI.9ow@isltd.insignia.com>
Source record: 175317

In article 56p@westminster.ac.uk, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>
>Trouble is that STA has gone down to half it's size....and unless this
>increases, it will not be enough reading material to get you through
>the month. I heavily relied on AEO, CAIN, STReport, and the Three ST
>Glossies in the UK, and STA to get me through...I will have to rely
>more on club mags, and disk mags now.
>
>STA cut down in size because it felt it was repeating what STR was
>printing. Now that STR has gone, I hope STA increases in size.
>
So the best think we can do is subscribe to ensure its survival.

4614. Connecting STs

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 12:07:23 UTC
From: uel035r2a@tferi4
Message-ID: <1994Dec5.130723@tferi4>
Source record: 175337

I have two STs: 520 and Mega2. I would like to connect these machines somehow, so that 520ST would run like a terminal and Mega 2 would do all the job for both.

1. Is it possible to do it under MiNT?
If yes, how? RS232, MIDI, ...?

2. Can I run more GEM applications at once under MiNT? I have downloaded kernel and TOSwin and I can run only TOS programs.

3. If yes(2), can I run GEM application on "terminal" (=520ST), ie will I get the results on "terminal" screen?

Any tips would be appreciated.
Thank you in advance

Matej.Kenda@uni-mb.si

4615. GEM/XIMG/PAP -> PS, PCX, TIFF

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 12:21:14 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3bv0jq$265@dux.dundee.ac.uk>
Source record: 175318

Can anyone recommend a program to do the above conversions?

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

4616. Re: ST-Review [gone] and Subscription

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 12:32:51 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <3bv19j$t29$1@usenet.pa.dec.com>
Source record: 175319

```
|> : I don't think this is true well atleast Vic (the editor) didn't mention it
|> : the last time I emailed him (about 2 weeks ago).

What's Vic Lennard's email address?

[M][a][r][c]
```

4617. Where I can get AEO and other questions

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 12:45:23 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1994Dec05.124523.190394@zeus.aix.calpoly.edu>
Source record: 175321

well, the first question is in the header... :) I have issue 12 , but I don't think that's the latest or is it?

Q#2 Does CodeHead still have a BBS? I have tried 818-980-0237,4970,4930 with no luck....

Q#3 Is there a good PD assembly program out there that I can ftp with good documentation?

Q#4 if I was to program an assembly routine on my 030 can I make it a 68000 specific before compiling?

Q#5 is there a good book on the 68K chip in general (just the chip, not it's use in the various computers that use it)?

thanks beforehand :)

*steve

arise from beneath the remains before schizophrenia and morbid visions create the new chaos a.d.

4618. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 12:50:45 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3bv2b5$25sp@sat.ipp-garching.mpg.de>
Source record: 175325

Pekka Saarinen (contacts@mits.mdata.fi) wrote:

[deleted for the sake of brevity]

> I constantly wonder how people (especially Englishmen who live next
> to Germany) don't see what's going on in Germany, where TOS-based
> computers are considered professional tools:

Sorry, but that's just plain rubbish. This is also true for the other
things you wrote about the German Atari scene.

This is not intended to be a flame, it's just to put some things right.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

4619. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 12:52:36 UTC
From: cc103@city.ac.uk
Message-ID: <1994Dec5.125236.20342@city.ac.uk>
Source record: 175323

Steven Whatley (swhatley@blkbox.com) wrote:
: Hutch (hutch@ilmen.lanl.gov) wrote:
: : Q: What's another name for the "Intel Inside" sticker they put on
: : Pentiums?
: : A: The warning label.

: : -Hutch- @ Fair Dinkum Tech

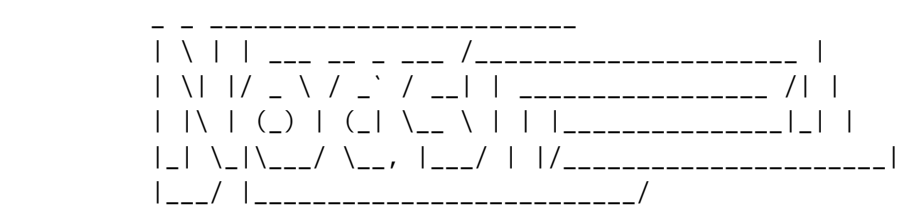
: In somebody's .Sig, I saw the following funny statement.

: "Intel inside, idiot outside."

How about the IBM name:

It's better manually.
Installed by Massacists(who knows how to spell, not me!!!!)

--



Stephen Norman - Nogssoft Software
E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Treat her like a lady and she'll always bring you home

4620. Re: Elite II & Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 13:09:14 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3bv3dq$o9v@nyheter.chalmers.se>
Source record: 175322

In article <3bsr92$92u@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>Does Elite II run on the Falcon. Also does it have inproved graphics?

It sure runs fine on mine.
The graphics looks the same as on an ST but the frame rate is much better.
I tried it once an a friends STE and it was almost unplayable, but on a
Falcon it's normally smooth enough.

Tips:
If you want to enjoy the game, don't use the 'worm hole' routes that seem
to be popular. They are not a feature, but simply a result of overflow in
the distance calculations (16 bit).
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

4621. Future Publishing can kill Atari

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 13:11:46 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3bv3ii$da5@bs33n.staffs.ac.uk>
Source record: 175336

The subject may sound a little extreme.
But believe me its very true.

The superb magazine - ST Review - was recently sold off and purchased by Future Publishing. From what I hear Vic Lennard tried to put in a bid for Review but it failed.

So, will FP keep on two Atari magazines? I don't think so. This has a few bad effects

(1) There is now only one Atari magazine, ST Format. This means whatever they say goes - there will be no other publication to give alternative views or opinions. This is a bad thing indeed. They have never been that good on their coverage of the PD scene, while Review were incredible in that department. Will Format carry on Ofir Gal's excellent HiSoft Basic tutorials? I doubt it - maybe Ofit would like to comment here, I would be pleased if he does.

(2) Advertising. Everyone knows that Format charge a hell of a lot more than Review did. Will Format lower their prices? Like hell. They could put them up and no-one could do a thing about it because its the only place to advertise now. The smaller PD libraries and start-up companies who could afford the Review prices are now buggered unless Format do something very kind and miraculous in their Advertising department.

(3) There will be less coverage of Atari in the main stream press, with the removal of Review from the shelves this leaves only one magazine which lowers Atari's already low prestige.

Perhaps it was business sense on behalf of Future Publishing, I mean why not purchase your only main rival and close it down - means a sheer monopoly for you. Perfect business strategy if you ask me. But they couldn't give a shit about the impact this will have on the Atari community. Review were always devoted to Atari, their quality of journalism and articles reflected this well, sure they never had the DTP and layout jazz that Future Publishing magazines have, but that is all cosmetic when it comes down to it.

Future Publishing, although their intentions are not known at present, have probably in one swipe managed to kill off the Atari community as we know it. Does this sound extreme? Do I sound out-raged? Good. Because I am.

Feedback very very welcome from any parties concerned, I know you are on the net Format, so please, lets hear your comments. Tell me this is all a bad dream or something.

Richard Davey

4622. Re: Tape Streamers

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 13:23:14 UTC
From: djs@jet.uk
Message-ID: <1994Dec5.132314.8637@jet.uk>
Source record: 175324

In <s925377.88.2EE02949@mailserv.cuhk.hk> s925377@mailserv.cuhk.hk (Malcolm) writes:

>But is there SCSI tape streamer for ICD the link2 with st or for falcon?
Yep. I use a SCSI tape streamer with my Falcon (and previously used it on
an ST with an ICD adSCSI+ adaptor).
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4623. Re: Fax Software

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 13:25:13 UTC
From: djs@jet.uk
Message-ID: <1994Dec5.132513.8737@jet.uk>
Source record: 175330

STraightFax 2 isn't shareware, but it's pretty good.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4624. Re: Elite II & Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 13:39:12 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <786634752snz@chowgar.demon.co.uk>
Source record: 175341

In article <3bsr92$92u@dux.dundee.ac.uk>
rmccall@mcs.dundee.ac.uk "Rod McCall" writes:

> Does Elite II run on the Falcon. Also does it have inproved graphics?
>
> Rod

It runs fine using backward. The graphics are no better but it does run a bit
faster and smoother.

--
Simon Moore
smoore@chowgar.demon.co.uk

4625. Re: ST-Review...!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 13:41:20 UTC
From: pitchfsj@aston.ac.uk
Message-ID: <D0CBCx.Br5@aston.ac.uk>
Source record: 175327

In article 17M@ssbunews.ih.att.com, trek@intgp4.ih.att.com (-Booth,W.A.) writes:
>In article <hYzU9B5.popemerlin@delphi.com>, <popemerlin@delphi.com> wrote:
>>Graham Beint, 321 <graham@insignia.co.uk> writes:
>>
>>>>ST Review has been bought by ST Formats owners and is no more.
>.....
>So maybe its time to support the remaining good magazines - ST
>Applications (UK) and Current Notes (US) if you don't like ST Format
>or their "tricks". Let your money do the voting in the market place!
> Wayne
>
Talking of alternatives Is page 6/New atari user still available ?
I always used to find (a few years ago mind) that it was one of the better
atari mags.

___ ___ ___ _ _ ___ All opinions are my own!
M__ M M_ M M M_ Pitchfsj@aston.ac.uk
__M M M__ M M__ WWW: http://www.aston.ac.uk/~pitchfsj/

4626. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 13:41:55 UTC
From: djs@jet.uk
Message-ID: <1994Dec5.134155.9068@jet.uk>
Source record: 175331

In <1994Dec5.115217.1@dct.ac.uk> mcsse2sw@dct.ac.uk (Simon Wilkinson) writes:

>Calligrapher Gold III is a good word processor (technically a document
Different strokes, and all that; I thought Calligrapher was complete crap.

>It will comfortably handle large documents by joining chapters.
But it doesn't maintain tags across chapters. So, if you decide to make
a layout change, you have to change the same tag in every chapter separately.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4627. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 13:42:51 UTC
From: hofman@nltv00.uni-paderborn.de
Message-ID: <3bv5cr$5qk@btmplq.god.bel.alcatel.be>
Source record: 175335

In article <1994Dec5.125236.20342@city.ac.uk>, cc103@city.ac.uk (NORMAN S
L) writes:
>Steven Whatley (swhatley@blkbox.com) wrote:
>: Hutch (hutch@ilmen.lanl.gov) wrote:
>: : Q: What's another name for the "Intel Inside" sticker they put on
>: : Pentiums?
>: : A: The warning label.
>
>: : -Hutch- @ Fair Dinkum Tech
>
>: In somebody's .Sig, I saw the following funny statement.
>
>: "Intel inside, idiot outside."
>
>
>How about the IBM name:
>
>It's better manually.
>Installed by Massacists(who knows how to spell, not me!!!!)
>
>
Did you know this one:

"Intel inside. But can it divide"

4628. Re: ST-Review [gone] and Subscription

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 13:42:54 UTC
From: djs@jet.uk
Message-ID: <1994Dec5.134254.9168@jet.uk>
Source record: 175332

In <3bv19j$t29$1@usenet.pa.dec.com> bouronm@trout.ime.dec.com (Marc CR Bouron) writes:
>What's Vic Lennard's email address?
midihelp@cix.compulink.co.uk
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4629. Re: GEM/XIMG/PAP -> PS, PCX, TIFF

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 13:45:04 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <786635104snz@chowgar.demon.co.uk>
Source record: 175342

In article <3bv0jq$265@dux.dundee.ac.uk>
rmccall@mcs.dundee.ac.uk "Rod McCall" writes:

> Can anyone recommend a program to do the above conversions?
>
> Rod

Maybe one of the later versions of Gemview ??

--
Simon Moore
smoore@chowgar.demon.co.uk

4630. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 13:48:10 UTC
From: contacts@mits.mdata.fi
Message-ID: <3bv5mq$j9m@prime.mdata.fi>
Source record: 175326
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3btin2$19e@darkstar.UCSC.EDU>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>In <ELEVEIUSUp@stingray.manawatu.gen.nz> richard@stingray.manawatu.gen.nz (Richard
MORRIS) writes:
>>A _separate_ keyboard - with keys that don't feel like a sponge (like my
>>1040STfm)
>
>My falcon doesn't feel like a sponge. $10 for the TT touch and about an hour's
>work and it's great!

Tell me more!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4631. Re: ST-Review...!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 13:56:41 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3bv66p$72r@dux.dundee.ac.uk>
Source record: 175329

SJ PITCHFORD (pitchfsj@aston.ac.uk) wrote:
: In article 17M@ssbunews.ih.att.com, trek@intgp4.ih.att.com (-Booth,W.A.) writes:
: >In article <hYzU9B5.popemerlin@delphi.com>, <popemerlin@delphi.com> wrote:
: >>Graham Beint, 321 <graham@insignia.co.uk> writes:
: >>
: >>>>ST Review has been bought by ST Formats owners and is no more.
: >.....
: >So maybe its time to support the remaining good magazines - ST
: >Applications (UK) and Current Notes (US) if you don't like ST Format
: >or their "tricks". Let your money do the voting in the market place!
: > Wayne
: >
: Talking of alternatives Is page 6/New atari user still available ?
: I always used to find (a few years ago mind) that it was one of the better
: atari mags.

Until about last November I had a subscription to P6/NAU, the only thing
I noticed was that is was mainly waited in favour of the 8-bit (which is
what I owned at the time), from what I read of the ST stuff it was always
rather skimpy and certainly not as good as STR. Having said that the 8-bit
pages were VERY well written.

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

4632. Re: Zmodem Accesory

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 13:58:40 UTC
From: contacts@mits.mdata.fi
Message-ID: <3bv6ag$jas@prime.mdata.fi>
Source record: 175328

In article <3btq9k$lrd@news.cc.utah.edu>,
Eric Jolley <ewj8218@u.cc.utah.edu> wrote:
>
>GSZRZ and Connect are great together, but Connect is harder to use in less
>than 640x400. The great thing about GSZRZ is that you can use it with any
>comm program that supports external protocols. I don't think it works as
>an accessory unless it is specifically supported by the program, like
>Connect. And I don't believe it works with ANSITerm because that was
>written to work with XYZ specifically, but I could be wrong.

Is there any special advantage in using external Z-modem with Connect?
I've found that the internal Z-modem in Connect 2.46 (fixed) works just
fine, and with Selectric 1.10 you can do multiple sends with it.
It works also in background inside Connect.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4633. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 14:05:20 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELFOEGUWUp@galaxy.owl.de>
Source record: 175274

In <bwanga-0312942233120001@tsa-10.ucsc.edu> Tim Seufert wrote:

>As far as I know, the Falcon has this problem too - that the built-in
>codec is not very good at all. For both machines, it appears that pro
>quality work requires add-on A/D converters, which are quite expensive.

If you're a musician you'd probably have a DAT. Use its converters.

>3.5" storage. If you buy an external drive, you get the overhead of a
>case/PS and ACSI adapter.)

WHAT? Falcin has *SCSI*. Plug in a drive and go!

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: neptune@galaxy.owl.de
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germoney / Earth
PGPNet: On request only!

4634. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 14:10:24 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELFOEGUYUp@galaxy.owl.de>
Source record: 175275

In <bwanga-0312942324260001@tsa-10.ucsc.edu> Tim Seufert wrote:

>Have you seen the new Mac game, Marathon? Incredibly awesome on a Power
>Mac. If you're lucky enough to have a 8100, or any other model clock
>chipped to 80 MHz, it's smooth at 640x480 in 16-bit color. How about the
>Wing Commander III demo for the IBM? (800x600 was completely flawless on
>my friend's 90 MHz Pentium. Very impressive graphics.)

Hey cool!

Now you need a 90 Mhz 586 to play a game great!

What technical improvment we've gone through.

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: neptune@galaxy.owl.de
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germoney / Earth
PGPNet: On request only!

4635. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 14:15:54 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELFOEGVAUp@galaxy.owl.de>
Source record: 175276
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3bssv8$77h@cxc1.cl.msu.edu> Michael Olin wrote:

>TWO internal 1.44 drives, PLEASE!

Nope.

>Also, lets finally SEE (and not just hear about) a notebook version. ANd

Buy a PowerBook with MagiCMAC installed and you got all the notbooks you'll
ever need. And you get a decent MAC at no extra cost ;-)

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: neptune@galaxy.owl.de
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germoney / Earth
PGPNet: On request only!

4636. Re: MacMagic Info?

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 15:14:49 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3bvap9$bc1@percy.cs.bham.ac.uk>
Source record: 175338

and@sun1 (Andreas Kromke) writes:
>Hendrik Mylius (neptune@galaxy.owl.de) wrote:
>: In <D02q3w.AAK@cix.compulink.co.uk> "Ofir Gal" wrote:
>
>: >MagiC for Mac is made by 2B (authors of NVDI3) and Application Systems. In
>: >the UK it will be available from System Solutions
>: >(ssolutions@cix.compulink.co.uk) . Don't know about the US. It runs on any
>: >Mac with an 030/040 CPU. It's absolutely amazing.
>
>: Do _not_ forget to mention *Thomas Tempelmann* and a few other guys behind
>: this brilliant piece of software. It truly is amazing ;-)
>
>And do not forget me. As I did DOS and AES and parts of BIOS.

:-)

I note the word 'did' - does this mean MagiC 3 is nearly ready?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4637. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 15:20:46 UTC
From: avg@cwi.nl
Message-ID: <avg.786640846@news.cwi.nl>
Source record: 175339
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

molin@cxc1.cl.msu.edu (Michael Olin) writes:

>>1.44 internal drive, and HDD as standard (say 540M or so?)

>TWO internal 1.44 drives, PLEASE!

Yeah, and four graphics boards.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4638. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 15:27:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3bvbg4$bom@percy.cs.bham.ac.uk>
Source record: 175343

mdekker@fwi.uva.nl (Martijn Dekker) writes:
>seriously though, I have been using my ST to program all sorts of programs,
>never bothering about existing mags etc. As long as there were good compilers
>out there for my ST, I will be a happy atari user.
>well, maybe you could say that atari is dead if there are no longer atari
>groups on the net, with some amount of traffic.

Well, if there are no magazines, there will shortly be no commercial
software. Where do companies advertise and gain business?

I cannot forsee typical readers of STF (essentially games players)
being interested in, or purchasing, high end software like Papyrus,
Lattice C and DA Picture to name but a few.

The newer Macs are looking more and more attractive as time goes by...

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4639. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 15:40:50 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3bvca2$rma@turing.fwi.uva.nl>
Source record: 175340

cherborth@semprini.waterloo-rdp.on.ca wrote:

:In <3biup3$svv@golem.wcc.govt.nz>, Steve Wells writes:
:>] :Well, it's true. Doom would be much better off without DOS.
:>] :
:>]
:>] I don't think Doom uses DOS. Most games dump dos and use the hardware more
:>] directly.
:>
:>Correct, Doom almost completely bypasses DOS, the coders wrote their
:>own DOOM-OS so that the game would run faster than 5fps on a 486. All
:>they need is to add a CLI to the OS and sell it as an MSDOS replacement :)
:
:Nobody'd buy it though, because:
:
:1) it doesn't come from Microsoft
:2) it's not compatible with 8088 apps built in 1983

bullshit. there is no market for 8088's anymore. Stop using this argument,
it is becoming boring. I understand that people using old, too expensive
machines, like atarians, can relate to 8088's and not to 486's, but please
wake up and take the time to take a serious look at modern machines.
I can't believe people in this forum _really_ compare falcons to 486's
in terms of performance. Using Atari is matter of taste, not a matter
of sense.

--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| Mail for info about Ishido
Math department |
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

4640. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 16:29:21 UTC
From: graham@isltd.insignia.com
Message-ID: <D0CJ4y.Cx6@isltd.insignia.com>
Source record: 175346

In article 1@dct.ac.uk, mcsse2sw@dct.ac.uk (Simon Wilkinson) writes:
>In article <3btkln$spr@crcnis3.unl.edu>, lombardo@herbie.unl.edu (M. A. Lombardo) writes:
>>
>> What is available for the st that has all of the main features (especially
>> easy use, no bugs, spell check, search/replace, multiple fonts) and will
>> work with a panasonic (epson) printer.
>>
>Calligrapher Gold III is a good word processor (technically a document
>processor) with multiple fonts, although not Speedo ones, spell checker,
>thesaurus, label printer, .IMG graphics support, formula editor, etc. Some
>people like Papyrus, but I have been using Calligrapher for four years now
>and I haven't seen anything to beat it. It will comfortably handle large
>documents by joining chapters. One of my documents is about 190 pages. There
>are a few bugs, but nothing major. The only down side is that Working Title
>are not supporting it anymore.

Calligrapher has :
+ Thesaurus.
+ Formula editor,
+ PS output (poor but does work),
+ Structure editor (Thought! style hierarchy mode)
+ Styles can be applied to units of less than a paragraph.
- Visible rulers (yeuck!)
- Few typefaces, ALL fonts in an expensive proprietary format.
- No GDOS fonts support
- Multi-chapter support.

Papyrus has:
+ Non-modal dialogues
+ Zoom modes
+ Frames
+ Master pages
+ Text/graphic runaround
+ Uses GDOS for scalable fonts (NVDI - Bitstream, Truetype; Speedo - Same plus Type1)
+ Can use GDOS bitmap fonts
+ Supported.

Ignoring the cost of say NVDI which is worth buying for its own sake. I would recommend Papyrus
as the better value for money.

Cal does have a couple of features that may swing the balance in its favour

4641. X11R5 for MiNT - retraction

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 16:53:41 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3bvgil$3r@whitbeck.ncl.ac.uk>
Source record: 175347

In a posting last week I stated that there was no X-Server for MiNT on the Atari. I must now retract that statement.

There IS a publicly X11R5 server for MiNT - mono only at the moment, and hampered by the lack of VM in the mint kernal, but definitely up & running.

Thankyou Simon Gornall for showing me the error of my ways.

I apologise for misleading last week - it is a rather new development isn't it?

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

4642. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 17:09:10 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.786647350@txfs1.hfb.se>
Source record: 175253

In <3btguv$8bl@cri.ens-lyon.fr> vlefevre@ens-lyon.fr (Vincent Lefevre) writes:

>In article 77h@cxc1.cl.msu.edu, molin@cxc1.cl.msu.edu (Michael Olin) writes:
>>>1.44 internal drive, and HDD as standard (say 540M or so?)
>>
>>TWO internal 1.44 drives, PLEASE!

>Why TWO ??? With a HD, it's useless.
>I think very few people need 2 1.44 drives, so they could add an external one.

I actually could do without a Disk-Drive!

A builtin 100 Mbit ethernet card would be great! Then all SW would be
distributed over InterNET... and only the License sold! Hmmm... actually
they would be able to install the SW for you then too, all over the "NET"
:^D

>>And a REAL mouse, not this cheesy (pun intended) POS that Atari makes.

Whats wrong with them? I Like them ;^D Honest I DO! ;^D

> Agreed. And with 3 buttons.

Hmm.. yep that could be neat... Now when X is ported ;^D

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

4643. Re: GEM/XIMG/PAP -> PS, PCX, TIFF

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 17:15:32 UTC
From: contacts@mits.mdata.fi
Message-ID: <3bvhrk$k36@prime.mdata.fi>
Source record: 175348

In article <3bv0jq$265@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>Can anyone recommend a program to do the above conversions?
>Rod

Gemview 3.08 (shareware) for (x)IMG to PCX & TIFF
Calamus SL with Dafaformer Raster & Dataformer Vector - modules
(can do them all in any DPI/colour depth). I think
there's also a dedicated Postcript -module also
coming with SL.

PAP-format is a bit harder as Papurys is such a new program, but
can't Papyrus output to .IMG via GDOS?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4644. Re: How was the Toad Fest?

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 17:18:06 UTC
From: BRUCES@VM.TEMPLE.EDU
Message-ID: <17083AD00S86.BRUCES@VM.TEMPLE.EDU>
Source record: 175350

In article <3bt03b$hmq@crl9.crl.com>
sammcgee@crl.com (Sam McGee) writes:

>
>
> Could someone post a report of the recent Toad Fest? I would like to
>know the overall feeling of those in attendance. Was there excitement
>about new products in development or dissapointment due to lack of Atari
>support?
>
> My interests are in Falcon products, and specifically in the DeskTopper
>case. When will Toad stock this item and at what cost?
>
Sam,
I went to Toadfest, had a great time... 90% of the vendors had their softwa
re or hardware running on a Falcon to show it off... pretty nifty... gave me co
nfidence that even if Atari corp sucks, I made a good decision to buy a Falcon.
Toad had a used Desktopper case there for $200... it is a waste... you could
probably build one cheaper and better yourself.. thats what I'm gonna do! All
in all support was great, it was really crowded and an all around good time!
You missed it man!!

4645. Re: Power Supply Board

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 17:22:55 UTC
From: mu@pax.eunet.ch
Message-ID: <D0CLM8.61G@eunet.ch>
Source record: 175255

: Sometimes only the rectifier went belly-up or one of the capacitors is
: leaking (they dry-out during the years).

There is about 300V on the primary cirquit. So the rectifier is ok.
But the leaking might be an issue. I'll try that

Thanks

Kurt

4646. Re: PAK 68030 Accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 17:26:53 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.786648413@txfs1.hfb.se>
Source record: 175254

In <D0C2u0.Gz2@news.informatik.uni-stuttgart.de> ebertbd@tick.informatik.uni-stuttgart.de (Bernd Ebert) writes:

>Hi,
>I'm using a PAK3 with a 68030 with 50mhz and TOS 3.06.
>I have no Problems, and the speed is great (gembench: average: 180% TT-Speed).

And do you have ANY Fast-RAM (TT-RAM)???? That is the interesting part of it... I Would like to see what kind of numbers you would gain then ;^D

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

4647. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 17:27:16 UTC
From: contacts@mits.mdata.fi
Message-ID: <3bvihk$k4a@prime.mdata.fi>
Source record: 175349

In article <3bv2b5$25sp@sat.ipp-garching.mpg.de>,
Cornelius Krasel <krasel@alf.biochem.mpg.de> wrote:
>Pekka Saarinen (contacts@mits.mdata.fi) wrote:
>
>[deleted for the sake of brevity]
>
>> I constantly wonder how people (especially Englishmen who live next
>> to Germany) don't see what's going on in Germany, where TOS-based
>> computers are considered professional tools:
>
>Sorry, but that's just plain rubbish. This is also true for the other
>things you wrote about the German Atari scene.

Perhaps you'd care to give some real information of Germany's Atari-
scene, then? And not just from Martinsried's point if view :-)

I have been in Germany a few times, read ST-Computer and
it's predecessor ST Magazine - I certainly see that Germany has some
very active companies and users. I also have the impression that the
user base is many times greater than in other countries, and that Atari
is used there in Graphic business more than in any country.
I'm not saying that everybody in Germany uses Atari, but that the
markets there are the most rewarding, and it is quite an equal choice
with mainstream computers in many businesses there.

>This is not intended to be a flame, it's just to put some things right.

Not without explanation.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4648. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 18:14:54 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3bvlau$gis@ugle.unit.no>
Source record: 175256

Bwanga@cats.Ucsc.Edu,
In a message on 4 December, wrote :

bw> > 1) The Falcon can do 16 tracks digital stereo with Cubase Audio. Tota
bw> > system price would be under $2200 list including 4MB/85 and SVGA monito
bw>
bw> 85 MB is nothing. If you're doing digital audio editing, you can forget
bw> the wimpy HD Atari puts in the Falcon.

To do d2d you MUST ofcourse have a large *SCSI* drive in addition. True.
IDE drives cannot do DMA, and so is useless for d2d.

bw> > 2) 16 tracks on PC clones or Macs will require Soundtools hardware. F
bw> > the Mac, 16 tracks will cost close to $15,000. You will, of course, ha
bw> > an awe-inspiring, top of the line setup, however.
bw>
bw> 16-track recording isn't possible with the base Falcon hardware, either.
bw> There is only one stereo codec in the Falcon.

16-track audio *IS* possible with the base Falcon hardware. However,
you can only *record* 1 stereo track at the time. With additional
hardware DA's you can record upto 8 tracks at the time.

bw> > 3) A major complaint of prospective 840AV buyers for digital recording
bw> > Apples implementation of some weak A/D convertors. There is no simple
bw> > to bypass these, and the result is a rather low S/N ratio (78db?). Thi
bw> > not aweful, and will do for the hobbysit . . .
bw>
bw> As far as I know, the Falcon has this problem too - that the built-in
bw> codec is not very good at all. For both machines, it appears that pro
bw> quality work requires add-on A/D converters, which are quite expensive.

It is not very good - true. But the Falcon hardware is made with this
in mind,- it is very simple to upgrade to better A/D converters.
I don't know the mac myself, but from what I read from the above, it
is the *upgrade* that is difficult to perform. The falcon has a port
at the back that directly connects to the internal sound-hardware.

bw> I think one of the problems with the Falcon is that it is a hobbyist
bw> computer with professional aspirations. The codec isn't up to pro specs,
bw> etc., but the DSP sound system is. It has built-in MIDI ports, but nearl
bw> no OS support for them. (There is also not really enough OS support for
bw> digital sound.) It comes with a ridiculously small hard drive in an
bw> inconvenient form factor, so that it's more expensive to add storage than
bw> it should be. (If you buy a replacement 2.5" HD, it's more expensive tha
bw> 3.5" storage. If you buy an external drive, you get the overhead of a

bw> case/PS and ACSI adapter.)

Get your facts straight. The Falcon comes *with* a SCSI2 port. No acsi in sight. All you need is the scsi drive.

Erling

4649. Re: "Obsolete" Atari`s

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 18:14:55 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3bvlav$git@ugle.unit.no>
Source record: 175257

Bwanga@cats.Ucsc.Edu,
In a message on 4 December, wrote :

bw> IDE is fine. It is slightly faster than SCSI for most low-end purposes -
bw> no SCSI command and bus arbitration overhead (which add a few millisecond
bw> to the average access time), and the raw bus performance is roughly the
bw> same. (Both well exceed the performance capabilities of most drives unde
bw> 1 GB.) And given the number of compatability problems that many SCSI
bw> implementations have on the PC, it's easier to use IDE.

Yeah, but with IDE, the CPU has to do the IO. With SCSI, you usually
have DMA controllers, which frees the CPU to do other tasks. Like in
Cubase AUDIO; if the CPU had to do all the IO, you wouldn't be able to
get anywhere near 8 tracks of audio without severely restricting the
machine to become *only* an expensive piece of wire between the disk
and the AD/DA converters. Now, as we all (?) know, cubase can
simultaneously (sp?) do hd-recording/playback as well as 64
miditracks, as well as adding reverb/eq/effects, as well as digitally
mixing each channel (volume/panning), as well as tape-synchronizing,
as well as letting the user change all parameters in real-time from a
nice graphical user-interface, or editing a score page, or whatever.
And this can be done on a base Falcon with the sole hardware extension
of a SCSI disk (and the hardware-key from steinberg :-).

bw> Good thing you put in the smiley. Most PC owners don't like SCSI because
bw> it is not low-cost. A decent PC host adapter costs you $100 or more.
bw> SCSI CD-ROM drives are far more expensive than SoundBlaster or proprietar
bw> card interface drives (we're talking under $150 for double-speed SB
bw> interface drives).

Yeah, and you can get a SCSI double speed CD-rom drive for < $150 as well.
That is no argument. Heck, I've even seen triple speed SCSI CD-rom's
for about $150 in mac-ad's. And that was an external CD, with box and
PSU and cables !

bq> SCSI tape backups cost. In the IBM PC world, SCSI is
bw> not a cost-effective option for most users, and it's an option associated
bw> with incompatability problems. (For the longest time, PC SCSI
bw> implementations have not been that great.)

Well, if you have - say 2 GB of disk, how would you backup that on a
250Mb floppy-based streamer ?
If you do serious hard-disk recording, you will need that amount of
disk space. Heck, you probably even need it to run the next version of
windblows/word/excel...
Now, how would you like swapping 10 tapes, instead of just mounting

one DAT tape in your nice little SCSI dat, eh ?

bw> Now don't get me wrong. I'm of the firm opinion that 100% SCSI would be
bw> good thing. It doesn't really cost any more to implement than IDE - the
bw> sole reason that IDE is cheaper is higher volume sales.

And the reason it has higher volume sales, is again the PC-lemmings.
This is just another proof that high-volume != high-quality.

Erling

 ATP/Unix 1.42 This was brought to you by erlingh@pvv.unit.no

4650. Re: MGIF 4.4 Was: 040 Bo

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 18:14:57 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3bvlb1$giv@ugle.unit.no>
Source record: 175258

@SUBJECT:Re: MGIF 4.4 Was: 040 Board N
D8klojo@dtek.Chalmers.Se,
In a message on 4 December, wrote :

d8> MGIF 4.4 is more like 220kbyte right now, but it can do a bit more...
d8> I'm thinking of doing a 'lite' version, but with all the colour mode
d8> support it would probably be over 30kbyte anyway.

Please, make a lite version.
The *only* thing I want from a GIF viewer is:

a) FAST
b) Does not change resolution
c) Does not change the 16 first colors in the pallette for
resolutions with more than 16 colors.
d) Puts the picture in a GEM window ([ESC] or something for
making it a full screen picture.)
e) Takes the file-name as an argument, so that I can toss a
gif file onto it (or install it for *.gif files from the
desktop), and the picture should pop up, without having to
go through one hundred menus.

Thats it. Nothing more, nothing less.
This way it would really be useful in a multitasking environment.

Hope you will extract such a lite version from your full-fledged prog
one day.

Erling

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

4651. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 18:18:41 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3bvli1$ft@whitbeck.ncl.ac.uk>
Source record: 175259
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3bumr3$gqm@cri.ens-lyon.fr>, vlefevre@ens-lyon.fr (Vincent Lefevre) writes:
>Or an ARM: it is cheap and fast. Moreover it has DSP instructions.

And British :)

>>you would need a large hard drive (preferably SCSI) to keep all the
>>binaries. I tend to equate RISC with fatter binaries!
>
>I don't think it is the the case of the ARM.

An Archimedes (ARM3 CPU) usually has around a 40-100Meg HD. The binaries
are on a par with Atari ones for size.

>>As for software and GUI, I recommend taking a look at NeXTstep. From what
>
>Take a look at RiscOS too. The GUI is better than NeXTstep one.

RiscOS is nice, and easy to use (check all the under 12's who use it in the
UK) but I wouldn't go as far as to say it's as good as NeXTstep - because
it just isn't. It lacks the integrated feel, and the raw power - in fact, until
the release that came with the RiscPC (ARM610 CPU), it could only use
up to 0.5Gig of drive space in total, making it totally unsuitable for large
scale uses - this was not a hardware problem as we have a lot of Acorn R260
workstations here running RiscIX (ARM Unix), just a flaw in the OS.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

4652. Mint configuration

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 18:26:01 UTC
From: jmo@grenet.fr
Message-ID: <3bvlvp$kpr@cicg-communication.grenet.fr>
Source record: 175264

How do you tell MiNT to use "/" instead of "\" as file separator ?
And also, does anyone know if the new MiNT version just released includes instructions for the 68030, or do I have to compile the sources in 68030 mode ?

Thanks.

Jean-Marc.

4653. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 18:40:50 UTC
From: Jody Golick <73217.3246@CompuServe.COM>
Message-ID: <3bvmrjibs1@mhadg.production.compuserve.com>
Source record: 175260
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'd like to see a really good Atari Notebook. Particularly for music work. Good digital I/O. Plenty of memory. Great batteries (ha ha ha). Several MIDI ins and outs - perhaps even a THRU!

--
-J-

4654. Re: Looking for 13 pin female DIN connector

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 18:45:05 UTC
From: peterw@io.org
Message-ID: <3bvn3i$lpj@ionews.io.org>
Source record: 175267

Me too. Actually, it's the male end I'm looking for.
--
--
Peter Weinzettl | If all the world's a stage....
peterw@io.org | ..... I want more props

4655. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 19:10:52 UTC
From: pi92pob@pt.hk-r.se
Message-ID: <1994Dec5.191052.6426@nomina.lu.se>
Source record: 175261

Most important of all, _NO_ custom chips. Like the ataris DMA chip.

And the concept should be built of standard components making third party solutions available and making upgrades and evolution possible.

/PO
~~~~~~
pi92pob@pt.hk-r.se Villa Flora | Musicians have more fun?!?
+46 (0)457 26165 372 36 Ronneby |
~~~~~~
~~~~~~~~~~~~ WWW homepage http://www.pt.hk-r.se/~pi92pob ~~~~~~~~~~~~
~~~~~~~~~~~~

4656. Re: "Obsolete" Atari`s

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 19:47:53 UTC
From: contacts@mits.mdata.fi
Message-ID: <3bvqp9$kmt@prime.mdata.fi>
Source record: 175262

In article <3bvlav$git@ugle.unit.no>,
Erling Henanger <erlingh@nova.pvv.unit.no> wrote:
[stuff deleted]
>and the AD/DA converters. Now, as we all (?) know, cubase can
>simultaneously (sp?) do hd-recording/playback as well as 64
>miditracks, as well as adding reverb/eq/effects, as well as digitally
>mixing each channel (volume/panning), as well as tape-synchronizing,
>as well as letting the user change all parameters in real-time from a
>nice graphical user-interface, or editing a score page, or whatever.
>And this can be done on a base Falcon with the sole hardware extension
>of a SCSI disk (and the hardware-key from steinberg :-).

Minor correction: Cubase Audio Falcon 2.x has 128 Midi Tracks.
And the digital Mixing boards has *also* automated output routings,
internal effects routing settings, AUX sends, and automated effect
parameters. :-) :-)

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4657. Re: Zmodem Accesory

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 19:49:34 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <3bvqse$10d@news.cc.utah.edu>
Source record: 175263

Pekka Saarinen (contacts@mits.mdata.fi) wrote:

: Is there any special advantage in using external Z-modem with Connect?
: I've found that the internal Z-modem in Connect 2.46 (fixed) works just
: fine, and with Selectric 1.10 you can do multiple sends with it.
: It works also in background inside Connect.

Not that I know of, but then again, I don't use Connect, so I can't use its Zmodem. I have tried Connect's zmodem, however, and it appears quite good, although I think GSZRZ's display is easier to read and more informative. So if I did start using Connect as my main program, I'd probably use GSZRZ rather than the internal because I already have the registered version of GSZRZ.

--
\ Eric Jolley \ "The truth of a thing is \
\ Film Studies Major, U. of U. \ in the feel of it, not the \
\ For PGP Public Key, \ think of it." \
\ finger ewj8218@u.cc.utah.edu \ -Stanley Kubrick \

4658. Re: MGIF 4.4 Was: 040 Bo

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 19:50:45 UTC
From: selick@bu.edu
Message-ID: <3bvqul$4hd@news.bu.edu>
Source record: 175270

Erling Henanger (erlingh@nova.pvv.unit.no) wrote:

: The *only* thing I want from a GIF viewer is:

: a) FAST
: b) Does not change resolution
: c) Does not change the 16 first colors in the pallette for
: resolutions with more than 16 colors.
: d) Puts the picture in a GEM window ([ESC] or something for
: making it a full screen picture.)
: e) Takes the file-name as an argument, so that I can toss a
: gif file onto it (or install it for *.gif files from the
: desktop), and the picture should pop up, without having to
: go through one hundred menus.

And please don't leave out that funky flicker mode! Make it command line
selectable.

-Steven Selick
<selick@acs.bu.edu>

4659. Re: Future Publishing can kill Atari

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 19:56:54 UTC
From: eb4336@irix.bris.ac.uk
Message-ID: <D0Csqv.40o@info.bris.ac.uk>
Source record: 175265

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: (1) There is now only one Atari magazine, ST Format. This means whatever
: they say goes - there will be no other publication to give alternative
: views or opinions. This is a bad thing indeed. They have never been
: that good on their coverage of the PD scene, while Review were incredible
: in that department. Will Format carry on Ofir Gal's excellent HiSoft
: Basic tutorials? I doubt it - maybe Ofir would like to comment here, I
: would be pleased if he does.

: (3) There will be less coverage of Atari in the main stream press, with
: the removal of Review from the shelves this leaves only one magazine
: which lowers Atari's already low prestige.

: Perhaps it was business sense on behalf of Future Publishing, I mean why
: not purchase your only main rival and close it down - means a sheer
: monopoly for you. Perfect business strategy if you ask me. But they
: couldn't give a shit about the impact this will have on the Atari
: community. Review were always devoted to Atari, their quality of

Absolutely, ST Format seems of recent to be a very shabby publication,
put together with little regard for journalistic
standards (i.e. telling the truth). They frequently present
misleading or down-right wrong information. Alternately ST Review
appear(s/ed) to have been well-considered and thoroughly researched
by people who were enthusiastic about their subjects.

:journalism and articles reflected this well, sure they never had the
:DTP : and layout jazz that Future Publishing magazines
:have, but that is all : cosmetic when it comes down to it.

Once again I agree; they may be slightly more restrained but at least
ST Review tri(es/ed) to be different. On reflection I prefer
ST Review's layout - lots of information as opposed to STF's loads
of c***.

: know it. Does this sound extreme? Do I sound
: out-raged? Good. Because : I am.

It's crazy! Jaguar is just getting a good collection of games,
Atari shares are rising again , all sorts of brilliant DTP, DTM and
DTV is coming out for the Falcon such (e.g. Digital Sound Module,
Chroma Studio etc, all sorts of graphics and D2D programs). Several
companies are producing clone TOS-type machines independently. If
they (had) hung on till TDSM (had) come(s) out I reckon STR would
(have) experienced a sudden revival. I maintain that TDSM is the
Falcon's killer application (apocalyptic with an Audio Out

modification). I hope Future are watching.

4660. Re: Little Computer People

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 19:59:03 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3bvre7$8ui@golem.wcc.govt.nz>
Source record: 175266

] >I don't know, but I'd be interested in finding out. I just recently got
] >North and South, and am quite impressed with it.
] Is this a new one? What is the theme?

It was just about the first game available on the ST. A very good
semi-war game about (funnily enough) the battle between the North &
the South....

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4661. Atari Color Monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 20:14:00 UTC
From: seward@greatwall.cctt.com
Message-ID: <3bvsa8$3oq@babyblue.cs.yale.edu>
Source record: 175292

Asking $150.00 o.b.o. (I can't remember the model number but it's the one that comes with the ST.)

Please send inquires to my e-mail address above.

Vern Seward

4662. Re: Future Publishing can kill Atari

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 20:21:06 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <17083ADBAS86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 175268

The superb magazine - ST Review - was recently sold off and purchased by
Future Publishing. From what I hear Vic Lennard tried to put in a bid

* I'm surprised that there's any market at all for ST magazines, since as
far as I'm aware, Atari Corp. doesn't even manufacture personal computers
any more (although I have heard rumors of possible clones.)

(3) There will be less coverage of Atari in the main stream press, with

* How can you have less than zero coverage? That's mathematically impossible.
Atari machines haven't appeared in any computer publications that I've
seen in years.

Perhaps it was business sense on behalf of Future Publishing, I mean why
not purchase your only main rival and close it down - means a sheer
monopoly for you. Perfect business strategy if you ask me. But they

* If any magazine wants to publish on the topic of Atari computers, they ought
to be commended. If they have a monopoly, it's because there is so little
interest from other publishers and not enough business to support more
than one publication. It's called the free market system. Apparently, the
market for Atari magazines has shaken out to the point that there's only one
left. That they have a monopoly is their only reward for taking the risk
of publishing a magazine devoted to a not-very-lucrative market. Folks who
don't like it have an option, at least if they live in America. There's
something called freedom of the press, and they can publish their own
magazine, if they think they can make a go of it. --Mark van Wyk

4663. Re: WTB: Atari Jaguar Game System

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 20:39:35 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D0Cupz.38E@cix.compulink.co.uk>
Source record: 175271

In message <199412040443.AA141666207@relay2.geis.com>, hutch@genie.geis.com
> And sorry for posting this here but I couldn't find a Jag topic on
> my news server. If anyone knows the appropriate newsgroup names for
> Jaguar related stuff, please let me know.
rec.games.xxx has 3 or 4 groups that heavily feature the Jag.

Iain

4664. Re: Falcon: Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 20:39:39 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D0Cuq3.39C@cix.compulink.co.uk>
Source record: 175272

In message <3bss7l$9u3@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:
> Can anyone recomend a good Spreadsheet package, prefferably Lotus
> compatible.
LDW Power is Lotus 2 compat inclding full macros and costs about a tenner
from Silica. Works great on the Falcon in all reses too, I use it at
800x600x16 with no problems. Quite fast too.

Iain

4665. Re: Elite II & Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 21:01:27 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D0CvqH.2vI@news.gu.se>
Source record: 175269

Simon Moore (smoore@chowgar.demon.co.uk) wrote:
> In article <3bsr92$92u@dux.dundee.ac.uk>
> rmccall@mcs.dundee.ac.uk "Rod McCall" writes:

> > Does Elite II run on the Falcon. Also does it have inproved graphics?
> >
> > Rod

> It runs fine using backward. The graphics are no better but it does run a bit
> faster and smoother.

Backward??? It works fine for me without backward!!!

Stefan

4666. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 21:23:11 UTC
From: bd@st-andrews.ac.uk
Message-ID: <3c00bv$mo6@calvin.st-and.ac.uk>
Source record: 175277

In article <D03Fwt.4sH@westminster.ac.uk>,
>
>Isn't this similar to what happened with the Sinclair computers? One
>mag was left....and then none...as there were veryt few Sinclair
>computer owners left.

Actually, you'll probably be surprised to know (I was) that "Your Sinclair" is still being published today. I saw it a couple of months back, tucked away on the computer mags shelves in the main John Menzies in Edinburgh. I had to have a look, having been a Sinclair owner back in it's heyday.

It's quite amazing. It's all the same inside, but only it's very thin (even thinner than STR started to get at one point), and it's about the same price it used to be when it had in excess of 100 pages. It got me thinking, having read about the demise of the ST-Magazines, exactly how similar the fall of the Atari is to the fall of the Speccy.

Back in the eighties, when the Atari first graced the scene, it was the machine to have. There was a slight struggle between Atari and Amiga, which eventually resulted (I think) in the Amiga coming out on top, but I'm looking back to the days before that, when the ST was *it*, and us poor Spectrum owners would look in awe at the 16-colour-different-colour-every-pixel displays.

I think it's fair to say that it's bound to happen. Technology changes, and eventhough the Atari range could have been something, Atari corp made certain that it didn't. The Falcon is great as far as it goes, but the prices are similar to those of the PC, and at least with a PC, you can expect to actually get some support, and know that there are magazines, and other things out there, and that you are not going to buy a computer, and realise it is outdated the next week (OK, perhaps this is a little inaccurate as far as PC's go).

I think it's just part of a natural progression speccy -> C64 -> ST -> Amiga -> Mac -> PC -> ???.... (Read Mac and PC at same level). It's the simple fact that things change with technology, and the ST was bound to die at some point.

Now. Having said all that (I can see the flames coming), you may ask, why do I have an ST. Well:
While it is no longer the forefront, and it is certainly dead or dying, I keep my ST for the same reason I kept my Spectrum. After Atari gives up support, after all the magazines die out, it is the users that make something like the Atari live on. And that's important. You only have to look at the fact that the Atari has some very good quality Shareware and PD. This means that, even if software is no longer produced for the ST (It *will* happen someday), the Atari will still be very much alive.

Brian

```
---------------------------------------
|> |\ Brian Duff |> |\
|> |/ University Of St. Andrews |> |/
--------------------------------------- Sensible SIG v1.0....

(Here go the flames...:))
```

```
>
>Danny (who is totally pissed off)
>
>--
>Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
>---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
> danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
> HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk
```

4667. Re: upgrade NVDI 2.5 => 3.0 ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 21:29:00 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELFUFCUUUp@galaxy.owl.de>
Source record: 175296

In <3bthd5$8bl@cri.ens-lyon.fr> Vincent Lefevre wrote:

>Where can I find the cheapest upgrade in Europe?

Where did you buy your NVDI in the first place? Ask 'em.

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: neptune@galaxy.owl.de
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germoney / Earth
PGPNet: On request only!

4668. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 21:52:32 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <3c0230$g13@cri.ens-lyon.fr>
Source record: 175287

In article ft@whitbeck.ncl.ac.uk, Craig Graham <Craig.Graham@ncl.ac.uk> writes:
>>Take a look at RiscOS too. The GUI is better than NeXTstep one.
>
>RiscOS is nice, and easy to use (check all the under 12's who use it in the
>UK) but I wouldn't go as far as to say it's as good as NeXTstep - because

I was speaking about the GUI, and in particular the RiscPC+RiscOS 3.5 GUI,
for instance operations on windows (real-time moving/resizing, moving the
2 sliders at the same time, ...). In 256 colors, there's no palette change
(for most applications)...

>it just isn't. It lacks the integrated feel, and the raw power - in fact, until
>the release that came with the RiscPC (ARM610 CPU), it could only use
>up to 0.5Gig of drive space in total, making it totally unsuitable for large
>scale uses - this was not a hardware problem as we have a lot of Acorn R260
>workstations here running RiscIX (ARM Unix), just a flaw in the OS.

Vincent Lefevre

4669. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 22:26:01 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3c041p$14f4@sat.ipp-garching.mpg.de>
Source record: 175280

Pekka Saarinen (contacts@mits.mdata.fi) wrote:
> In article <3bv2b5$25sp@sat.ipp-garching.mpg.de>,
> Cornelius Krasel <krasel@alf.biochem.mpg.de> wrote:
> >Pekka Saarinen (contacts@mits.mdata.fi) wrote:
> >
> >[deleted for the sake of brevity]
> >
> >> I constantly wonder how people (especially Englishmen who live next
> >> to Germany) don't see what's going on in Germany, where TOS-based
> >> computers are considered professional tools:
> >
> >Sorry, but that's just plain rubbish. This is also true for the other
> >things you wrote about the German Atari scene.

> Perhaps you'd care to give some real information of Germany's Atari-
> scene, then? And not just from Martinsried's point if view :-)

Um, although I happen to work in Martinsried (near Munich, BTW), that's
not my only point of view.

Example: try to get the ST Computer (IMHO the best German Atari Mag,
although it has lost quite a bit) somewhere. A year ago, it was
available at most supermarkets or kiosks. Now the nearest shop I
know of which stocks it is about 20 min drive away.

There is very little serious usage of Atari computers going on here
anymore. Of course, the few left are hailed by the remaining Atari
magazines :-)

Try to get Atari software or hardware. Most vendors have abandoned
the Atari platform completely, especially the big chains (ProMarkt,
MediaMarkt, to name a few).

Two years ago, Atari was mentioned quite regularly in the really
good computer mags (I think mainly of the c't which is far the
best one in Germany, although mainly focused on PCs). This happens
only rarely now.

It might be true that compared to other countries the Atari user base
(and software base) is still strong, but it is seriously diminished
from what it was a few years ago. I would strongly object to your
sentence that Atari is "quite an equal choice with mainstream computers
in many businesses" in Germany. This is simply not true any more.

This is not intended to be a flame, it's just to put some things right.

(Maybe I should also add that I own a MegaSTE :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

4670. Anybody have a DEAD Megafile 20 FS?

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 22:35:05 UTC
From: matt@plab.dmll.cornell.edu
Message-ID: <3c04ip$121@newsstand.cit.cornell.edu>
Source record: 175279

Yes, you heard right: I'm looking for a *DEAD* SH205 Megafile 20 hard drive. Preferably one where the drive decided it doesn't want to spin up anymore, but I'll think (seriously) about fixing blown electronics.

Why? Just found an original Tandon TM262 drive, and I want to put a HD on a 520ST for as little $$$ as possible.

-mgk

--
73 de kb8uox . VIN: WVWGA0167GW304013
Matt Kangas, mgk3@cornell.edu . R.I.P. 11/85 - 11/94
aka matt@plab.dmll.cornell.edu . So long, baby...
[PGP key available] .

4671. Printer wanted

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 22:51:34 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <786667894snz@chowgar.demon.co.uk>
Source record: 175278

Has anybody got a cheap printer for sale. Anything would do as long as it is cheap, it works, and is Epson compatible (or any other common emulation).

Thanks.

--

Simon Moore
smoore@chowgar.demon.co.uk

4672. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 23:29:54 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D0D2Lu.98@cix.compulink.co.uk>
Source record: 175281

In response to graham@insignia.co.uk's message:
> In article 56p@westminster.ac.uk, vctec@westminster.ac.uk (Denesh
> Bhabuta) writes:
> >
> > Trouble is that STA has gone down to half it's size....and unless
> > this increases, it will not be enough reading material to get you
> > through the month...
> >
> > STA cut down in size because it felt it was repeating what STR was
> > printing. Now that STR has gone, I hope STA increases in size.
>
> So the best think we can do is subscribe to ensure its survival.

Well said - it's a good mag.

UK Europe World
12 issues 15ukp 18ukp 23ukp
6 issues 8ukp 10ukp N/A
3 issues 5ukp N/A N/A

The FaST Club
7 Musters Road
West Bridgford
Nottingham
England Tel: 0115 945 5250
NG2 7PP Fax: 0115 945 6305

Cheques and Postal Orders payable to Simple Logic & Co.

Get in before the mag increases in size (possibly) 8^{)

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #

4673. Re: Future Publishing can kill Atari

Newsgroup: comp.sys.atari.st
Date: 1994-12-05 23:29:58 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D0D2Ly.AC@cix.compulink.co.uk>
Source record: 175282

In response to cm3hirjd@bs47c.staffs.ac.uk's message:

> Future Publishing, although their intentions are not known at present,
> have probably in one swipe managed to kill off the Atari community
> as we know it. Does this sound extreme? Do I sound out-raged? Good.
> Because I am.

Some of the reaction I've heard indicates that they may have cut their own
throat by accelerating the decline of the Atari market 8^{<

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/140.16@nest.ftn #

4674. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 00:12:35 UTC
From: gregor@eskimo.com
Message-ID: <D0D4L4.9x1@eskimo.com>
Source record: 175290

In article <3btkln$spr@crcnis3.unl.edu>,
M. A. Lombardo <lombardo@herbie.unl.edu> wrote:
>I really need a nice word processor for my 1040st (2.5 meg) to use for
>writing papers at school. I am considering getting a pc because there is
>so much selection for word processors (and I already know how to use
>word perfect and microsoft word)... I use Word Writer ST right now but

After being an ST owner for ~5 years and a writer both, I've discovered
that there is no way to do serious writing on the Atari ST. When compared
to the PC or Mac, the ST has nothing to offer that can even hope to
compete with Word for Windows or Word on a Mac. I'm sure I'll be flamed
for saying this in the ST newsgroup, but it's sadly true.

I used to use Word Writer daily, and tried switching to a few new
applications because I became tired of the clunkiness. Although
Calligrapher had more features, I hated the way it used it's own cheesy
fonts and layout. Adding graphics to documents looked good on the
screen, but terrible when printed.

I can't speak for Papyrus, but if you're still using a 16bit ST there
will probably be nothing out there to compare with Word.

I would advise you to stay with Word Writer because with good screen
accelerators it's fairly usable, and while you're a student it's much
cheaper than a PC or Mac. A "new" word processor for the ST will set you
back a fair bit of money (for a student - unless somehow money is no
object) and you will probably not be pleased with what you find,
especially if you expect something like Word Perfect or MS-Word.

NVDI will do wonders for Word Writer if you don't have a screen-speeder
yet.
>
>Thanks in advance.
--
Gregory Sumner Meet the new boss,
gregor@eskimo.com The same as the old boss.
Seattle, WA

4675. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 00:21:51 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0D50G.5u4@cix.compulink.co.uk>
Source record: 175283

In message <H.eg.3XV2i2VGjDY@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca said:
> In <CzyE1w.GAw@cix.compulink.co.uk>, "Roland Givan" writes:

> > 1) Compatibilty. PC software which gets 'clever' still get a IDE
> > drive to play with.
>
> Most of the stuff that makes silly assumptions is DOS software; if
> I had a PC it'd be running Linux or OS/2 (probably just Linux).

Don't worry I intend to run Linux. However having bought a PC there is no way I'm *not* going to install DOS and Windows onto it. This gives me access to a massive software base - which might be 99.9% rubbish - but the 0.01% is quite a lot of stuff. OS/2 is nice - but I'm not bothering with it just now.

> Now, if they'd just bought a SCSI system, adding the CD and the tape
> backup (and another hard drive or two or three and a SCSI Ethernet
> interface) would've been VERY easy and painless.

You read my mind. Appart from the initial IDE drive *everyhting* else will be SCSI.

It a pity that SCSI tape drives are so expensive. A WangTEC 500Mb costs in excess of 400ukp new, and a DAT drive costs in excess of 600ukp!

A Colorado Jumbo 250 PC tape drive (250Mb with compression) costs under 100ukp. (all prices *excluding sales tax (VAT)).

Any tape drive I buy though *must* work on my TT as well, so it has to be SCSI AFAIK.

:-)

Roland.

@CiX

4676. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 00:21:56 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0D50K.5v0@cix.compulink.co.uk>
Source record: 175284

In message <H.eg.UImKlaD&vuQ@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca said:

> I just can't bring myself to downgrade my computing architecture.
> *ALL* of the other computer purchases I've made have been serious
> upgrades in architecture, ease-of-use, etc... Vic-20 -> C=64 -> Atari
> ST. I certainly don't want to move back into the early 80s with an
> ISA bus or 8088-compatibility.

Well I've got a TT to compare my PC to. Which is better? Well the TT may
have an *inherently* newer design. However the PC has the *actual* newer
design. Neither is *better* than the other (except in pure terms of RAM
and HD), but the PC is better supported.

> Not to mention the fact that a PC is disposable technology... if you
> buy "top-of-the-line" components, it'll _still_ be totally out of
> date in two years. Better toss that processor and buy a new one!

Which is why I didn't buy top of the line components. My TT is my 'dream'
machine. It means much more to me than my PC. The PC *is* disposable - and
when the time comes it *will* be junked. A TT is *not* the sort of machine
you just junk.

> A couple of people are writing it for the Falcon. It's already
> released (in 65k colours, with smooth shading... which simply can't
> be done on a PC because there's no standard for better video modes)
> for the Jaguar, as is the awesome Alien vs Predator.

Fine if you have a Falcon. However a falcon doesn't give me a very good
price perfomance upgrade over my TT. A PC OTOH gives me variety in software
and compatibility, if nothing else.

> But some of us just can't bring ourselves to follow the herd just
> because it's easier. DOS/Windows users are lemmings; if you're going
> to buy a PC, you should at least have the sense to put some useful
> operating system on top of it.

Open up your view a bit. Its not a case of having one computer or another.
I have a TT and a PC. I haven't defected to the PC. Also - yes I *have*
installed DOS/Windows on the PC - but why shouldn't I? I'm also installing
Linux. For that matter I'm installing Linux on the TT as well.

Its too late in the day for Atari owners to get teratorial like this. We
are in a shrinking market. It does not harm to build a few bridges now.

Roland.

@CiX

4677. Program to log modem connect-time?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 00:25:28 UTC
From: hallvart@ifi.uio.no
Message-ID: <199412060025.1022.holmenkollen.ifi.uio.no@ifi.uio.no>
Source record: 175285

I'm using STorm, and it works fine, but I'm missing a feature that
will let it time the connect time.
I've been using a stopwatch up to now, but isn't there a better way

By the way, is all support of STorm abandoned or is there a newer version
on it's way?

Hallvard, Oslo, Norway

4678. Help with MegaSTE and hardrive

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 00:26:13 UTC
From: schokman@yarrow.wt.uwa.edu.au
Message-ID: <3c0b35$g3b@styx.uwa.edu.au>
Source record: 175286

I'd appreciate a little help from the cognicenti. I've bought a MegaSTE with internal hard drive. I also have an external case with two hard drives and ICDs AdSCSI installed. The question is can I connect the external drives to the Mega even with the internal connected; if so can I get the system to boot via the AdSCSI?

Thanks

Rick

--
---------------------------------------+-----------------------------------
Rick, Lori and Dylan Schokman | If I can dream, of a warmer Sun,
| Where hope keeps shining on
Email: schokman@yarrow.wt.uwa.edu.au | everyone,
Phone: (09) 249-4657 (Aust.) | Tell me why, oh why, why
FAX: (09) 249-1506 (Aust.) | Can't my dream come true?
|
| Elvis
---------------------------------------+-----------------------------------

4679. Re: "Obsolete" Atari`s

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 01:09:07 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3c0djj$p2j@uqcspe.cs.uq.oz.au>
Source record: 175289

erlingh@nova.pvv.unit.no (Erling Henanger) writes:

> Bwanga@cats.Ucsc.Edu,
> In a message on 4 December, wrote :

>bw> IDE is fine. It is slightly faster than SCSI for most low-end purposes..

>Yeah, but with IDE, the CPU has to do the IO. With SCSI, you usually
>have DMA controllers, which frees the CPU to do other tasks.

Of course there are no `other tasks' under DOS, TOS, or MiNT. ("yet" on MiNT).
Linux, on the other hand... ... ... okay, okay, I'll go away!

(Don't worry, I'll still be generating GEM NetHack)

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / Microsoft is not the answer.
/ * <-- Computer Science Department, / Microsoft is the question.
_.-._/ University of Queensland, /
v Brisbane, Australia. / NO is the answer.

4680. Re: Program to log modem connect-time?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 01:22:06 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.786676926@txfs1.hfb.se>
Source record: 175288

In <199412060025.1022.holmenkollen.ifi.uio.no@ifi.uio.no> hallvart@ifi.uio.no (=?iso-8859-1?Q?Hallvard_Tanger=E5s?=) writes:

>I'm using STorm, and it works fine, but I'm missing a feature that
>will let it time the connect time.
>I've been using a stopwatch up to now, but isn't there a better way

CoNECT!

CoNECT lets you even specify how much your Phone Co takes and then
calculates the exact cost of that (or all) calls!

>By the way, is all support of STorm abandoned or is there a newer version
>on it's way?

Don't know!

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

4681. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 02:40:57 UTC
From: krlawson@xgw5.xgw.fi
Message-ID: <3c0ivp$quu@t4.xgw.fi>
Source record: 175415

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:

: >Why should it be made by Atari? Are all the PCs made by IBM today? And can you
: >_really_ say that Medusa T-60 with 68060 processor (yes, it _is_ reality!)

: Where can I see one? How many thousands more than a similar Pentium
: system would it cost, without approaching Pentium performance?

The 060 is faster than a Pentium as it is. No upgrade needed.

: If you buy a PC to run Windows because that's what everyone else has,
: you're an idiot. If you buy a PC to run Windows because you need to use
: particular software, you've made a good decision (though it'd be much,
: much more sensible to run OS/2).

Unfortunately or not most people buy PCs because everyone else has one.

: I'd definitely be satisfied with my ST if it had reasonable graphics for
: 1994, and a reasonable amount of RAM (enough to compile C++ code), and
: reasonable speed (enough to compile C++ code in less than a few minutes
: for a trivial object, and enough to render an image with POV-Ray in less
: than a few hours).

Isn't there a DSP version of Povray? SHould be fast enough..

--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

4682. Re: Fax Software

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 02:43:04 UTC
From: dpj@delphi.com
Message-ID: <5A0Ve0Y.dpj@delphi.com>
Source record: 175293

Julian Gifford <julian@loose.apana.org.au> writes:

>Is there a good or basic Fax shareware package available for my 1040 STE ?
>I would prefer an English version but an easy to use other language one
>would be ok.
>FTP address?

Try STraight FAX from Newstar Technology. Toad Computers carries it.
There's at least one shareware fax program, but I can't recall its
name at the moment (BATFAX. or something??)

-Dana

4683. STARDUST FINALLY FINISHED!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 02:45:21 UTC
From: janip@mail.freenet.hut.fi
Message-ID: <3c0j81$77d@freenet.hut.fi>
Source record: 175294

I'm happy to tell you that AGGRESSIONs latest project, a splendid shoot'em up game called STARDUST has been finished. STARDUST offers you not just the most impressive piece of coding but also unbelievably realistic ray-traced graphics and high quality multichannel stereo music and effects. Of course all this is crowned with an impeccable playability! STARDUST really pushes your ATARI to its very limits!

Stardust is available for STE and Falcon. It requires at least 1Mb of memory and a colour monitor/TV. EMail me for more information...

AGGRESSIVE IRC PARTY! FRIDAY THE 9TH OF DECEMBER 1994!
JOIN CHANNEL #STARDUST AT CET 21 (9 pm)
BRING YOUR OWN DRINKS!
--
Creator / Aggression
> Bloodhouse Ltd. <
---
janip@freenet.hut.fi

4684. Re: Fistfights 'R' Us

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 03:58:35 UTC
From: dhohenst@gpu.srv.ualberta.ca
Message-ID: <3c0nhb$tr3@quartz.ucs.ualberta.ca>
Source record: 175297

Leslie Hartmier (leslieh@warpcon.ersys.edmonton.ab.ca) wrote:
: In <3bemee$3g0@golem.wcc.govt.nz> Roger Sheppard. wrote :

: >Bob did they not tell you...??
: >
: >
: >You are not allowed to tell the Truth here, but you can bull all you like...
: >
: >
: >I do hope you are waring that Metal Jacket, as the knives will start flying
: >now.
: >
: <and some other info, which although interesting, were unnecessary
: to quote>

: First, neither I nor many other people on these atari.* newsgroups
: complain when people say things that, although unpopular, are true.
: That said, I would like to make it clear that these messages have
: little to do anything particularly atari, and more to do with people
: who seem to want to start flames. I have an atari, I don't care if
: there is no more official support, I don't need to hear that 'atari
: is going down in flames', 'atari sucks goat testicles', 'bail out of
: your atari before it's too late', or any of the other sentiments that
: I do not call here to read. Neither I nor many of the other people on
: this newsgroup mind hearing how atari has decided to cease production
: on the TT until further notice, even though it may bother us (I
: haven't heard that, it's just an example).

: By the way, I'm not saying that you said any of this Roger, I just
: happened to get an itch when I read your message. Can't we just
: continue to support the atari as we do without resorting to
: unnecessary rhetoric and brow beating of those who enjoy their
: computer (any computer for that matter). I'm not pretending I'm a
: netcop, it just gets to me when almost (and sometimes over) half of
: the messages I get are nastygrams.

: Leslie

: --
: leslieh@warpcon.ersys.edmonton.ab.ca
: -- --
Woohoo, Les!

4685. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 04:09:15 UTC
From: krlawson@xgw5.xgw.fi
Message-ID: <3c0o5b$quu@t4.xgw.fi>
Source record: 175416

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <3b949n$ji0@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
: >
: >
: >Bry:
: >
: >MultiTOS is more than a match for DOS or the mac system. If they had the
: >money, Atari could, within 6 months, easily re-enter the computer market
: >at any point and compete. Now, I don't mean 6 months from today, I mean
: >6 months form the time they decide to re-enter to the time they came out with
: >the first new model. The ST itself was invented within 9 months or so. With
: >what they have done and good financing (which they don't have) a 6 month lead
: >time is plenty and they would absolutely be in-line with whatever is cutting
: >edge on that day.
: >
: > ~Chris

: What utter Rubish, it would take years to produce a good OS...

Wonder why they'd want to develop a new good OS when we already have one? (MiNT).

: Lets have real facts on here and less of this Teenage drivel...

And I suppose you have the facts, right?

--

****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

4686. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 04:16:03 UTC
From: krlawson@xgw5.xgw.fi
Message-ID: <3c0oi3$quu@t4.xgw.fi>
Source record: 175417

BRYEDEWAARD@DELPHI.COM (BRYEDEWAARD@news.delphi.com) wrote:

: Chris, believe what you want, but I used to be a GEM/ST developer and I
: told myself that noone else's OS was better, but now I program for OS/2
: and it has features Atari hasn't even HEARD of yet. GEM is severely
: lacking in graphics /color manipulation, has no sound support, no movie
: support, long filenames etc.. When/if Atari comes back, their OS will
: need to be light years beyond MultiTOS if they want to attract new users.

Well MiNT would seem to be the answer to most OS problems, if only Atari
unerstood that and build a nice GUI around it..

--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

4687. To The Developers of CLA...

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 05:52:54 UTC
From: ba186@freenet.buffalo.edu
Message-ID: <D0DKC7.LA5@freenet.buffalo.edu>
Source record: 175300

Hello,

I saw a post on here before were you were looking for testers of the lastest version of this program. If you are still looking, I'd like to be a tester. I am using a 1040STe, so I would need 68000 compiled code. Please E-Mail. Thanks,

Theron

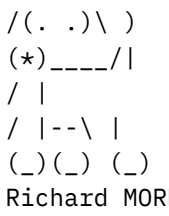
4688. ARNO PETERSEN read this =8-]

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 06:02:52 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELGSBDVBUp@stingray.manawatu.gen.nz>
Source record: 175216
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Arno - I can't seem to reach you - I got your e-mail but all my replies keep getting returned to me saying u don't exist.

Richard.

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

4689. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 06:09:43 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3c0v77$f8s@golem.wcc.govt.nz>
Source record: 175217

In article <786567413snz@xciv.demon.co.uk>, paul@xciv.demon.co.uk (Paul Civati) writes:
>In article <3bobeo$173@golem.wcc.govt.nz>
> sheppard_r@ix.wcc.govt.nz "Roger Sheppard." writes:
>
>You have to subscribe over here too, it's not that expensive here though.
>According to my info you can get it from Paragon Computers in Oz, I know
>that Oz <> NZ but it must be a bit easier than an airmail sub..

Well Paragon have gone.....

Their are no Atari agents in this part of the world, not even for the Jag..!!!

The last STU that was sold here was August....

-Paul-

>/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
>/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
>/* ST & PC Like a thief in the night, see the world by candlelight */
>/* Owner I think the phrase ryhmes with "clucking bell" - Blackadder */

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4690. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 07:06:29 UTC
From: hofman@nltv00.uni-paderborn.de
Message-ID: <3c12hl$ogb@btmplq.god.bel.alcatel.be>
Source record: 175401
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3bvmrjibs1@mhadg.production.compuserve.com>, Jody Golick
<73217.3246@CompuServe.COM> writes:
>I'd like to see a really good Atari Notebook. Particularly for music
>work. Good digital I/O. Plenty of memory. Great batteries (ha ha ha).
>Several MIDI ins and outs - perhaps even a THRU!
>
>--
>-J-
>
Something like the YAMAHA PC with 24 midi ports??

4691. Re: Mint configuration

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 08:30:45 UTC
From: uel035r2a@tferi4
Message-ID: <1994Dec6.093045@tferi4>
Source record: 175407

>How do you tell MiNT to use "/" instead of "\" as file separator ?

If you use shells, I think all of them allow to write aliases:

alias /="\\"

I think this will do.

Bye

Matej
Matej.Kenda@uni-mb.si

4692. Captain Blood cheates...

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 09:31:11 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3c1b0v$gkp@golem.wcc.govt.nz>
Source record: 175218

Well this is part of a big cheat file by Zenobot's....

Captain Blood (Infogrames): during hyperspace, hold down the left mouse button, and right-click repeatedly. This will shorten the hyperspace sequence.
And now, the complete walk-thru:
Go see Buggol (Planet Mind 137). Land and tell him "me want vote". He will tell you of another Buggol called morlok who lives on planet Rosko 1. Keep talking until you get the coordinates. Go see Morlok. Say to him:" me not vote Morlok, me want Yukas president". He will give you the coordinates of a planet called Female 021. Go and destroy it. Come back to Rosko 1. He will now give you the coordinates of a planet where an Ondoyante is kept prisoner (you didn't need to go there, though...). Go to exterior view and destroy Rosko 1. Go back to Mind 137, and go see the Buggol. He now dislikes you intensely, and will give you the coordinates of Rosko 2. Go there, and teleport the Buggol into your ship. Find an uninhabited planet, and teleport him there. He will say the planet is good-looking and, if you ask "me want know coordinates planet number = Blood", he will give you the coordinates to find number 2.
Go there, land, and say you like him, and will not kill him. You must also get three sets of coordinates from him before disintegrating him (having made sure you saved the game beforehand). Now go around using this method to get the coordinates out of the numbers, always killing them before you move on.
Kill the last one, and you win!
That was the walk-thru. Now here's a trick: at the start of the game you will automatically be in orbit around an alien planet. Transport down and try to find an alien, preferably Yuko, if it isn't Yuko, it may be best to restart the game as he is the key to the game. Talk to Yuko about his father, Maxon, and you will find he is in prison. He will also give you the coordinates for Croolis Ulv, where you will find another alien. While you are talking to Yuko, he will give you the code 1010; this always remains the same. Go to Croolis Ulv and you will be given the co-ordinates for Croolis Var. Go there and destroy it, then go back to Croolis-Ulv. The alien will now be nice to you, keep talking to him and you will get the coordinates for the Forbidden planet.
Go to the Forbidden planet (Sinox), and you will meet a guardian robot. Give him the code you received from Yuko. Now watch what happens.

I will post the rest of this file on Hensa, but I think
Danny is away for 2 weeks....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4693. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 09:36:54 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3c1bbm$1498@sat.ipp-garching.mpg.de>
Source record: 175403

Gregory Sumner (gregor@eskimo.com) wrote:
> After being an ST owner for ~5 years and a writer both, I've discovered
> that there is no way to do serious writing on the Atari ST. When compared
> to the PC or Mac, the ST has nothing to offer that can even hope to
> compete with Word for Windows or Word on a Mac.

You apparently have not looked into Tempus Word. IMHO far better than
Word of any kindred. (Can't compare to Word Perfect.) Unfortunately
there is only a German version available (how often has this sentence
appeared in this newsgroup before?), that's why I hesitate to recommend
it.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

4694. Re: Mint configuration

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 09:50:53 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Dec6105053@issan.informatik.uni-dortmund.de>
Source record: 175404

In article <3bvlvp$kpr@cicg-communication.grenet.fr>, jmo@grenet.fr (Jean-Marc ORLIAGUET) writes:

|> How do you tell MiNT to use "/" instead of "\" as file separator ?

Use the MiNT library, and make sure that the UNIXMODE env var includes a slash (/) if it is set at all. This is something that should *not* be done by the kernel.

|> And also, does anyone know if the new MiNT version just released includes
|> instructions for the 68030, or do I have to compile the sources in 68030 mode ?

AFAIK, the latter.

Andreas.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

4695. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 09:57:29 UTC
From: bericd@bri.hp.com
Message-ID: <D0Dvnt.G3D@bri.hp.com>
Source record: 175405

Tim Seufert (bwanga@cats.ucsc.edu) wrote:
: In article <D0B9G2.Dqq@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk
: ("Roland Givan") wrote:

: > Another good reason for buying a large IDE drive (on a PC) is the general
: > limit of 2 per 'interface'.

: The new Enhanced-IDE standard bumps this up... I'm not sure how many,
: though. (At least to 4.) And it adds support for CD-ROMs, and higher
: transfer rates.

Excuse me, but am I missing something here?

This is the group for comp.sys.atari.st and not comp.i.love.my.pc ?

Just recently it is getting very PC oriented.

Simple really - I own an ST whereas other people own PC's.

Big deal !

If you are not happy with what you've got and can afford to then
CHANGE!

If you are happy with what you've got then stop whinging about other
peoples machines.

Beric..

4696. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 10:13:44 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.51.000A3AF3@lobby.ti.com>
Source record: 175202
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3bvli1$ft@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>And British :)

Isn't it bought over by Olivetti or something like that?

William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

4697. Gemini2/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 10:31:20 UTC
From: stephen@cavendish.co.uk
Message-ID: <stephen.786709880@unix>
Source record: 175425

Hello,

I've already mailed a couple of posters, but I thought I'd
put something on here too.

I've just got Gemini2 and Geneva running on my *old* STFM.

Spec: 14MHz 68000
4Mb RAM
TOS 1.02
Blitter

Monochrome Hi-res

Geneva (first release)
Gemini 1.999

AUTO Folder:
FATSPEED
PINHEAD
AMCLIGHT (Where is this in Gmni 1.999 ?)
CONSBUGFIX (Do I still need this?)
GENEVA

Geneva RUN :
run setmouse
run QUICKST3
shell Gemini
ACC :
PROMOUSE
TASKMAN
CHAMELEON * 2 (Can Gemini -> Geneva do this now?)

A few problems :

a) .RSC file in German, working on English version, but would
really like to get hold of the docs in English too.
b) Gemini passes the run application names back to Geneva OK, but
the paths of .RSC and data files are not passed. Therefore some
programs terminate.
c) The font in all dialogue boxes is too big and looks ugly.
d) How do I get Universal Item Selector III running under Geneva?
e) What are GBOOT001.APP and *.GIN files?
f) What does the 'Alles Aus?????...' option do in the menu?

I really could go on and on... :)

Anything anyone could tell me about Gemini 1.999 would help -
my German's not very good!

[Fenster = Window, Schlieben = Close, Abbruch = Cancel,
uber = about, ... and that's about it really!]

Regards,
Steve Hobley

4698. Re: New atari.archive.umich.edu mirror

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 10:31:46 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <3c1eii$3e0@percy.cs.bham.ac.uk>
Source record: 175406

Hang on. I thought Jeff had moved on to pastures new!

Welcome back Jeff, if you went away!

Seeya

David
--
/\ -----------+--------------+-------------------+
/\ \ ASTRAsoft \ David Oakley \ dxo@cs.bham.ac.uk \
/--\ \ -----------+--------------+-------------------+

4699. Re: Zmodem Accesory

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 10:53:04 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELGLEIUS43UP@galaxy.owl.de>
Source record: 175219

In <3bv6ag$jas@prime.mdata.fi> Pekka Saarinen wrote :

Hi!

>Is there any special advantage in using external Z-modem with Connect?
>I've found that the internal Z-modem in Connect 2.46 (fixed) works just
>fine, and with Selectric 1.10 you can do multiple sends with it.

No not really. It works just fine.

Michael Zieglers ZModem /might/ be a _little_ faster, but thats only marginal

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: neptune@galaxy.owl.de
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germoney / Earth
PGPNet: On request only!

4700. RGB vs VGAaargh!

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 10:56:32 UTC
From: sanders@sci.kun.nl
Message-ID: <D0DyE8.CtH@sci.kun.nl>
Source record: 175408

Hello.

First, let me tell you I like my Falcon. A lot. But what *really*, *REALLY* annoys me is the fact that I can't show it off to my friends. I used to have it connected to an old TV, and thus was able to show them rotating, texture mapped cubes, real-time fractal flights and all that. But now, since I (apparently) `downgraded' to this whimpy 17" trinitron multisync, I get SICK AND TIRED of all those demos and games refusing to work. The only demo thus far I was still able to run was qad3dvga, and that doesn't really take my Falcon to the limit, does it?

I can't understand how they made the same mistake as they did with the original ST, about having to use two separate monitors. In all my discussions with my friends about the ST's superiority, this argument *always* came up.

So please tell me there's some kind of fix for this. I already tried Rezfooler. It _will_ let me run the demos, but the screen is often garbage. I will even go as far as a hardware solution. I know there used to be `scanners' allowing for ordinary TV on monitors, but I sadly guess that these monitors would have to be able to sync downto 15 kHz, like the NEC 3D. Do such things still exist? I'm so tired of this, I would even pay lots of money for one, just to be able to run anything on my HD without thinking very deep whether this particular program needs a TV connected in order to run, or wants BlowUP out of the way in order to show anything else than garbage.

Oh, and one would expect that in the time of Falcons, Video cards and such, applications stumbling over my BlowUP could only be `my first GfA program' by a 12 year-old. But there are still *lots* of programs having trouble with this.

Sigh. And sorry. I'm just sad and tired.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

4701. Re: Elite II & Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 11:35:48 UTC
From: chainxor@kom.auc.dk
Message-ID: <3c1iak$qhe@news.iesd.auc.dk>
Source record: 175410

In article 2vI@news.gu.se, gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE (Stefan Berndtsson) writes:
> Simon Moore (smoore@chowgar.demon.co.uk) wrote:
> > In article <3bsr92$92u@dux.dundee.ac.uk>
> > rmccall@mcs.dundee.ac.uk "Rod McCall" writes:
>
> > > Does Elite II run on the Falcon. Also does it have inproved graphics?
> > >
> > > Rod
>
> > It runs fine using backward. The graphics are no better but it does run a bit
> > faster and smoother.
>
> Backward??? It works fine for me without backward!!!
>
> Stefan

Same here. FRONTIER runs perfectly on the Falcon without Backward or anything.
It runs VERY smooth on the Falcon compared to the ST/STE.

Keep Cool and Flying...

ChainXOR:..

4702. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 11:43:54 UTC
From: contacts@mits.mdata.fi
Message-ID: <3c1ipq$n8k@prime.mdata.fi>
Source record: 175409

In article <D0D4L4.9x1@eskimo.com>, Gregory Sumner <gregor@eskimo.com> wrote:
>In article <3btkln$spr@crcnis3.unl.edu>,
>After being an ST owner for ~5 years and a writer both, I've discovered
>that there is no way to do serious writing on the Atari ST. When compared
>to the PC or Mac, the ST has nothing to offer that can even hope to
>compete with Word for Windows or Word on a Mac. I'm sure I'll be flamed
>for saying this in the ST newsgroup, but it's sadly true.

Papyrus Gold is equal to any Windows/Mac word processor. And it can use
truetype and Adobe Type 1 fonts (with Speedo5).
Truth is by no means sad.

>I used to use Word Writer daily, and tried switching to a few new
>applications because I became tired of the clunkiness. Although
>Calligrapher had more features, I hated the way it used it's own cheesy
>fonts and layout. Adding graphics to documents looked good on the
>screen, but terrible when printed.

Didn't you try Calamus (1.09 or SL)? Tempus Word (jr.)? Signum?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4703. Re: X11R5 for MiNT - retraction

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 11:53:46 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Dec6.115347.5367@bay.cc.kcl.ac.uk>
Source record: 175412

% There IS a publicly X11R5 server for MiNT - mono only at the moment,+ 155
% hampered by the lack of VM in the mint kernal, but definitely up & running.

You just need a lot of RAM, sir...

% Thankyou Simon Gornall for showing me the error of my ways.

Oh no! It was all Andreas' work. I just put it onto my ftp site (with
permission). I'm not actually sure if Andreas wanted a large amount of+ 636 old
at this stage ... I guess the cat is well and truly out of the
bag now though. If you want more info ...
http://www.ph.kcl.ac.uk/~sjg/ftp/ftp.html , or go via
http://www.ph.kcl.ac.uk/~sjg/home.html

ATB,
Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac Deter
Microsoft is not the answer. Microsoft is the question. NO is the answer <

4704. Re: Noise problems with SM124 monitor ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 11:58:23 UTC
From: atc@tadpole.co.uk
Message-ID: <3c1jkv$go7@sirius.tadpole.co.uk>
Source record: 175411
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

In article b1t@hpwin055.uksr.hp.com, john@hpwin052.uksr.hp.com (John Radley) writes:
>Hello netland,
>
>I have a problem with my Atari SM124 monitor inducing noise into my
>wiring loom in my studio, and wonder if anything can be done to reduce
>it.

I have the same problem with my Atari monitor - it causes noise on my guitar feeds and on mixer looms. I've crossposted to comp.sys.atari.st as I believe SM124 problems are pretty well understood over there.

Andy

+--+
| Andy Currid atc@tadpole.co.uk |
| Tadpole Technology PLC |
| Cambridge Tel: (+44) 1223 428297 |
| UK Fax: (+44) 1223 428201 |
+--+

4705. FORSALE: Atari ST/TT Software & Magazines

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 12:00:07 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3c1jo7$hgb@canopus.cc.umanitoba.ca>
Source record: 175413
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
=====================================================================
SOFTWARE
=====================================================================
Assempro Assembler Language.....$ 29.00 (no box)
OSS Personal Pascal.............$ 29.00 (no box)

Night Shift.....................$ 14.00 (cute fun Lucasfilm platform/action)
Paladin (rpg)...................$ 11.00 (excellent rpg game)
Firezone........................$ 6.00 (strategic war game)
TV Sports Football..............$ 5.00 (xlent Football game 1 or 2 players)

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

Atari Interface Disks of the Month:
Oct'91 - Oct'92
*** 14 disks total with a wealth of useful & fun programs ***
Note: these are only the disks, not the magazines
Only $15 + shipping!

STart magazine:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total + 21 disks.....$21 + shipping

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ AtariTT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
```

University Of Manitoba, Canada $ Dr.Who SCTV Unix $ the subject: SEND INDEX
$$$

4706. Re: Help with MegaSTE and hardrive

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 12:10:59 UTC
From: der@discovery
Message-ID: <DER.94Dec6131102@discovery>
Source record: 175414

In article <3c0b35$g3b@styx.uwa.edu.au> schokman@yarrow.wt.uwa.edu.au (Rick Schokman) writes:

> I'd appreciate a little help from the cognicenti. I've bought a MegaSTE
> with internal hard drive. I also have an external case with two hard
> drives and ICDs AdSCSI installed. The question is can I connect the
> external drives to the Mega even with the internal connected; if so can I
> get the system to boot via the AdSCSI?

AFAIK it should be posssible. Just remember that the internal SCSI-interface is CRAP and you can`t connect more than one unit to it. Also the connected unit must have SCSI ID#0 in order to be recognized by the interface. Since you would like to boot from one of the external drives you probably want one of them to have SCSI ID#0 instead, right? Have a look at the small daughter-board inside your MSTE (the one that the SCSI-cable originates from) and you will hopefully see 3 (red) dip-switches. With these switches you can remap your internal SCSI-unit to another ID. By remapping it to f.e. ID#2 and setting the external drives to ID#0 and ID#1 you should be able to make the computer boot from one of the external drives.

BTW, I think that modern SCSI-driver software can set auto-boot from any drive in the chain, removing the need to remap the internal unit.

Hope this helps!

Daniel Eriksson, der@astrakan.hgs.se, phone +46 26 72905, fax +46 26 72123
NOTE! The "From:"-field in the header is not set correctly.

4707. Re: GEM/XIMG/PAP -> PS, PCX, TIFF

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 12:22:26 UTC
From: dba@jet.uk
Message-ID: <1994Dec6.122226.6716@jet.uk>
Source record: 175418

In <786635104snz@chowgar.demon.co.uk> smoore@chowgar.demon.co.uk (Simon Moore) writes:

>In article <3bv0jq$265@dux.dundee.ac.uk>
> rmccall@mcs.dundee.ac.uk "Rod McCall" writes:

>> Can anyone recommend a program to do the above conversions?
>>
>> Rod

>Maybe one of the later versions of Gemview ??

Also try Imagecopy V3.5 CD - it also does Sun rasterfiles, photo CD,
XGA, true colour image files XIMG, TIFF, GIF, PCX and a lot more.
Print out to colour printers, compatible with Matrix graphics cards.

From FAST CLUB
Prices XIC3 Imagecopy 3.5 pounds 29.95 (without PCD support)
X3CD Imagecopy 3.5CD pounds 34.95 (with photo CD support)

--

_. .________________________. .____
_| |___. .__. ._____. ._____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4708. Re: Re: The dream atari (forwarded reply)

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 12:31:08 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D0E2rw.FJL@hpbbrd.bbn.hp.com>
Source record: 175030
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
> >What would you want in it??? (No going "interstellar" in your ideas here -
> >let's just see what we could come up with ok?)
> A PowerPC processor (602 or 603).

While a PowerPC certainly would be nice, note that a PowerPC computer
which does not adhere to the PREP standard (or its successor) would
probably not be accepted by the marketplace. At least it would be
a difficult marketing feat.

> >A decent resolution - 1024X768 in _colour_ would be fine. And continuing to
> >have screen memory _anywhere_ in memory and not just on a graphics board like
> >those _other_ computers we Atarians love to hate =8-]

I also think this is a bit of an illusion. The one thing I'd like to
see is a ultra-lowcost 3D graphics computer. 3D graphics need hardware
support to run at a bearable speed, but you could probably do a lot with a
selected set of graphics functions, without implementing the full
3D graphics pipeline. The PC world is currently about to enter the 3D
arena, with the first 3D graphics boards arriving, so it's not too
late yet.

> >Multi-tasking doesn't seem to be too way out these days and it would be nice
> >if we could get rid of the 8+3 filenaming convention - lets have longer
> >filenames - and perhaps add a bit to remain compatible with previous disks...
> Multitasking and filenames are completely unrelated issues.

Sure, but the OS is an important decision. MagiC? Linux?
--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

4709. A question

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 12:31:27 UTC
From: iagaw@cluster1.urz.uni-halle.de
Message-ID: <9412061231.AA70180@cluster1.urz.uni-halle.de>
Source record: 175419

```
That question seems to be a bit strange:
When will the next issue of the french ST-Mag "ST Magazine" (I hope thats
the right name) come out?
```

4710. Re: Falcon: Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 12:38:15 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c1lvn$5uv@dux.dundee.ac.uk>
Source record: 175422

Iain Laskey (ilaskey@cix.compulink.co.uk) wrote:
: In message <3bss7l$9u3@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:
: > Can anyone recomend a good Spreadsheet package, prefferably Lotus
: > compatible.
: LDW Power is Lotus 2 compat inclding full macros and costs about a tenner
: from Silica. Works great on the Falcon in all reses too, I use it at
: 800x600x16 with no problems. Quite fast too.

I presume you can load/save Lotus 123 format and it also includes
all the formulae. I especially need onw with NPV/IRR and other financial
functions.

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

4711. Re: A question

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 12:39:46 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3c1m2i$id4@ccpnws.in2p3.fr>
Source record: 175424

iagaw@cluster1.urz.uni-halle.de wrote:
> That question seems to be a bit strange:
> When will the next issue of the french ST-Mag "ST Magazine" (I hope thats
> the right name) come out?

I don't know, will check later...
--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+--------------------------------+
"Ask a silly question and you'll get a silly answer"

4712. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 12:40:40 UTC
From: djs@jet.uk
Message-ID: <1994Dec6.124040.21323@jet.uk>
Source record: 175423

In <D0D50G.5u4@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>It a pity that SCSI tape drives are so expensive. A WangTEC 500Mb costs
>in excess of 400ukp new, and a DAT drive costs in excess of 600ukp!
Nah, half that if you don't mind buying 2nd hand. See uk.forsale (Usenet)
or auctions (CIX). Decent DAT storage systems frequently go for around 300
quid. How else are you going to back up a Gigabyte disk drive?

If a 250MB tape would suit your purposes, I know someone who will be selling
one soon. I'll let you know via CIX.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4713. Re: Gemini2/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 12:46:10 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.52.000CC564@lobby.ti.com>
Source record: 175213

In article <stephen.786709880@unix> stephen@cavendish.co.uk (Stephen Hobley) writes:
>From: stephen@cavendish.co.uk (Stephen Hobley)
>Subject: Gemini2/Geneva
>Keywords: Gemini2 / Geneva
>Date: Tue, 6 Dec 1994 10:31:20 GMT
>
>I've just got Gemini2 and Geneva running on my *old* STFM.
>
>Spec: 14MHz 68000
> 4Mb RAM
> TOS 1.02
> Blitter
>
[snip]
>
>Regards,
>Steve Hobley

Is this correct ?? a 14MHz 68000 on an STFM ?? How??

Regards
William

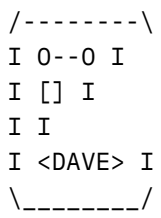
+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

4714. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 12:59:40 UTC
From: et94drw@exeter.ac.uk
Message-ID: <D0E43H.52J@exeter.ac.uk>
Source record: 175428

I have just read this terrible news. I could have almost died when I heard that ST User (the original ST mag) had disappeared, now I can't believe it. Only weeks after the ST Review "now incorporating ST User" came on the shelves, it's buggering off! ST Review was the only mag to take the ST seriously not like ST Format which seems to take the ST for granted. I will miss this excellent magazine and a huge gap will be left in my reading life. I am deeply saddened.

Yours Fed-up-ly,

Dave.
--


4715. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 13:01:35 UTC
From: djs@jet.uk
Message-ID: <1994Dec6.130135.21493@jet.uk>
Source record: 175426

In <D0D50K.5v0@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>Its too late in the day for Atari owners to get teratorial like this. We
>are in a shrinking market. It does not harm to build a few bridges now.
I agree, but I don't want the bridge to nowhere (PC), I'd prefer a bridge
to the Mac (MacMagic). It's like the Humber Bridge vs the Severn Bridge :-)
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4716. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 13:06:26 UTC
From: djs@jet.uk
Message-ID: <1994Dec6.130626.21628@jet.uk>
Source record: 175427

In <3bs74b$err@prime.mdata.fi> contacts@mits.mdata.fi (Pekka Saarinen) writes:

>...(especially Englishmen who live next to Germany)
Er, not since 1944 ;-)

>Stop whining, try to acquire a copy of a German magazine
>"ST-Computer", and you'll see what really is going on in Atari-front.
Last time I bought ST Computer I didn't understand a word of it. Not
a very large proportion of us speak German, remember.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4717. Falcon-spesific XControl

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 13:11:35 UTC
From: josk@lise.unit.no
Message-ID: <3c1nu7$b9d@ugle.unit.no>
Source record: 175429

The General CPX I got with my Falcon does not look like the one mentioned in the manual. I can't turn on/off cache and blitter, the options are missing in the CPX. I would *really* like to enable the blitter :-)

Can anyone help me with this?

4718. 030-LaTeX for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 13:13:58 UTC
From: josk@lise.unit.no
Message-ID: <3c1o2m$b9d@ugle.unit.no>
Source record: 175430

Have anybody compiled LaTeX for Falcon? I've got the TT-version, but it does not work on my Falcon. I would really like to see a version with 030- and perhaps even DSP-support.

4719. Atari - Dream machine.

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 13:33:21 UTC
From: josk@lise.unit.no
Message-ID: <3c1p71$b9d@ugle.unit.no>
Source record: 175431

Somebody in this newsgroup (Can't remember who.) said that they wanted
the graphics/sound-system to use the same RAM as the rest of the system.
This is positive when it comes to the actual programming, but it has one
huge drawback: Speed.

When I switch to 880x480x16 on my Falcon the CPU-performance decreases to appr.
90% (Gembench) compared to 640x480x2 thanks to the heavy bus-load. 256 colours
is even worse, and 16-bit... Btw. that's why 16-bit-graphics is not possible on
VGA-monitors in 80-column mode, the bus is simply not fast enough. If you
install
the Speed Resolution you can use 16-bit/80 column, but the rest of the computer
slows down to almost unusable speeds.

What we *really* need is some sort of compromise, like on the Amiga or TT.
Up to 32 megs (No let's say 'unlimited'.) of 'chip-ram' which can be used by
all the chips, and a 'unlimited' amount of 'fast-ram' devoted to the CPU, FPU
and SCSI-bus.

The important bit here is that the CPU, DSP and the rest of the shit *must* be
able to access the 'chip-mem' like we are used to on the ST/Falcon, otherwise
we get a lot of uneccessary data-shuffling like on the PC and we're getting
nowhere... The fast-mem will then be used for CPU-intencive tasks that's not
graphics- or sound-related (Like a lot of OS-rutines, background disk-access,
raytracing (That's *math*, not gfx :-), compiling...) and therefore *not*
slowed
down by graphics, sound or other I/O.

4720. File-formats for Atari ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 13:46:33 UTC
From: josk@lise.unit.no
Message-ID: <3c1pvp$b9d@ugle.unit.no>
Source record: 175432

Perhaps I'm a bit oldfashioned but I like TOS 4.04 a lot :-) It's let down by not having background disk I/O, no background printing and no real task-switching, but these features can easily be added using Kobold, alternative
desktops and a multitasking kernel. (Not much 4.04 left...)

What I miss, and actually need, is better file-compatibility. Sure, there are some *TOS*-standards like the 1WP-format, Degas-formats and so on, but let's
face it, when it comes to PC-(No flames please)-file-compatibility it lacks a bit. The graphics- and sound-department is OK by now, but why not use for example
the Word-format for wordprocessors and Lotus/Excel-format for spreadsheets? Now I have to use either RTF or special programs to convert, this should not be necessary. Mac and PC-software use the same formats, so why can't we TOSsers have this? Technically it shouldn't be too difficult...

I would like to hear from some programmers out there about this. IMO, standard hardware-interfaces (For HDs, printers, modems, joysticks, midi...) is nothing compared to standard file-formats when it comes to market these excellent computers!

4721. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 13:53:25 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3c1qcl$fbg@matrix.fwi.uva.nl>
Source record: 175433

djs@jet.uk (David Stevenson) wrote:

:In <D0D50K.5v0@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
:
:>Its too late in the day for Atari owners to get teratorial like this. We
:>are in a shrinking market. It does not harm to build a few bridges now.
:I agree, but I don't want the bridge to nowhere (PC), I'd prefer a bridge
:to the Mac (MacMagic). It's like the Humber Bridge vs the Severn Bridge :-)

Then get a Mac, I don't care! I do not have any religious objections against
any computer platform (unlike most atarians). Get the computer you like
and stop flaming other platforms.

--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| Mail for info about Ishido
Math department |
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

4722. PD Calamus Module

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 14:18:40 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.786723520@wargrave>
Source record: 175436

In the latest issue of ST Review they reviewed a PD module for Calamus SL
that printed out a typeface sheet automatically.

Is this on any FTP site anywhere? (I haven't found it yet)
Or does someone have it to upload to an FTP site (or me).

Cheers,
--

```
-------------------------------------------------------
|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
-------------------------------------------------------
```

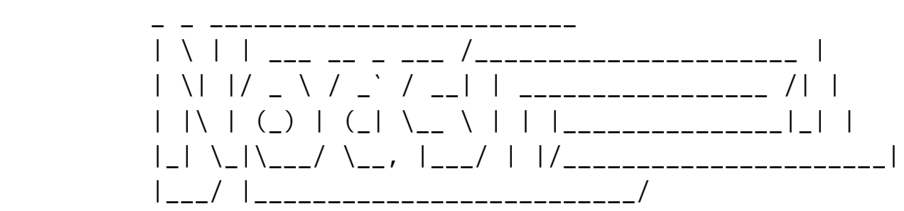
4723. Re: PD Calamus Module

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 14:26:33 UTC
From: cc103@city.ac.uk
Message-ID: <1994Dec6.142633.19499@city.ac.uk>
Source record: 175437

HALL B J (cb170@city.ac.uk) wrote:
: In the latest issue of ST Review they reviewed a PD module for Calamus SL
: that printed out a typeface sheet automatically.

: Is this on any FTP site anywhere? (I haven't found it yet)
: Or does someone have it to upload to an FTP site (or me).

Don't you just hate it when people reply to posts and they don't answer
your question!!!!!!!!
--



Stephen Norman - Nogssoft Software
E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Treat her like a lady and she'll always bring you home

4724. MagiCMAC infos available at:

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 14:34:38 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELGPCFUR43UP@galaxy.owl.de>
Source record: 175056

Hi Folx!

Information about _commercial_ questions regarding MagicMAC (i. e. availability, price, distributors, shipping etc.) are available at:

Application Systems Heidelberg GmbH
Englerstraï¿½e 3
D-69126 Heidelberg
Germany

Phone: +49-6221-300002
Fax: +49-6221-300389
BBS: +49-6221-303673

eMail: oliver_buchmann@ka2.maus.de or *volker_ritzhaupt@ka2.maus.de*

If you have questions to the _technical or programming_ details of this package you should contact *Thomas Tempelmann* at *tt@muc.de*.

--
/Hendr!K/
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| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney ï¿½oooO PGP-Key: Send mail to subject: |
| Earth ( ) Ooooï¿½ fileserver@galaxy.owl.de send pgp-key |
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4725. Re: Future Publishing can kill Atari

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 14:36:42 UTC
From: djs@jet.uk
Message-ID: <1994Dec6.143642.22889@jet.uk>
Source record: 175435

In <17083ADBAS86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM> L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:

>* I'm surprised that there's any market at all for ST magazines, since as
> far as I'm aware, Atari Corp. doesn't even manufacture personal computers
> any more (although I have heard rumors of possible clones.)
Apart from the fact that Atari do manufacture machines (they're just not designing new ones), why would a lack of manufacture mean that existing machines become unused overnight?

>* How can you have less than zero coverage? That's mathematically impossible.
> Atari machines haven't appeared in any computer publications that I've
> seen in years.
PCW, the biggest UK mag (I believe) often features short reviews of Atari stuff. The current issue reviews Janus. Recent issues have reviewed music stuff for the Atari Falcon.

> It's called the free market system.
Thanks for your useful contribution. Not.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

4726. CLAv2r3a Digital Developer DEMO VERSION

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 14:41:50 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3c1t7e$669@whitbeck.ncl.ac.uk>
Source record: 175434

Someone mailled me the other day to say that I hadn't updated
CLA in well over a year. I have, but only registered users have
recieved the updates. Unfortunately, this means that the current
generally (ie free) version is rather outdated. So folks know how
much progress CLA made in it's v2 incarnation, I am uploading
a demo of the current version which my registered users have.

This was the last update of the v2 code, as v3 is a re-write from
scratch.

Limitations on the demo:
========================

You cann't SAVE designs in this demo (so if you aren't going
to register, don't throw away v2r1 'coz I left save in in that
release). This is the only thing I've disabled in the demo.

The new versions of the CLA-VHDL compiler & FSMedit state machine
designer are not included in the archive.

Where can I find it?
====================

You should be able to find it on ftp.uni-kl.de & micros.hensa.ac.uk
later today (I'm sure it'll hit a.a.u.e eventually, but I haven't
got the patience to actually put it there myself).

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------ o --------------------------
```
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

4727. Re: PD Calamus Module

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 14:51:13 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.786725473@wargrave>
Source record: 175438

cc103@city.ac.uk (NORMAN S L) writes:

>HALL B J (cb170@city.ac.uk) wrote:
>: In the latest issue of ST Review they reviewed a PD module for Calamus SL
>: that printed out a typeface sheet automatically.

>: Is this on any FTP site anywhere? (I haven't found it yet)
>: Or does someone have it to upload to an FTP site (or me).

>Don't you just hate it when people reply to posts and they don't answer
>your question!!!!!!!!
>--
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> Stephen Norman - Nogssoft Software
> E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
> http://web.city.ac.uk/~cc103
> Treat her like a lady and she'll always bring you home

Especially when they are unimaginative enough to have to use 'Figlet' to
create a .sig file... and what's that crappy box thing on the right?
Looks like your fingers slipped...

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

4728. Re: PD Calamus Module

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 14:54:13 UTC
From: cc103@city.ac.uk
Message-ID: <1994Dec6.145413.19891@city.ac.uk>
Source record: 175439

HALL B J (cb170@city.ac.uk) wrote:
: cc103@city.ac.uk (NORMAN S L) writes:

: >HALL B J (cb170@city.ac.uk) wrote:
: >: In the latest issue of ST Review they reviewed a PD module for Calamus SL
: >: that printed out a typeface sheet automatically.

: >: Is this on any FTP site anywhere? (I haven't found it yet)
: >: Or does someone have it to upload to an FTP site (or me).

: >Don't you just hate it when people reply to posts and they don't answer
: >your question!!!!!!!!
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: > Stephen Norman - Nogssoft Software
: > E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
: > http://web.city.ac.uk/~cc103
: > Treat her like a lady and she'll always bring you home

: Especially when they are unimaginative enough to have to use 'Figlet' to
: create a .sig file... and what's that crappy box thing on the right?
: Looks like your fingers slipped...

: --
: --
: |> | | WWW: http://web.city.ac.uk/~cb170
: |> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
: --

At least my sig looks like letters unlike yours (why have you got a
logical and in your surname?).
--

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Stephen Norman - Nogssoft Software
E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk

http://web.city.ac.uk/~cc103
Treat her like a lady and she'll always bring you home

4729. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 15:17:49 UTC
From: chrisw@perth.DIALix.oz.au
Message-ID: <3c1vat$1f7$1@perth.DIALix.oz.au>
Source record: 175440

At least you have an Atari dealer or shop to go to..
Atari Oz closed their doors months ago (hot on the heels of Commodore)
and their only real dealer to my knowledge shut up shop a couple of months ago
too!

There are perhaps 20 to 30 Falcons in the whole of Australia!
HOWEVER... my Falcon does all I want in this land of PCs and I can get all
the software I need by mail order from US, UK or Germany.
The NET and the local Atari club (40 or so members?) provide me with all I
require in the way of news and interaction. And ST Applications of course.

Keep computing!

Chris Whitelock

4730. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 15:54:12 UTC
From: contacts@mits.mdata.fi
Message-ID: <3c21f4$o0j@prime.mdata.fi>
Source record: 175441

In article <3c0ivp$quu@t4.xgw.fi>,
Kristoffer Lawson <krlawson@xgw5.xgw.fi> wrote:

>Isn't there a DSP version of Povray? Should be fast enough..

Where? Where!!!??

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4731. ===> Know good Gopher sites?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 15:56:38 UTC
From: garnerg@esu.edu
Message-ID: <3c21jm$7ci@jake.esu.edu>
Source record: 175442

```
===> I found a site on Gopher from HENSA micros at Lancaste University
that has good Atari ST, MiNT, and Falcon software (demos, shareware,
etc.). It's a good place to get good demos, especially considering GEnie
costs me about $9.50 an hour (including the phone charges). But I'm
pretty greedy, and I'm looking for more gopher sites to find cool Atari
toys. If anybody out there knows any, please e-mail me at the address
below, and don't post a response (my classes do not allow enough time to
recheck the news often ehough). Any response will be greatly appreciated!
Thanks in advance,
George Garner
(garnerg@esu.edu)

--
*******************************************************************************
"That's just the way it is. Some things will never change. That's just the
way it is. * Oh, but don't you believe them *" - B. Hornsby, 1986

If anything in the above message sounds interesting, please respond at:

===> garnerg@esu.edu ** George W. Garner **

Thank you, drive through.
*******************************************************************************
```

4732. GEMINI GUI

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 16:07:27 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c227v$5jh@dux.dundee.ac.uk>
Source record: 175443

What advantages over GEM does GEMINI have?

Does it support non-ST screen modes etc? This is of interest to me as
I own a falcon.

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

4733. SLIP emulator for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 16:26:46 UTC
From: swhatley@blkbox.com
Message-ID: <3c23c6$o2o@news.blkbox.com>
Source record: 175446

I am installing MiNT, MinixFS, MiNT-Net on my Mega 4 ST. Is there any
SLIP emulators for the ST like TIA and Twinsock for Windows?

Thanks,
Steven Whatley

4734. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 16:31:26 UTC
From: contacts@mits.mdata.fi
Message-ID: <3c23ku$o3n@prime.mdata.fi>
Source record: 175444

In article <3c0oi3$quu@t4.xgw.fi>,
Kristoffer Lawson <krlawson@xgw5.xgw.fi> wrote:
>BRYEDEWAARD@DELPHI.COM (BRYEDEWAARD@news.delphi.com) wrote:
>
>: Chris, believe what you want, but I used to be a GEM/ST developer and I
>: told myself that noone else's OS was better, but now I program for OS/2
>: and it has features Atari hasn't even HEARD of yet. GEM is severely
>: lacking in graphics /color manipulation, has no sound support, no movie
>: support, long filenames etc.. When/if Atari comes back, their OS will
>: need to be light years beyond MultiTOS if they want to attract new users.

In Atari-system you have *programs* to do graphics, movies, sound etc.
Problem with todays OS's is that they try to be everything from
a filemanager and a movieplayer to a gamesystem.
I was yesterday in a Huge PC-shop, and I checked the OS/2 - there was
nothing revolutionary or innovative in it, right from the mouse-feel
it felt like using a PC-compatible (with constant disk-access even with
simplest operations). And in 486/66 it played Mpegs still much slower
than my odd birdie.

>Well MiNT would seem to be the answer to most OS problems, if only Atari
>unerstood that and build a nice GUI around it..

Would you please give a some sort of a description of MiNT, as many of
us have no idea of it's capabilities (graphics, programs for it, hardware
requirements, SCSI? etc.). Thanks!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4735. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 16:38:48 UTC
From: contacts@mits.mdata.fi
Message-ID: <3c242o$o3s@prime.mdata.fi>
Source record: 175445

In article <3c1bbm$1498@sat.ipp-garching.mpg.de>,
Cornelius Krasel <krasel@alf.biochem.mpg.de> wrote:
>Gregory Sumner (gregor@eskimo.com) wrote:
>> After being an ST owner for ~5 years and a writer both, I've discovered
>> that there is no way to do serious writing on the Atari ST. When compared
>> to the PC or Mac, the ST has nothing to offer that can even hope to
>> compete with Word for Windows or Word on a Mac.
>
>You apparently have not looked into Tempus Word. IMHO far better than
>Word of any kindred. (Can't compare to Word Perfect.) Unfortunately
>there is only a German version available (how often has this sentence
>appeared in this newsgroup before?), that's why I hesitate to recommend
>it.

Learning some new languages is no bad for people. AFAIK all of us who
write to these Newsgroups are not from english-speaking countries.

And the dictionaries in the new generation of programs can be taught
(Tempus Word can be taught, and so can Papyrus (Papyrus learns words
directly from imported texts, and it uses many dictionaries at the
same time). Also both of these programs support national characters.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4736. Re: SIMMs for Stacy?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 16:43:19 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Dec6.164319.27378@news.unige.ch>
Source record: 175238

In article FtE@news.hawaii.edu, jperez@uhunix3.uhcc.Hawaii.Edu (John Perez) writes:
>>If I ain't mistaken' I do believe that Stacy uses SIPPs rather than
>>SIMMs. When you open up the long panel on the underside of Stacy, you'll
>>find them.
>> Don't know about which type of SIPPs they are as yet...

I know I'm dumb but... How do you tell them apart?

Mike

****
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

4737. Re: Fax Software

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 16:46:26 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c24h2$a7i@dux.dundee.ac.uk>
Source record: 175448

David Stevenson (djs@jet.uk) wrote:
: STraightFax 2 isn't shareware, but it's pretty good.
: --
: David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
: - Disclaimer: Please note that the above is a personal view and should not
: be construed as an official comment from the JET project.

The budget doesn't really extend to STreaight Fax at present. I recently
used CoMA a german shareware program, as it suggests it was all in german
and I didnt understand a thing. Is their an English version of it?

--
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==========

4738. Re: Multimedia software

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 16:47:40 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c24jc$a7i@dux.dundee.ac.uk>
Source record: 175449

Philips Dilworth Patton (darmok@leland.Stanford.EDU) wrote:
: Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: : Is there a Multimedia authoring package for the Falcon?

: : Rod

: : --
: : --
: : ===
: : Roderick McCall
: : Dept Maths & Science Fiction, University of Dundee, Saturn
: : President, Lip Theatre Co, Dundee University.
: : Tel: (01382) 644546
: : ===
: Yeah!!! What he said!! <:-)

I fail to see what is so amazing, I have asked various people and no one
seems to know. Not even Atari.

Rod

--
===
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
===

4739. Re: PD FAX Software

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 16:48:35 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c24l3$a7i@dux.dundee.ac.uk>
Source record: 175450

Joe LeSesne (raver909@telerama.lm.com) wrote:
: Does anyone know where I can find such an animal that works? I looked
: around a.a.u.e and couldn't find anything.
: Joe

Likewise but in English (if possible).

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

4740. Re: SIMMs for Stacy?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 16:48:36 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Dec6.164836.27548@news.unige.ch>
Source record: 175239

```
>>MP> You need to buy two low-profile SIPPs, not SIMMs. SIPPs are
>>MP> basically the same thing, but with pins that plug into the
>>MP> memory board as opposed to the edge-type connectors that
>>MP> SIMMs use.
>>
>>Mmmm,the only Stacy I've repaired used ZIPPS ..not SIMMS or SIPPS.

(and see my previous post): now I'm _really_ confused!

Mike

**********************************************************************
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch
```

4741. c.s.a.s.

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 16:49:31 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412061443.AA05352@ilmen.lanl.gov>
Source record: 175201

Something is screwed up with my news server here and I no longer have read access to comp.sys.atari.st <sniff> although I can still post to the newsgroup via a gateway. Why I can still read the other atari-related newsgroups is a mystery to me. So, if anyone wishes to contact me, please do so via email to hutch@ilmen.lanl.gov or hutch@genie.geis.com until I get this problem sorted out, if ever.

As usual, flames will be directed to alt.trashcan. :)

Cheers and Happy Holidays to all!

-Hutch- @ Fair Dinkum Tech

4742. Atari FTP list

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 16:50:36 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3c24os$3i8@mserv1.dl.ac.uk>
Source record: 175203

No updates unfortunately but I'll post this once a month! - Mark
****
IMPORTANT NOTICE!!!!!!! IMPORTANT NOTICE!!!!!! READ THIS!!!!!!!!

As I will lose free Internet access soon (in about a month's time) and will
no longer be able to search and test endlessly all FTP sites any more, like
I have done so far, I will now hand this list over to Mark Smith in the UK,
so that it can be further updated and posted. I might be back on the net
later, and take over again (or do it in co-operation with Mark), but as of
now Mark Smith (msh@dl.ac.uk) will handle everything concerning this list.
So, write to him if you have any updates or new sites etc, and not me.
See ya!

Hallvard, Oslo, Norway

PS. Thanks to all for your encouragement and support!!
Good luck Mark!
****
****

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- -

Last edit: 20-November-1994
Additions/changes since last list: 4

- phlem.ph.kcl.ac.uk (new site)
- ftp.uni-paderborn.de (change of IP address)
- nic.switch.ch (mirror site of 'Atari.archive.umich.edu'-closed down)
- barnone.citi.umich.edu (mirror site of 'Atari.archive.umich.edu')
- -

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
----
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

CZECH REPUBLIC:
----
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.6)......../pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)...... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/

```
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)......../pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server..........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de..........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server...........archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari

UK:
---
micros.hensa.ac.uk (148.88.8.84) ......... /micros/atari/
email server......archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)........ /pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)......... /pub/atari/

SWITZERLAND:
-----------
ftp.isbiel.ch.....(147.87.2.27)............/atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
--------------------------------
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
```

7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after
uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available
at your site. If you don't, ask your local system operator how to transfer
files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for
"low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from
disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- -
Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Smith (msh@dl.ac.uk) with permission from Hallvard

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with all data intact.

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4743. Re: RGB vs VGAaargh!

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 16:52:58 UTC
From: contacts@mits.mdata.fi
Message-ID: <3c24ta$o4c@prime.mdata.fi>
Source record: 175447

In article <D0DyE8.CtH@sci.kun.nl>, Sander Stoks <sanders@sci.kun.nl> wrote:
>Hello.
>
> First, let me tell you I like my Falcon. A lot. But what
>*really*, *REALLY* annoys me is the fact that I can't show it off to
>my friends. I used to have it connected to an old TV, and thus was
>able to show them rotating, texture mapped cubes, real-time fractal
>flights and all that. But now, since I (apparently) `downgraded' to
>this whimpy 17" trinitron multisync, I get SICK AND TIRED of all those
>demos and games refusing to work. The only demo thus far I was still
>able to run was qad3dvga, and that doesn't really take my Falcon to
>the limit, does it?

I'm too sick'n'tired for downloading 10 megas of demos and games just
to see that thay don't run in my 17" MAG multisync.
Also, making programs run only in specific resolution and colour mode
is equally annoying. (Example: a game called SHIFT..)

I had similar problems with my SM194 and MegaST - I had two monitors
just because there were so many bad programs there.

It's also Atari's mistake: they should have made only a couple of
good resolutions, and not 35 bad, which make you get a ScreenBlaster
the next day you buy the machine (but after that it's OK).

> I can't understand how they made the same mistake as they did with
>the original ST, about having to use two separate monitors. In all my
>discussions with my friends about the ST's superiority, this argument
>*always* came up.
> So please tell me there's some kind of fix for this. I already

Best fix would be that programmers would realize, that there are two
ways to connect the Falcon, and there are also multisyncs which do
not go below 50Hz - and make programs according to those assumptions
(as good programmers always have made).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4744. Re: PD Calamus Module

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 17:09:17 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.786733757@paddington>
Source record: 175204

cc103@city.ac.uk (NORMAN S L) writes:

>HALL B J (cb170@city.ac.uk) wrote:
>: cc103@city.ac.uk (NORMAN S L) writes:

>: >HALL B J (cb170@city.ac.uk) wrote:
>: >: In the latest issue of ST Review they reviewed a PD module for Calamus SL
>: >: that printed out a typeface sheet automatically.

>: >: Is this on any FTP site anywhere? (I haven't found it yet)
>: >: Or does someone have it to upload to an FTP site (or me).

>: >Don't you just hate it when people reply to posts and they don't answer
>: >your question!!!!!!!!
>: >--
>: > _ _ ___________________________
>: > | \ | | ___ __ _ ___ /_____________________ |
>: > | \| |/ _ \ / _` / __| | _________________ /| |
>: > | |\ | (_) | (_| __ \ | | |_____________|_| |
>: > |_| _|___/ __, |___/ | |/_____________________|
>: > |___/ |___________________________/

>: > Stephen Norman - Nogssoft Software
>: > E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
>: > http://web.city.ac.uk/~cc103
>: > Treat her like a lady and she'll always bring you home

>: Especially when they are unimaginative enough to have to use 'Figlet' to
>: create a .sig file... and what's that crappy box thing on the right?
>: Looks like your fingers slipped...

>: --
>: --
>: |> | | WWW: http://web.city.ac.uk/~cb170
>: |> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
>: --

>At least my sig looks like letters unlike yours (why have you got a
>logical and in your surname?).
>--
> _ _ ___________________________
> | \ | | ___ __ _ ___ /_____________________ |
> | \| |/ _ \ / _` / __| | _________________ /| |
> | |\ | (_) | (_| __ \ | | |_____________|_| |
> |_| _|___/ __, |___/ | |/_____________________|
> |___/ |___________________________/

> Stephen Norman - Nogssoft Software
> E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
> http://web.city.ac.uk/~cc103
> Treat her like a lady and she'll always bring you home

"logical and in your surname?" - what???!!!

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

4745. Re: Elite II & Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 17:20:45 UTC
From: jdp4@aber.ac.uk
Message-ID: <3c26hd$qh9@fileserv.aber.ac.uk>
Source record: 175211

In article <3bsr92$92u@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> Does Elite II run on the Falcon. Also does it have inproved graphics?

Yes it does - the frame rate is alot faster so it is much nicer to play than on a normal ST or alike.

You don't need to run an ST emulator like backward as all the system calls made by Elite are legal! - just make sure that you don't have any extra accesories installed as this wiil cause it to crash! i.e. only control panel

==========

A message from
The HipSTer :-]

==========

4746. Re: Falcon-spesific XControl

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 17:28:44 UTC
From: der@discovery
Message-ID: <DER.94Dec6182844@discovery>
Source record: 175208

In article <3c1nu7$b9d@ugle.unit.no> josk@lise.unit.no (Jo Even Skarstein) writes:

> The General CPX I got with my Falcon does not look like the one mentioned in
> the manual. I can't turn on/off cache and blitter, the options are missing
> in the CPX. I would *really* like to enable the blitter :-)

Both the blitter and the caches are turned on by default. I can`t see
why you would like to turn them off. The Falcon is slow enough as it is. ;-)

Daniel Eriksson, der@astrakan.hgs.se, phone +46 26 72905, fax +46 26 72123

4747. STacy, and monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 17:32:11 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <jpoling.25.2EE4A01B@magnus.acs.ohio-state.edu>
Source record: 175212
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ATARI CHRISTMAS SALE

Atari STacy laptop computer
* 4 MB in SIMMs, 130 MB Maxtor HD, 16 Mhz AdSpeed CPU, Mega ST
external keyboard ready, joypad, padded carry case
* Atari Mega STe external keyboard
* $700 obo

Atari PS3000 monitor
* 12" color, built in DS/DD floppy drive
* $100 obo

Black Lamp (game)
* $1.00

Atari TrakBall
* $3.00

Buyer pays shipping and handling. US only.

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396
** "They that can give up essential ** "Those who trade a little freedom **
** liberty to obtain a little temporary ** for a little security will soon **
** safety deserve neither liberty nor ** find that they have none of **
** safety." --- Ben Franklin ** either." ---Jeff Poling **

4748. BBS Packages for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 17:34:18 UTC
From: artoj@mits.mdata.fi
Message-ID: <3c27aq$odb@prime.mdata.fi>
Source record: 175209

> MiniBBS er still ShareWare, still under developement, and has it's own
> support BBS. Also it's own offliner, and support for fax-receiving.

Wouldn't it be smarter to use QWK-offline format instead of your own?

---
* Kivi 1.10 *

4749. BBS Packages for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 17:34:54 UTC
From: artoj@mits.mdata.fi
Message-ID: <3c27bu$ode@prime.mdata.fi>
Source record: 175210

> MiniBBS er still ShareWare, still under developement, and has it's own
> support BBS. Also it's own offliner, and support for fax-receiving.

Wouldn't it be smarter to use QWK-offline format instead of your own?

---
* Kivi 1.10 *

4750. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 17:35:27 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <3c27cv$70h@csugrad.cs.vt.edu>
Source record: 175206

Pekka Saarinen (contacts@mits.mdata.fi) wrote:

: Papyrus Gold is equal to any Windows/Mac word processor. And it can use
: truetype and Adobe Type 1 fonts (with Speedo5).
: Truth is by no means sad.

Huh? It was my understanding that Papyrus Gold wasn't compatible with
Speedo5 yet, but HiSoft was working on it. Have they gotten it compatible
yet?

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

4751. Re: Future Publishing can kill Atari

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 17:40:51 UTC
From: contacts@mits.mdata.fi
Message-ID: <3c27n3$ods@prime.mdata.fi>
Source record: 175205

In article <1994Dec6.143642.22889@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>In <17083ADBAS86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM> L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>
>>* How can you have less than zero coverage? That's mathematically impossible.
>> Atari machines haven't appeared in any computer publications that I've
>> seen in years.
>PCW, the biggest UK mag (I believe) often features short reviews of Atari
>stuff. The current issue reviews Janus. Recent issues have reviewed
>music stuff for the Atari Falcon.

And also Future Music has Atari-articles in every issue, Cubase Score 2
review was the latest one (with some horrible screenshots - they really
should get someone who could read/write musical notation!)

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4752. Re: SLIP emulator for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 17:42:18 UTC
From: selick@bu.edu
Message-ID: <3c27pq$2vb@news.bu.edu>
Source record: 175207

Steven Whatley (swhatley@blkbox.com) wrote:
: I am installing MiNT, MinixFS, MiNT-Net on my Mega 4 ST. Is there any
: SLIP emulators for the ST like TIA and Twinsock for Windows?

Sure! Get atari.archive.umich.edu:atari/Network/MintNet/*.*

-Steve
selick@acs.bu.edu

4753. SLM-605 Laser problem, any suggestions?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 17:53:56 UTC
From: peterw@io.org
Message-ID: <3c28fk$qnv@ionews.io.org>
Source record: 175214

Like the subject says.... lately my slm605 has been having problems printing on a specific portion of he page. There is an approximate 1/8th inch line that runs up the page, especially over dark print. It is not a black line, but rather a light portion that dosn't seem to be getting enough toner. example: if I were to print a completely black page it would look like the following (the *=black) ** *********
** *********
** *********
** *********
** *********
** *********
The unprinted section is always in the exact same place on each page. The last time I replaced the drum unit was around 3,000 printed pages ago, so I doubt the drumb could be fried already. I've cleaned most of the parts I can reach and even tried printing with my old drum. The annyoying line remains even with the old drum unit.

If anyone has any suggestions, they'd be greatly appreciated.

Thank's

--
--
Peter Weinzettl | If all the world's a stage....
peterw@io.org | ..... I want more props

4754. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 18:44:57 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D0EK2y.4qD@cix.compulink.co.uk>
Source record: 175215

In message <3btkln$spr@crcnis3.unl.edu>, lombardo@herbie.unl.edu said:
> I really need a nice word processor for my 1040st (2.5 meg) to use
> for writing papers at school. I am considering getting a pc because

I would go for That's Write 3. I haven't found any bugs, and it will use Speedo fonts. Some come with the program, and you can get the Wordperfect pack of Speedo fonts. They need a bit of care installing, but then work OK. You could choose the simpler That's Write 2 (or even the baby of the family, Write On). TW2 has bitmapped fonts, so you have to instal different sizes if you want them, whereas the Speedo fonts of TW3 are scalable. WO doesn't have a spell-checker, but is otherwise pretty good.

I never liked Calligrapher, though it has some advantages. But best not to get a program that's no longer supported. There are also Papyrus and Redacteur, and I'm pretty sure demo disks are available for them.

Daniel Cohen

4755. Re: GEM/XIMG/PAP -> PS, PCX, TIFF

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 19:19:56 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3c2dgs$led@golem.wcc.govt.nz>
Source record: 175220

] >Can anyone recommend a program to do the above conversions?
] >Rod
]
] Gemview 3.08 (shareware) for (x)IMG to PCX & TIFF
] Calamus SL with Dafaformer Raster & Dataformer Vector - modules
] (can do them all in any DPI/colour depth). I think
] there's also a dedicated Postcript -module also
] coming with SL.

Pay several hundred dollars for Calamus just to convert picture formats!? I'd be surprised if combing the PD/SW didn't get everything you'll need....

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4756. Re: A few News

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 19:39:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199412062139.a50278@wi2.maus.de>
Source record: 175064

In article <3bmvrk$pbo@osiris.wu-wien.ac.at>, Alfred Radauer
(h9250467@idefix.wu-wien.ac.at) wrote:
>I do not know about the truth of rumours on a new Atari machine. It is a
>fact, however, that Atari is currently negotiating with the organisers of
>the Hannover Cebit shows to be present there at the Cebit; the Cebit
>organisers say, that the nature of the Cebit makes it impossible to
>display games only machines (they will not allow it) only at the Cebit.
>Discussions are still continuing, Atari seems nevertheless very interested
>to be present there. This is a message from the Cebit organizers, not from
>Atari. The cebit organisers also stated, that they could not tell more and
>if someone wanted to have more info, they should turn to Atari itsself

Rumours. Perhaps Atari themselves aren't honest to the CeBit people?

Have you heard about "Magic Mac"?
>Magic Mac is fully TOS compatible operating system (well, more likely to
>say MultiTOS operating system) for Atari AND Macintosh computers. At the
>ProTOS show, Apple has been there and offered the Performa 475 and 630
>with Magic Mac for free. I have to stress that Magic Mac is not an
>emulator, but a fully written operating system.

MagiC is an operating system for Atari hardware. MagicMac is an operating
system *extension* for Apple hardware, which enables it to run TOS
binaries; it runs on top of MacOS.

4757. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 20:31:00 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELGVCBUQ43UP@galaxy.owl.de>
Source record: 175057

In <3c041p$14f4@sat.ipp-garching.mpg.de> Cornelius Krasel wrote :

>Example: try to get the ST Computer (IMHO the best German Atari Mag,
>although it has lost quite a bit) somewhere. A year ago, it was

Ask for it a a lokal store. They can get it easily from their supplier.

>There is very little serious usage of Atari computers going on here
>anymore. Of course, the few left are hailed by the remaining Atari
>magazines :-)

What about music and publishing.

>Two years ago, Atari was mentioned quite regularly in the really
>good computer mags (I think mainly of the c't which is far the

It's getting better again. Recently Germany's Atari-users mailbombed a TV
station to catch their attention. And it worked. They showed some Atari-stuff
in one of their recent shows. (The people they invited into the studio weren't
that great, though. E. g. Theo was there ...)

>Try to get Atari software or hardware. Most vendors have abandoned

There are still quite a lot dealers active. Look into the ads in the STC. Of
course there aren't as many as before. But hey, only the strong will survive ;-)

>from what it was a few years ago. I would strongly object to your
>sentence that Atari is "quite an equal choice with mainstream computers
>in many businesses" in Germany. This is simply not true any more.

IMHO the publishing market will grow further, esp. with the new machines
(Eagle, Tx0) and this brilliant piece of software: MagicMAC.

And for private use, the Atari range is still superior to PC's. Look at the
pices one has to pay for decent PC-software. Totally rediculous.

--
/Hendr!K/
```'```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.---+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
```

(_/

4758. Re: Help with MegaSTE and hardrive

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 20:39:42 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELGVCBUS43UP@galaxy.owl.de>
Source record: 175058

In <3c0b35$g3b@styx.uwa.edu.au> Rick Schokman wrote :

>with internal hard drive. I also have an external case with two hard
>drives and ICDs AdSCSI installed. The question is can I connect the

Connecting the external drives to the MegaSTE via the AdSCSI shouldn't
be a problem. Make sure the SCSI-ID's are unique and check the SCSI-
bus-termination.

MegaSTE's internal adaptor onlx handles drives with ID 0. All others ought to
work.

>external drives to the Mega even with the internal connected; if so can I
>get the system to boot via the AdSCSI?

That's a good one. I'm not sure about this. Does the boot-drive depend on the
lowest ID? Then you're in trouble. But I'm at a loss here.

Perhaps you should isntall drive *C* on your external drives. Perhaps that
works.

But why not boot from the internal drive? What kind of HDD's have you got in
the cases anyway? You might change that configuration to fit e. g. the fastest
drive into the MegaSTE (switching parity OFF is mandatory!).

--
/Hendr!K/
```'```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.---+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/
```

4759. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 20:44:24 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELGVCBUW43UP@galaxy.owl.de>
Source record: 175059

In <3bvmrjibs1@mhadg.production.compuserve.com> Jody Golick wrote :

>I'd like to see a really good Atari Notebook. Particularly for music
>work. Good digital I/O. Plenty of memory. Great batteries (ha ha ha).

MAC PowerBook with MagiCMAC comes to my mind ;-)

>Several MIDI ins and outs - perhaps even a THRU!

That'll be a problem though. But is that really necessary for a small
transportable and flexible machine?

--
/Hendr!K/
```'```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.--+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/
```

4760. Re: Future Publishing can kill Atari

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 21:06:18 UTC
From: mdg@ukc.ac.uk
Message-ID: <476@stork.ukc.ac.uk>
Source record: 174945

In article <D0Csqv.40o@info.bris.ac.uk> eb4336@irix.bris.ac.uk (EAM. Breen) writes:
:>Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
:>It's crazy! Jaguar is just getting a good collection of games,
:>Atari shares are rising again , all sorts of brilliant DTP, DTM and
:>DTV is coming out for the Falcon such (e.g. Digital Sound Module,
:>Chroma Studio etc, all sorts of graphics and D2D programs). Several
:>companies are producing clone TOS-type machines independently. If
:>they (had) hung on till TDSM (had) come(s) out I reckon STR would
:>(have) experienced a sudden revival. I maintain that TDSM is the
:>Falcon's killer application (apocalyptic with an Audio Out
:>modification). I hope Future are watching.

!!!!

Griff (Programmer of TDSM)
--

4761. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 21:30:35 UTC
From: larserik@oslonett.no
Message-ID: <3c2l5r$qtr@hasle.oslonett.no>
Source record: 175223

In message #7, krasel@alf.biochem.mpg.de writes:

> Try to get Atari software or hardware. Most vendors have abandoned
> the Atari platform completely, especially the big chains (ProMarkt,
> MediaMarkt, to name a few).

You can get everything you need - and more - and from Germany :-)
(at least I have no problem getting it even if I live in Norway)

> (Maybe I should also add that I own a MegaSTE :-)

I do too... And I get everything I need... Programs, 386sx card, SCSI-
interface, tape streamer software, fax software... And if there for
some reason is something strange I can't buy - I'll just make it :-)

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4762. Re: ST-Review...!! [near

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 21:30:37 UTC
From: larserik@oslonett.no
Message-ID: <3c2l5t$qu3@hasle.oslonett.no>
Source record: 175221

In message #57, et94drw@exeter.ac.uk writes:

> I have just read this terrible news. I could have almost died
> when I heard that ST User (the original ST mag) had

ST User was nothing compared to ST World... But ST World was
incorporated into ST User some time ago... And now 68000'er ST
Magazin in Germay is incorporated into ST Computer too :-(

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4763. BBS Packages for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 21:30:40 UTC
From: larserik@oslonett.no
Message-ID: <3c2l60$que@hasle.oslonett.no>
Source record: 175222

In message #64, artoj@mits.mdata.fi writes:

> Wouldn't it be smarter to use QWK-offline format instead of your own?

I don't like the QWK format - NOT at all !!!
The format I use is after an idea uses in another norwegian BBS program
for MS-DOS called MBBS... The GRAB-file is pure ASCII-text and the
offliner makes an index when it reads the file - easier than QWK (if
all else fails you can read your messages inside a text-editor...)

Besides... The offliner needed (ReadMail ST) is much faster - and free.

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4764. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 21:52:09 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <3c2me9$9rr@josie.abo.fi>
Source record: 175232

In <3c1bbm$1498@sat.ipp-garching.mpg.de> krasel@alf.biochem.mpg.de writes:

> Gregory Sumner (gregor@eskimo.com) wrote:
> > After being an ST owner for ~5 years and a writer both, I've discovered
> > that there is no way to do serious writing on the Atari ST. When compared
> > to the PC or Mac, the ST has nothing to offer that can even hope to
> > compete with Word for Windows or Word on a Mac.

I can't agree on that. There are many very good word processing programs for
Atari computers available. The problem is that few of the best ones work very
well on an ordinary ST.. 8 MHz computer is a 8 MHz computer - can't help it.
Try using WinWord 6 on a 286 PC ;-) !

Here are some programs worth trying:

* Papyrus Gold (very Word-like, positively - and VERY good...)
Requires 2..4 Mb RAM, SpeedoGDOS, and a hard disk for serious use.
Works well on Falcon, but might be a little slow on a ST.
My personal favourite, and the support is excellent.
English version available from HiSoft.

* That's Write 4. A bit different concept, less DTP-oriented, still
quite capable in that area, too. Don't own that myself, but version
2 I used years ago, was very good.. Supports Speedo, Falcon, etc.
English version of TW 3 available, version 4 probably coming soon.

* Script 3. Another very easy program to use. In fact, from what I have
seen from version 2 earlier, it's a joy write with. Don't know if there's
an English version yet - but it should be easy to translate the RSC-file.

* Protext. For really heavy professional writing, many people say this is
the program... Not much graphics and such stuff, but it's bloody fast,
and able to do all kinds of weird things serious writers need to do.
English.

* Signum 3.5. I've seen the demo - and THAT was impressive, if anything!
This might be the program to rival every PC or Mac word processor. It's
huge - filled with features, and clearly meant for professionals. In fact,
Signum was originally written for university people, if I remember that
correctly. If somebody translated this in English, I guess you wouldn't
have a lot to complain about for some time ;-) ! How is it, you German
people who read this? Why isn't Application Systems Heidelberg interested
in Signum's international releasing? It's time, I think.

* Tempus Word 2.9. Another VERY heavy and extremely capable professional
program. So filled with features that one can get lost ;-). Still, very
fast and handles graphics well, too. I got version 2.1 junior (there are

3 versions available) from some magazine cover disk years ago. It was impressive, I can say. The only problem: that language..... =-(

Then there are CyPress, some new program from Germany (don't remember the name - sorry), etc.

I really believe that there is a program for you, too. Most of those I mentioned, can read and write RTF text format too, so it's possible to use the documents in both e.g. WinWord and your Atari program.

Greetings,

Tommi

(a serious writer, too..)

4765. Re: PD Calamus Module

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 22:14:30 UTC
From: der@astrakan.hgs.se
Message-ID: <DER.94Dec6231431@astrakan.hgs.se>
Source record: 175224

Take this silly signature-discussion into private email!

4766. Re: SLIP emulator for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 22:18:11 UTC
From: der@astrakan.hgs.se
Message-ID: <DER.94Dec6231812@astrakan.hgs.se>
Source record: 175225

In article <3c23c6$o2o@news.blkbox.com> swhatley@blkbox.com (Steven Whatley) writes:

> I am installing MiNT, MinixFS, MiNT-Net on my Mega 4 ST. Is there any
> SLIP emulators for the ST like TIA and Twinsock for Windows?

If you have installed MiNTNet you already have SLIP available. :-)

Daniel Eriksson, der@astrakan.hgs.se, phone +46 26 72905, fax +46 26 72123

4767. Re: X11R5 for MiNT - retraction

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 22:18:19 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D0EtyK.HKF@exeter.ac.uk>
Source record: 175226

In article <3bvgil$3r@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:

> There IS a publicly X11R5 server for MiNT - mono only at the moment, and
> hampered by the lack of VM in the mint kernal, but definitely up & running.

So where can we get it? Freeware, GNU, shareware commercial? :)

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

4768. Re: RGB vs VGAaargh!

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 22:19:19 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <3c2o17$9rr@josie.abo.fi>
Source record: 175227

In <D0DyE8.CtH@sci.kun.nl> sanders@sci.kun.nl writes:

> Hello.
>
> First, let me tell you I like my Falcon. A lot. But what
> *really*, *REALLY* annoys me is the fact that I can't show it off to
> my friends. I used to have it connected to an old TV, and thus was
> able to show them rotating, texture mapped cubes, real-time fractal
> flights and all that. But now, since I (apparently) `downgraded' to
> this whimpy 17" trinitron multisync, I get SICK AND TIRED of all those
> demos and games refusing to work. The only demo thus far I was still
> able to run was qad3dvga, and that doesn't really take my Falcon to
> the limit, does it?

> I can't understand how they made the same mistake as they did with
> the original ST, about having to use two separate monitors. In all my
> discussions with my friends about the ST's superiority, this argument
> *always* came up.

It's not Atari's fault this time.. It's the programmers. Falcon is very capable of doing things from 15 kHz TV screen upto 70 MHz pixel freq (something like 1024 x 768 x 16, 70 Hz non-interlaced..). The latter with external video sync, though. The freedom that Falcon gives to programmers unfortunately gives them also lots of chances to screw things up. It _is_ very possible to write demos that work both on VGA and RGB. I know, because there are many around. More all the time.

But perhaps some demo/game coders simply don't own a VGA monitor and thus don't bother to write their code compatible to VGA. It takes some more trouble, but mostly it can be done. And is _should_ be done to avoid disappointed people like you (and me, too).

> So please tell me there's some kind of fix for this. I already
> tried Rezfooler. It _will_ let me run the demos, but the screen is
> often garbage. I will even go as far as a hardware solution. I know
> there used to be `scanners' allowing for ordinary TV on monitors, but
> I sadly guess that these monitors would have to be able to sync downto
> 15 kHz, like the NEC 3D. Do such things still exist? I'm so tired of
> this, I would even pay lots of money for one, just to be able to run
> anything on my HD without thinking very deep whether this particular
> program needs a TV connected in order to run, or wants BlowUP out of
> the way in order to show anything else than garbage.

I'm afraid there isn't a simple solution. Those programs that sync Falcon down to 15 kHz really require a monitor capable of showing this low frequencies. Few monitors manage it today - but one that does is Commodore's own multisync

(Amiga users have the same problem, too!).

> Oh, and one would expect that in the time of Falcons, Video cards
> and such, applications stumbling over my BlowUP could only be `my
> first GfA program' by a 12 year-old. But there are still *lots* of
> programs having trouble with this.

I agree. Almost all "serious" programs today work perfectly under BlowUp.
The problem is again >:-(those bit-twisters who don't bother to write their
demos/games so that they would check the resolution before running. It's not
Falcon's of Blow-Up's fault. Some new demos/games, however, can do this - so
things are getting better. It must be said that Falcon isn't as easy to program
as ST was, because there are more things to remember... This VGA/Blow-Up
compatibility is just one such thing. When programmers get to know the Falcon
better, the results get clearly better too.

> Sigh. And sorry. I'm just sad and tired.

Play Ishar 2/3, Formula One G.P, Civilization, or NetHack 3.13d GEM - you'll
feel a lot better ;-) ! Things aren't that bad. I own a multisync SVGA just
like you, and have very few problems. That's because I throw every damn demo
away that doesn't work on VGA! Fortunately, most demo/game stuff I've found
during the last 6 months works fine on VGA. So, it seems like programmers have
learned their lessons. At least, let's hope so =-) !

Greetings,
Tommi
(Falcon 4/420, Salora Autosync 44 SVGA, Supramodem)

4769. Re: Warrum Demo

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 22:25:16 UTC
From: krlawson@xgw5.xgw.fi
Message-ID: <3c2occ$ugs@t4.xgw.fi>
Source record: 175235

britchie (britchie@gpu.srv.ualberta.ca) wrote:
: Is anyone in the Atari scene able to RIP the music from the warrum demo
: (if memory serves me correctly, that's what it's called)... it's a WICKED
: demo for the Falcon with GREAT MUSIC... any help appreciated...

Warum's a very old Falcon demo. There are much better demos out with better
music.. take a look in ftp.uni-kl.de for a few (quite many actually).

--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

4770. Re: A bit of Falcon w/powerPC chat (was something else with a bit of Falcon w/powerPC chat)

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 22:33:27 UTC
From: krlawson@xgw5.xgw.fi
Message-ID: <3c2orn$ugs@t4.xgw.fi>
Source record: 175236

Mark Baker (mnb20@cam.ac.uk) wrote:

: >The Falcon is about 50% cheaper here then a PC with the
: >same capabilities, ie. Direct-to-disk, 16 Ch. 50Khz/16 Bit
: >and all the fun extras like LAN, SCSI-II, Video....And so on...

: A moderate speed PC with scsi hard disc and a good sound card can do all this
: and costs the same or less than the falcon, at least here.

You'd need a pretty powerful PC soundcard to beat the Falcon. I haven't seen
any worth buying which could do this. And don't make me laugh with the sound
'quality' of the GUS or SB.. :P

--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

4771. Re: MOD Files

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 22:47:06 UTC
From: krlawson@xgw5.xgw.fi
Message-ID: <3c2pla$ugs@t4.xgw.fi>
Source record: 175228

Brian Duff (bd@st-andrews.ac.uk) wrote:
: Hi.
: Can anyone tell me if there is an FTP site which has Stereo (or non-Stereo)
: MOD music files? I know this is a common Amiga format too, so should I be
: looking in the Amiga directories also (aaargghhh...)?

There's no such thing as a 'stereo' or 'mono' MOD file. They're all the same
and it depends on the player and the setup if they are to be played in
stereo or mono. The format is the same for all computers. Try ftp.funet.fi
and ftp.luth.se

: Thanks,

: Brian

: --
: |> |\ Brian Duff |> |\
: |> |/ University St. Andrews |> |/ Sensible SIG v1.0..
: --

--

****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

4772. Re: Looking for 13 pin female DIN connector

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 22:49:53 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D0EvF5.DLn@cix.compulink.co.uk>
Source record: 175241

In message <3bqtd5$79g@crl6.crl.com>, sammcgee@crl.com said:

>I'm trying to build a Jag to SC1224 RGB cable and this connector is
>proving to be a big problem. Where can I get one. (or two)

In the UK they are available from Maplin Electronics, phone UK 0702 554 161,
and in USA from Best Electronics phone USA 408 243 6950.

Barry wilsontjb@cix.compulink.co.uk

4773. Re: HELP!!!! virus???

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 22:49:56 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3c2pqk$73o@m.ehd.hwc.ca>
Source record: 175233

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:
: I'm having this strange problem that I haven't had before. I'll be
: working in my editor or my communication program and all of a sudden
: as I type, the characters on the screen go slower and slower, until the
: reaction from keypress to seeing it on the screen takes several seconds,
: then the machine freezes completely. It's not just the typing, but all
: aspects of the machine, like saving a file, getting the file selector and
: pressing "buttons" with the mouse takes just as long.

```
: Could this be a virus, or is the memory too low (not enough)?
: I have been using my setup for quite some time just like I do now, and I
: haven't had any problems until recently.
: If this is a virus, which virus killer shoudl I get, and where (ftp site)?
: Thanks.
```

```
This has been happening to me also. IIRC it started after I installed
Mint and Teradesk 1.40.
```

```
--
------------------------------------------------------------------------
Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada
```

4774. Re: a few news more :)

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 22:49:56 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D0EvF8.DMB@cix.compulink.co.uk>
Source record: 175240

In message <ftn_2.203.202.11$fidonet.org_2ee072e0_Christian.Mittendorf@ct.se>, christian.mittendorf@space.ct.se said:

> "W> Magic3 is for all ST's, Falcon and TT.
>But when will we see it? (Especially the Falcon-Version! For now a 2.1 would
>be enough to satisfy me :-)

I've just seen a posting from ROM. so I'll leave the answer to them.

Barry wilsontjb@cix.compulink.co.uk

4775. Re: Xperience demo

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 22:58:32 UTC
From: krlawson@xgw5.xgw.fi
Message-ID: <3c2qao$ugs@t4.xgw.fi>
Source record: 175231

Rob Hall (robh@falrealm.demon.co.uk) wrote:
: In article <3aqs7d$cni@t3.xgw.fi>
: krlawson@xgw2.xgw.fi "Kristoffer Lawson" writes:

: > The xperience demo for the Falcon doesn't work on a TV because the demo's
: > routines only check for a VGA and RGB monitor. Is there a path for this?
: > If so where can I get it from?

: There's a prog about called Rez Fooler which should solve the above for you..
As I said the demo checks itself to find out what is connected to a rez
fooler won't work.

--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

4776. Re: upgrade NVDI 2.5 => 3.0 ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 22:59:31 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <3c2qcj$2ml@cri.ens-lyon.fr>
Source record: 175229

In article ELFUFCUUUp@galaxy.owl.de, neptune@galaxy.owl.de (Hendrik Mylius) writes:
>In <3bthd5$8bl@cri.ens-lyon.fr> Vincent Lefevre wrote:
>
>>Where can I find the cheapest upgrade in Europe?
>
>Where did you buy your NVDI in the first place? Ask 'em.

I've already asked: there's NO upgrade in France.

Vincent Lefevre

Barry: thanks for your mail... I'll try System Solutions.

4777. Re: Elite II & Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 23:11:33 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3c2r35$abp@nyheter.chalmers.se>
Source record: 175230

In article <3c26hd$qh9@fileserv.aber.ac.uk>,
JAMES DOWNING PAGE <jdp4@aber.ac.uk> wrote:
...
>made by Elite are legal! - just make sure that you don't have any extra
>accesories installed as this wiil cause it to crash! i.e. only control panel

I had to _keep_ all my accessories and TSRs to make Frontier run.
The game code may be cleanly written, but it loads right on top of
everything else! I can't understand why developers keep doing that.

If you use a hard disk driver with caches, be very careful...
I had a couple of nasty crashes before I wrote a small program to run
before all the other AUTO programs. The purpose of the program was to
reserve 1Mbyte of memory for Frontier to do as it wanted with.
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

4778. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 23:47:53 UTC
From: krlawson@xgw5.xgw.fi
Message-ID: <3c2t79$ugs@t4.xgw.fi>
Source record: 175243

PerOlof Bengtsson (pi92pob@pt.hk-r.se) wrote:
: Most important of all, _NO_ custom chips. Like the ataris DMA chip.

Custom chips are one of the things I like most about the Falcon. I hate
the PC architecture. Of course they could make them so that you could simply
seperate an old chip and install a new one when it's upgrade time.

--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

4779. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 23:56:58 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3c2toa$5uk@brachio.zrz.TU-Berlin.DE>
Source record: 175237

In article <3c27cv$70h@csugrad.cs.vt.edu> cfuhrman@csugrad.cs.vt.edu
(Chris Fuhrman) writes:
>Huh? It was my understanding that Papyrus Gold wasn't compatible with
>Speedo5 yet, but HiSoft was working on it. Have they gotten it compatible
>yet?

Yes, twas me who had to work on it. Fact is, SpeedoGDOS 5 generates negative
font ID's for some TrueType and Type 1 fonts (actually the more exotic ones),
which causes quite a few programs trouble because negative numbers never had
to be expected before there; in Papyrus they were used for something else
there, causing a bus error. There is a workaround since Papyrus 3.53.
Those who encounter this problem can also simply remove the font, and someone
from Compo said there's also a way to reassign font ID's, but don't ask me how.

This problem never occurs with NVDI3 BTW.

Christian

Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|
Raschdorffstr. 99, 13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |

4780. [FALCON GAME] Tetrhex upload

Newsgroup: comp.sys.atari.st
Date: 1994-12-06 23:57:40 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <3c2tpk$4gf@cri.ens-lyon.fr>
Source record: 175234

I've just uploaded the first shareware version of my game TETRHEX
to ftp.cnam.fr and ftp.uni-erlangen.de. It's a Falcon (only) game
and looks like a hexagonal tetris.

Note: a version with complete doc and other rules will certainly
be available after the Xmas holidays.

Vincent Lefevre (vlefevre@ens.ens-lyon.fr)

4781. Re: File-formats for Atari ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 00:23:48 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3c2vak$67k@brachio.zrz.TU-Berlin.DE>
Source record: 175242

In article <3c1pvp$b9d@ugle.unit.no> josk@lise.unit.no
(Jo Even Skarstein) writes:
>The graphics- and sound-department is OK by now, but why not use for
>example
>the Word-format for wordprocessors and Lotus/Excel-format for spreadsheets?
>Now I have to use either RTF or special programs to convert, this should not
>be necessary.

We have also considered this, but technically a general format like RTF is
more reliable and has more future. The problem with converters for proprietary
formats of different word processors is that

- documentation is not readily available
- formats of "old" programs are very complex because they have
been extended many times
- next time the word processor's changes it will be outdated

As a result such converters often produce garbage, refuse the file completely,
crash, or just manage to extract raw ASCII text, as I have experienced
in practice.

RTF is actually quite well specified, even though it's from Microsoft. It
allows extensions to be added without causing older readers trouble that
don't know about the later extensions. By now (Spec 1.3) it also supports
essentially all features of modern word processors. RTF allows document
exchange with houndreds of programs out there.

Our concept for Papyrus is therefore to provide a really reliable RTF
import/export and in addition import filters for a few ATARI-specific
formats (1ST Word up to 3.20, Script 2, Signum 2, Cypress).

IMHO the reason why those PC programs often support so many formats
is that "supports 20 Word processor formats" sounds much better
than "supports one document exchange format that actually works"
in advertising.

BTW the spreading RTF support would allow someone to offer a general
converter that can convert RTF from and to anything. Such converters
already exist on other platforms, i.e. MacLink plus. This one
actually works.

Christian

Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|

Raschdorffstr. 99, 13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |

4782. Re: Xperience demo

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 00:35:00 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <3c2vvk$4q6@cri.ens-lyon.fr>
Source record: 175052

In article ugs@t4.xgw.fi, krlawson@xgw5.xgw.fi (Kristoffer Lawson) writes:
>Rob Hall (robh@falrealm.demon.co.uk) wrote:
>: In article <3aqs7d$cni@t3.xgw.fi>
>: krlawson@xgw2.xgw.fi "Kristoffer Lawson" writes:
>
>: > The xperience demo for the Falcon doesn't work on a TV because the demo's
>: > routines only check for a VGA and RGB monitor. Is there a path for this?
>: > If so where can I get it from?
>
>: There's a prog about called Rez Fooler which should solve the above for you..
>As I said the demo checks itself to find out what is connected to a rez
>fooler won't work.

I don't think so. The demo works on my TV without any problem.
But perhaps your TV can't do 50 Hz (if I remember, the programmers
told me that the demo runs at 50 Hz, even on a VGA).

Vincent Lefevre

4783. Re: "Obsolete" Atari`s

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 00:47:23 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0612941650150001@tsa-26.ucsc.edu>
Source record: 175244

In article <3bvlav$git@ugle.unit.no>, erlingh@nova.pvv.unit.no (Erling Henanger) wrote:

> Yeah, but with IDE, the CPU has to do the IO. With SCSI, you usually
> have DMA controllers, which frees the CPU to do other tasks.

There is nothing about IDE that precludes DMA. In fact, I would bet that virtually all implementations of IDE on PC clones use DMA. Like SCSI, it's just a peripheral bus; nothing in the spec says anything about what data transfer method is used after the bits arrive at one end of the bus.

Also, many SCSI implementations use programmed I/O instead of DMA. For example, it's a fair bet that the only mass-market computer which uses SCSI nearly exclusively is the Macintosh. Most Macintoshes do not use DMA for SCSI. (Only the IIfx, AV Centris/Quadras, and Power Macs use DMA for the SCSI port. And the IIfx doesn't quite count, since its DMA only operates under A/UX, Apple's old UNIX implementation for the Mac.)

[all sorts of stuff about D2D being impossible without DMA disk I/O deleted]

Irrelevant. IDE is usually DMA-driven. And if your main CPU is powerful at all, PIO is sufficient for any kind of d2d sound recording, which is usually at CD-quality (44.1 KHz 16-bit stereo). That translates to a data rate of about 175 KB/s, which is almost nothing to a 68040 or 486.

> Yeah, and you can get a SCSI double speed CD-rom drive for < $150 as well.
> That is no argument. Heck, I've even seen triple speed SCSI CD-rom's
> for about $150 in mac-ad's. And that was an external CD, with box and
> PSU and cables !

I have never seen a double-speed SCSI CD-ROM mechanism for less than $200. Much less triple-speed - only NEC makes those AFAIK, and they charge you well over $400 for them (not worth it, IMO).

> Well, if you have - say 2 GB of disk, how would you backup that on a
> 250Mb floppy-based streamer ?

You really didn't get the point. Most people don't have 2 GB of disk. If they do, they almost certainly have SCSI - up until very recently, 1 GB IDE was almost nonexistent. I'm talking about the mass market - people with general purpose machines, not power users.

> bw> Now don't get me wrong. I'm of the firm opinion that 100% SCSI would be
> bw> good thing. It doesn't really cost any more to implement than IDE - the
> bw> sole reason that IDE is cheaper is higher volume sales.
>
> And the reason it has higher volume sales, is again the PC-lemmings.

> This is just another proof that high-volume != high-quality.

The reason for IDE dominance in the PC market is mainly historical.
Originally, the only way to connect a HD to a PC was with a MFM/RLL
controller that was more or less a clone of that in the IBM PC XT. IDE
came about as an alternative to this, to move the controller electronics
off of the controller card and onto the drive. It was more compatible
with the earlier standard than SCSI, and SCSI implementations for the PC
were fairly buggy and incompatible in other respects as well (not just
with the computer, but with SCSI devices made by somebody other than the
host adapter card maker). Therefore people chose what was better for them
at the time - IDE. This soon led to massive market dominance of IDE, and
low cost due to high volume.

Calling PC users lemmings does not constitute a rational argument.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

4784. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 01:00:23 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0F1Go.751@cix.compulink.co.uk>
Source record: 175246

In message <D0Dvnt.G3D@bri.hp.com>, bericd@bri.hp.com said:

> Excuse me, but am I missing something here?

Yes

> Just recently it is getting very PC oriented.
>
> Simple really - I own an ST whereas other people own PC's.
>
> Big deal !
>
> If you are not happy with what you've got and can afford to then
> CHANGE!

What you are missing is that its no longer a case of Atari *or* something else. Many Atari owners are finding themselves in the situation where they own (to intend to buy soemthing else than an Atari).

I quite agree that as this is the main Atari group it should be Atari orientated. It doesn't mean IMHO that we should work in a vacuum.

Roland.

@CiX

4785. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 01:00:26 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0F1Gr.75x@cix.compulink.co.uk>
Source record: 175247

In message <1994Dec6.130135.21493@jet.uk>, djs@jet.uk said:

> I agree, but I don't want the bridge to nowhere (PC), I'd prefer a
> bridge to the Mac (MacMagic). It's like the Humber Bridge vs the
> Severn Bridge :-) --

And thats your choice. I personally can't see a use for a current Mac as they look like they will become obsoleted when Apple and IBM get there act together (if not before). PCs will cease to be state of art - but they will hang on like grim death ;-)

However thats not the point. The Mac *is* a bridge in the terms I was talking about. A combination of an Atari and a Mac gives so much more potential than just the Atari IMO.

:-)

Roland.

@CiX

4786. Re: Elite II & Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 01:00:29 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0F1Gt.76L@cix.compulink.co.uk>
Source record: 175248

In message <D0CvqH.2vI@news.gu.se>, gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
said:
> Simon Moore (smoore@chowgar.demon.co.uk) wrote:
> > In article <3bsr92$92u@dux.dundee.ac.uk>
> > rmccall@mcs.dundee.ac.uk "Rod McCall" writes:
>
> > > Does Elite II run on the Falcon. Also does it have inproved
> > > graphics?
> > > Rod
>
> > It runs fine using backward. The graphics are no better but it does
> > run a bit faster and smoother.
>
> Backward??? It works fine for me without backward!!!
>
> Stefan

It runs fine in native mode on a TT. However it seemed identical in *every*
respect to it running on a MSTE. There didn't seem to be any improvements
in speed :-(

Roland.

@CiX

4787. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 01:10:52 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0612941713460001@tsa-26.ucsc.edu>
Source record: 175245

In article <ELFOEGUYUp@galaxy.owl.de>, neptune@galaxy.owl.de (Hendrik Mylius) wrote:

> In <bwanga-0312942324260001@tsa-10.ucsc.edu> Tim Seufert wrote:
>
> >Have you seen the new Mac game, Marathon? Incredibly awesome on a Power
> >Mac. If you're lucky enough to have a 8100, or any other model clock
> >chipped to 80 MHz, it's smooth at 640x480 in 16-bit color. How about the
> >Wing Commander III demo for the IBM? (800x600 was completely flawless on
> >my friend's 90 MHz Pentium. Very impressive graphics.)
>
> Hey cool!
>
> Now you need a 90 Mhz 586 to play a game great!
>
> What technical improvment we've gone through.

Hey cool! Somebody who doesn't recognize that having more pixels to calculate and more complex algorithms to calculate them dictates a faster CPU!

If you don't want to play new games with graphics that are impossible on slower CPUs, or don't want to use any kind of new technology to do things that weren't possible on older technology, fine. May I point out that the Falcon is an example of this? It can do many things that older Ataris cannot. Do you object to it, too?

Let's talk about Marathon. At 640x480 with 32768 colors and 20 fps updates, you have to have a memory bus capable of sustaining about 12 MB/s writing (actually much higher because frames are not continuously sent across the bus, but in bursts) and a processor that can calculate 16-bit values for 307,200 pixels 20 times per second. Furthermore, you need another 12-15 MB/s of memory read bandwidth (as a rough guess) for texture, data structure, and program code accesses. Cache may help you somewhat here, especially on the 8100, which has 256K of cache - enough to hold a lot of data and code. All this adds up to a task that is simply impossible for something like the Falcon - its memory bus alone isn't up to it. The processor is what, maybe 5 integer MIPs on a good day? There are over 6 million pixel values to calculate per second, and you need many instructions to process each pixel. You can't hand off the whole job to the DSP, because the 56001's 24-bit architecture precludes high-bandwidth access to main memory, which is 16/32-bit.

All of the above means that, quite simply, you need a processor capable of upwards of 60 MIPS just to do the calculations, and it better have fast memory access to boot. The PowerPC and the Pentium both qualify.

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

4788. Re: Falcon-spesific XControl

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 01:18:26 UTC
From: alpldbia@w251zrz.zrz.tu-berlin.de
Message-ID: <3c32h2$77q@brachio.zrz.TU-Berlin.DE>
Source record: 175051

In article <DER.94Dec6182844@discovery>, Daniel Eriksson <der@discovery> wrote:

>Both the blitter and the caches are turned on by default. I can`t see
>why you would like to turn them off. The Falcon is slow enough as it is. ;-)

If the blitter is on I see some strange red colour shadows when scrolling text. If that disturbes me I turn the blitter off (this is only possible if NVDI is installed because the internal Falcon-VDI desperately needs the blitter).

Turnig off the cache may be neccessary when using old programs with self-modifying code or if some games run too fast ;-)

There's an SI.CPX (system information) shipped with recent versions of NVDI (since 2.50 I think) which allows to turn on and off the blitter/cache and to switch to 8 MHz ;-)

Hope this helps,

Andre

Andre Leistner, Berlin

4789. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 01:38:38 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3c33mu$i9u@uqcspe.cs.uq.oz.au>
Source record: 175249

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>1) Compatibilty. PC software which gets 'clever' still get a IDE drive to
>play with.

Such as? Viruses is all I can think of.

>2) Cost. IDE drives are dirt cheap so you might as well have one for all
>the boring system files.

Actually, excluding the cost of the controller, the difference is much
less than before. When I bought my last SCSI drive, it was at the same
price as the IDE.

>Actually point 2 is the problem. IDE drives are *so* cheap that you can't
>buy a small one anymore.

Same for SCSI.

>The interfaces are cheaper as well. A SCSI card is 50ukp - 200ukp, whereas
>an IDE one is about 10ukp and its often combined with the IO card.

But what can you do with an IDE interface? Just attach *2* IDE drives to
it. My SCSI controller has a HD, a DAT, and a CD-ROM hooked up to it, and
another HD on the way. Flopticals are SCSI too.

Advancement? IDE can be replaced by EIDE which gives slightly better than
SCSI-1 performance. SCSI can be SCSI-2, which kills SCSI-1 and EIDE.

>Whats the big problem adding a DAT and CD-ROM to an IDE system? My SCSI
>CD-ROM co-exists quite happily with my IDE drive.

If you already have a SCSI controller, you may as well buy SCSI drives.
They are faster under multitasking operating systems (eg. Linux). This
goes for 680x0 Linux equally.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au \ Microsoft is not the answer, Microsoft
/ * <- Comp Science Department,\ is the question. NO is the answer.
_.-._/ University of Queensland,)
v Brisbane, Australia. / Intel Inside? Don't Divide!

4790. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 01:44:08 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3c3418$ivd@uqcspe.cs.uq.oz.au>
Source record: 175250

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>Don't worry I intend to run Linux. However having bought a PC there is no
>way I'm *not* going to install DOS and Windows onto it. This gives me
>access to a massive software base - which might be 99.9% rubbish - but the
>0.01% is quite a lot of stuff. OS/2 is nice - but I'm not bothering with
>it just now.

I thought that too. But in reality, I've hardly used DOS/Windoze AT ALL.
Of course, it is so very cheap. But for me, it has been a bit of a waste
of HD space (I left 160M free for DOS/Win, and DOS+Win+free ClarisWorks1.0
comes to 90M - waste!).

>You read my mind. Appart from the initial IDE drive *everyhting* else will
>be SCSI.

What a waste! DAT and CD-ROM have no use for the SPEED of SCSI - only hard
drives need it.

>It a pity that SCSI tape drives are so expensive. A WangTEC 500Mb costs
>in excess of 400ukp new, and a DAT drive costs in excess of 600ukp!

Unlike hard-drives, it is quite realistic to buy tape drives second-hand.
(it is foolish for hard drives, since you are buying degraded media,
whereas with tapes, your media is seperate - you have your data even if
the tape drive melts down)

>A Colorado Jumbo 250 PC tape drive (250Mb with compression) costs under
>100ukp. (all prices *excluding sales tax (VAT)).

These things are useless. 250M is NOTHING these days. And the tapes cost
a fortune compared to DAT tapes (2Gb DAT tapes are AU$30).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au \ Microsoft is not the answer, Microsoft
/ * <- Comp Science Department,\ is the question. NO is the answer.
_.-._/ University of Queensland,)
v Brisbane, Australia. / Intel Inside? Don't Divide!

4791. Re: ST Upgrades: T28/Blitter

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 02:00:53 UTC
From: bign@iac.net
Message-ID: <3c350l$so@great-miami.iac.net>
Source record: 175065

Savino Grillo AB (grillo@olivea.ATC.Olivetti.Com) wrote:

: Another Topic: Anyone had experience with the T28/36 accellerator board
: on a plain stfm? Any "soldering/trouble horror stories" ? It seems that
: (at least from Magazines reviews) the installation is straightforward
: and compatibility is good too. I really appreciate is someaone could
: tell me how the T28 works with Cubase (rel, 2.01).

Where can one find a T28 (new) in the US?

--
Bign@iac.net is Todd Hogarth

Finger for Modem Sale Info

4792. James Pond

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 02:30:15 UTC
From: az822@FreeNet.Carleton.CA
Message-ID: <D0F5MG.MrC@freenet.carleton.ca>
Source record: 175055

My son would desperately like to have the game "James Pond" for a Christmas present. The problem is that I can't find out where to get it from. Apparantly it is not being produced anymore. Can anyone give me any suggestions on where to start looking?
Thanks!

4793. Superbase Users?

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 02:43:12 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D0F680.LIo@news.hawaii.edu>
Source record: 175116

I am posting this for a friend - please respond to either myself or his address...

I am looking for users of Superbase Professional for the Atari ST, Superbase for the Amiga and IBM.

I am programing in DML for the ST and would like to share knowledge.

Has anyone been able to patch Superbase so it uses either a replacement item selector or the system selector?

Is anyone knowledgeable with the COMMS, ie: Communications programing including a Communications program or a BBS writtenin DML?

Anyone have a 'runtime' or developers kit that is not being used?

I am considering opening a BBS aimed at Superbase users and other cross system programing, any interest in this?

You can send E-Mail to me via AT&T Mail, my address is: !ocleveland.

Any feedback would be appreciated.

Otto Cleveland
Wahiawa, Hawaii

Thanks,
The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE

4794. Re: Fistfights 'R' Us

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 03:03:20 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <ELHDACUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 175013

In <3c0nhb$tr3@quartz.ucs.ualberta.ca> Doug Hohenstein wrote :

>Leslie Hartmier (leslieh@warpcon.ersys.edmonton.ab.ca) wrote:
>: In <3bemee$3g0@golem.wcc.govt.nz> Roger Sheppard. wrote :
>
>: >Bob did they not tell you...??
>: >
>: >
>: >You are not allowed to tell the Truth here, but you can bull all you like...
>: >
>: >
>: >I do hope you are waring that Metal Jacket, as the knives will start flying
>: >now.
>: >
>: <and some other info, which although interesting, were unnecessary
>: to quote>
>
>: First, neither I nor many other people on these atari.* newsgroups
>: complain when people say things that, although unpopular, are true.
>: That said, I would like to make it clear that these messages have
>: little to do anything particularly atari, and more to do with people
>: who seem to want to start flames. I have an atari, I don't care if
>: there is no more official support, I don't need to hear that 'atari
>: is going down in flames', 'atari sucks goat testicles', 'bail out of
>: your atari before it's too late', or any of the other sentiments that
>: I do not call here to read. Neither I nor many of the other people on
>: this newsgroup mind hearing how atari has decided to cease production
>: on the TT until further notice, even though it may bother us (I
>: haven't heard that, it's just an example).
>
>: By the way, I'm not saying that you said any of this Roger, I just
>: happened to get an itch when I read your message. Can't we just
>: continue to support the atari as we do without resorting to
>: unnecessary rhetoric and brow beating of those who enjoy their
>: computer (any computer for that matter). I'm not pretending I'm a
>: netcop, it just gets to me when almost (and sometimes over) half of
>: the messages I get are nastygrams.
>
>: Leslie
>
>: --
>: leslieh@warpcon.ersys.edmonton.ab.ca
>: -- --
>Woohoo, Les!

>
Errr...heh.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

4795. Re: Testing the Blitter...??

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 03:13:56 UTC
From: raymond@peace.co.nz
Message-ID: <D0F7n9.6pH@peace.co.nz>
Source record: 175168
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: How can I test my Blitter...??

: Their is Gembench and Gemtest, but do they test the Blitter...??

: Thanks..........

There is a basic program that comes with the ST basic disk that moves
a filled rectangle around the screen. has options to use or not to
use the blitter.
huge difference!

can't recall details - been a long time since I've used my ST for anything
other than music (C-Lab Creator).

--
+---+
| ## P e a c e Raymond Hayter phone: +64-4-5705739 |
| # COMPUTERS Peace Computers fax : +64-4-5705760 |
| New Zealand Limited email: raymond@peace.co.nz |

4796. Re: Converting Atari floppies?

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 03:15:46 UTC
From: niemann@cip.e-technik.uni-erlangen.de
Message-ID: <3c39d2E70f@uni-erlangen.de>
Source record: 175054
Cross-posted to: comp.os.linux.help,comp.sys.atari.st,comp.os.msdos.apps

brachman@cs.ubc.ca (Barry Brachman) writes:

>I have some old Atari ST 3.5" (720KB?) floppies that I would like to
>read on my Linux box. I've struggled with mtools (version 2.0.x) but
>it can't read the directory.
The atari floppies are usually formatted exactly as the DOS should (!) be.
Some formatters for ST try to free space by reducing the space for the FATs to
the needed amount, which frees
some KByte, but makes the disks unreadable for DOS and MTools. (Although it is
legal with the microsoft specs!)
But (as far as I know) due to a bug in MSDOS they can not be read on a PC.
So get a new formatter for your Atari (TOS 1.4 will do), so that your disks
can be read on a PC with MSDOS (try this).

Number two, even worse: Mtools have to be configured during compile time
for the formats used. iAnd they are very restricted.
When HD drives were installed in our Pool, they forgot
to install the 720KByte format in the new mtools. (I copied the old one and still
have it in my private bin dir.)
Try to check this (try a DOS 5.0 boot disk, which is 720 KByte)
>Can anyone point me to some (free) software?
>I would be happy with something that runs on Unix or on MS-DOS.
>Please respond by email.

>Thanks.
I hope it helps...

>-----
>Barry Brachman <brachman@cs.ubc.ca>
>Dept. of Computer Science
>2366 Main Mall, Univ. of British Columbia
>Vancouver, B.C. V6T 1Z4

Hartmut.

4797. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 03:35:40 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3c3aic$loo@nermal.cs.uoguelph.ca>
Source record: 175063

```
: This is all rather depressing I've just spent around 900 quid on Atari
: Stuff (Falcon, VGA Monitor and software) now I find out 6 months later
: their is one mag, probably even less software and that Atari have NO
: intentions of persuing Personal computers. Also it seems the JAG has
: bombed sales wise so perhaps we wont even have Atari in existence in
: a year or so.

The Jag is actually selling quite briskly.

>> Mark <<

: --
: ===========================================================================
: Roderick McCall
: Dept Maths & Science Fiction, University of Dundee, Saturn
: President, Lip Theatre Co, Dundee University.

: ===========================================================================

--

===============================================================================
Mark Rathwell
University Of Guelph

"Always feel so alone
Wherever I am, I feel the pull
And the life I left behind ... the pull
In case I have no future,
I've got the past
There's no telling
Just how long this plague will last" - Chicago
===============================================================================
```

4798. Random Slideshows?

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 03:40:36 UTC
From: clubok@physics10
Message-ID: <3c3ark$ed0@agate.berkeley.edu>
Source record: 175053

Does anybody know of any slideshow programs that will display the .SPC files on a disk in _random_ order? The only programs I can find on a.a.u.e show the files in the order they appear in the disk directories. A few allow batch files, but none have a randomizing option.

Ken Clubok
clubok@physics.berkeley.edu

4799. Fax Software

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 04:23:47 UTC
From: bseburn@vaxxine.com
Message-ID: <D0FAvn.MDD@vaxxine.com>
Source record: 175061

d > There's at least one shareware fax program, but I can't recall
d > name at the moment (BATFAX. or something??)

Close.. I think its BTFAX never tried it though. I use STraightFAX
and love it! :-)

___ Mountain Reader II - #00000039

4800. Should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 04:30:49 UTC
From: dwallace@wam.umd.edu
Message-ID: <3c3dpp$1f7@cville-srv.wam.umd.edu>
Source record: 175060

Recently, I have been considering upgrading to a Falcon; one of the main uses of my STe is MIDI, and the prospect of running Cubase Audio sounds quite appetizing. However, I am somewhat hesitant to do so, since I don't have a lot of info on the Falcon; my only sources of info are the net and the Toad catalogs I get in the mail periodically.
One of my main concerns is compatibility; I have heard that the Falcon is "mostly" compatibility with earlier models. The software I most use is Flash 1.6, Word Writer 2.0, Sequencer One Plus (MIDI stuff) and various UNIX-like tools (esp. Gulam, Elvis, etc.); I also play with CrackArt a fair amount, as well as a bunch of games I pull out when I'm feeling espescially idle; how much of this can I expect to be able to use?
Also, is there a Falcon spec sheet floating around that I don't know about? I'd like to know what kind of grax, sound, etc. its capable of, as well as what add-ons are available. I'd be interested overall in hearing the gripes and praises of Falcon owners out there, espescially those who are musically inclined... Thanks...

4801. Re: C-Lab's Creator...

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 06:23:13 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <pA-2uCh.johnhechtman@delphi.com>
Source record: 175062

Paul Linton <pgl@draco.bison.mb.ca> writes:

>I'm getting an STe shortly, and want to use it for sequencing. I've
>pretty much decided on C-Lab's Creator. I have some questions, and was
>wondering if anyone could help:

I'll give it a shot (grin).

>1) What is the latest version?

Not sure about Creator, current version of Notator is 3.2 (upgrade free from
Emagic - if you don't have their phone #, email me & I'll post it,

>2) Will it run %100 with only 1 meg of ram?

I doubt it, sequencers are ram-hungry. Spring for the 4 meg SIMM's - you
won't regret it (VBG).

>3) Any problems running on an STe?

None that I know of - we run on an STE with TOS2.06 and it's great!

>4) Anything else I should know?

Creator will _not_ print music - only sequence it - Notator prints too.

>Please reply by e-mail only. Thanks!

Nope, sorry, I'm here, you're here and these questions might help others too!

BTW, Notator is a GREAT program, go for the gusto and get it, not just Creator.
I got a copy used for only $200.00 U$. My GF says it's the best sequencer/
notation package she's ever seen - and she's seen plenty! Not just Atari
sequencers either - she says it cuts Performer to shreds!

4802. Re: Fax Software

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 07:54:45 UTC
From: bkp3@Isis.MsState.Edu
Message-ID: <3c3po5$sjh@Tut.MsState.Edu>
Source record: 175066

Julian Gifford (julian@loose.apana.org.au) wrote:
: Is there a good or basic Fax shareware package available for my 1040 STE ?
: I would prefer an English version but an easy to use other language one
: would be ok.
: FTP address?
: Thanks, Julian.

I saw COMA mentioned in this thread. I think I found an English
Demo version somewhere once. I think it limited you to only sending
one page, and no recieve.

--
Barry Patterson E-mail: bkp3@ra.msstate.edu
URL: http://www2.msstate.edu/~bkp3/warped.html
That's it.... Have a nice day!

4803. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 08:37:19 UTC
From: hofman@nltv00.uni-paderborn.de
Message-ID: <3c3s7v$ldb@btmplq.god.bel.alcatel.be>
Source record: 175067

In article <3c2t79$ugs@t4.xgw.fi>, krlawson@xgw5.xgw.fi (Kristoffer Lawson)
writes:
>PerOlof Bengtsson (pi92pob@pt.hk-r.se) wrote:
>: Most important of all, _NO_ custom chips. Like the ataris DMA chip.
>
>Custom chips are one of the things I like most about the Falcon. I hate
>the PC architecture. Of course they could make them so that you could
>simply
>seperate an old chip and install a new one when it's upgrade time.
>
>
I do not agree. Custom chips make a system inflexible and hard to expand.
Look at the Atari 1040STf: a computer that is very hard to expand,
because it has e.g. a ROM port. Why not an expansion port??????????

Open architecture is the only way to create a flexible system.

Lets take a car as an example: FORD Capri. There were about 600 different
version. From very basic to extremely custom. And when you would have a
basic version, you could expand it to the most custom version.

I would like a computer for which the following is true when it comes to
expanding it: THE SKY IS THE LIMIT.

Hope you understand the above.

Greetings, Peter

4804. AEO #13

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 09:07:23 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1994Dec07.090723.147486@zeus.aix.calpoly.edu>
Source record: 175069
Cross-posted to: comp.sys.atari.st,rec.games.video.atari

I ftped aeo13 from rahul net twice and the file was corrupted from about where the shareware reviews start. is there another place to get them or is my machine just screwed up?

*steve

arise from beneath the remains before schizophrenia and morbid visions create the new chaos a.d.

4805. REQ : MiNT kernel v1.12 for 68030

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 09:14:11 UTC
From: jmo@grenet.fr
Message-ID: <3c3ud3$4h3@cicg-communication.grenet.fr>
Source record: 175070

Has anyone compiled MiNT v1.12 in 68030 mode ?
If so, could they please e-mail me the uuencoded kernel of it ?
Thank you very much in advance.

Jean-Marc.

4806. Looking for database-program

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 09:14:17 UTC
From: der@astrakan.hgs.se
Message-ID: <DER.94Dec7101417@astrakan.hgs.se>
Source record: 175068

I`m looking for a good database-program that will let me set up a register containing pictures (scanned slides) and a couple of text-fields for each picture.

Any suggestions?

Daniel Eriksson, der@astrakan.hgs.se, phone +46 26 72905, fax +46 26 72123

4807. Re: GEM/XIMG/PAP -> PS, PCX, TIFF

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 09:52:04 UTC
From: Ton_Ketting
Message-ID: <2ee586a0@f503.n286.z2.fidonet>
Source record: 175162

__Hello Rod,

RM> Can anyone recommend a program to do the above conversions?

Yep the Program Papillon does it. (and more)

+---+
Ton Ketting o,,,o
tonk@textlitho.nl (o o)
fax/data +31-10-4840224 ((O))
private +31-10-4862446 \~/
Central Shareware Registration Point
+---+

+---+
Ton Ketting Katendrechtselaan 2
tonk@textlitho.nl 3072 NM Rotterdam NL
fax/data +31-10-4840224 private +31-10-4862446
+---+

--- JetMail 0.99beta9
* Origin: Bearboard ST FAN bbs/BBST ~ Alles voor points ! (2:286/503)

4808. Looking for scanning-SW

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 09:54:29 UTC
From: der@astrakan.hgs.se
Message-ID: <DER.94Dec7105430@astrakan.hgs.se>
Source record: 175071

Are there any good scanning-software for the Atari that would let me use
a scanner connected via SCSI?

Daniel Eriksson, der@astrakan.hgs.se, phone +46 26 72905, fax +46 26 72123

4809. Re: HELP Captain Blood

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 10:08:21 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3c41il$ej1@lyra.csx.cam.ac.uk>
Source record: 175072

wmpeen@urc.tue.nl (Erlend Nagel) writes:
>guenther@cabal.sh.sub.de (Thorsten Guenther) writes:
>>Very funny, indeed. My original _never_ ran correctly. I was unable to talk
>>All this experienced in German and, as far as I remember, also in French
>>and English on a stock 1040 STfm with (German) TOS 1.4.

>It's the TOS. I only bought Captain Blood (it was a bargain) after I had
>replaced my old TOS 1.0 and had to hear from someone on a BBS that
>captain blood does not work with TOS 1.4 :(

Well, my UK Captain Blood worked fine on my UK TOS 1.4.....

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

4810. Linux 68K

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 10:10:59 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1994Dec07.101059.182098@zeus.aix.calpoly.edu>
Source record: 175073
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Could someone direct me to a site where I can get instructions on how to setup the atari Linux (with the file list I need) or tell me what I need to do?

I do not have MiNT installed, however nothing in the ANNOUNCE files indicated that I needed it...

*steve

arise from beneath the remains before schizophrenia and morbid visions create the new chaos a.d.

4811. Re: Elite II & Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 10:13:56 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Dec7.101356.5374@bay.cc.kcl.ac.uk>
Source record: 175076

In article <3bv3dq$o9v@nyheter.chalmers.se>, d8klojo@dtek.chalmers.se (Johan Klockars)
writes:
> In article <3bsr92$92u@dux.dundee.ac.uk>,
> Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>>Does Elite II run on the Falcon. Also does it have inproved graphics?
>
> It sure runs fine on mine.

[Deletey snip]

> Tips:
> If you want to enjoy the game, don't use the 'worm hole' routes that seem
> to be popular. They are not a feature, but simply a result of overflow in
> the distance calculations (16 bit).

For more info. there's a FAQ on 146.169.2.10 \aminet\Games\Hint
Frontier.lzh, FrontierHints. Play the game 1st and only use the FAQ
if u consistently get smegged away.

-Al, udem148@bay.cc.kcl.ac.uk-

--

One Hint. On startup, Lave with Cobra III scenario, sell
the Cobra for a Viper; you'll have a reasonable ship with adequate cash
to arm your ship with some cargo space for trading.

4812. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 10:16:14 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c421e$6uc@dux.dundee.ac.uk>
Source record: 175074

Hendrik Mylius (neptune@galaxy.owl.de) wrote:
: In <3c041p$14f4@sat.ipp-garching.mpg.de> Cornelius Krasel wrote :

: >Example: try to get the ST Computer (IMHO the best German Atari Mag,
: >although it has lost quite a bit) somewhere. A year ago, it was

: Ask for it a a lokal store. They can get it easily from their supplier.

: >There is very little serious usage of Atari computers going on here
: >anymore. Of course, the few left are hailed by the remaining Atari
: >magazines :-)

: What about music and publishing.

: >Two years ago, Atari was mentioned quite regularly in the really
: >good computer mags (I think mainly of the c't which is far the

: It's getting better again. Recently Germany's Atari-users mailbombed a TV
: station to catch their attention. And it worked. They showed some Atari-stuff
: in one of their recent shows. (The people they invited into the studio weren't
: that great, though. E. g. Theo was there ...)

: >Try to get Atari software or hardware. Most vendors have abandoned

: There are still quite a lot dealers active. Look into the ads in the STC. Of
: course there aren't as many as before. But hey, only the strong will survive ;-)

: >from what it was a few years ago. I would strongly object to your
: >sentence that Atari is "quite an equal choice with mainstream computers
: >in many businesses" in Germany. This is simply not true any more.

: IMHO the publishing market will grow further, esp. with the new machines
: (Eagle, Tx0) and this brilliant piece of software: MagicMAC.

: And for private use, the Atari range is still superior to PC's. Look at the
: pices one has to pay for decent PC-software. Totally rediculous.

In most cases a lot of MS products are free with a PC when you buy it.
Must say that really is expensive.

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546

==========

4813. Silica Falcon Upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 10:18:58 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c426i$6uc@dux.dundee.ac.uk>
Source record: 175075

Silica has a Falcon RAM upgrade board for 39.95 (ukp). In the add it says
'4 * 32 SIMM = 14mb" does this mean that we can atlast use 32 bit (TT)
RAM?

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

4814. WWW Page for MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 10:30:16 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c42ro$998@dux.dundee.ac.uk>
Source record: 175077

I believe there is a WWW page with details for MiNT, can someone give me
the page/address?

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

4815. Re: Fax Software

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 10:37:34 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELHLAGVA43UP@galaxy.owl.de>
Source record: 175180

In <5A0Ve0Y.dpj@delphi.com> dpj@delphi.com wrote :

>Try STraight FAX from Newstar Technology. Toad Computers carries it.
>There's at least one shareware fax program, but I can't recall its

JuniorOffice comes to my mind. It's shareware and should be available from any
ftp servers. Works fine with Class 1 and Class 2 style modems.

It's in German, though :-)

--
/Hendr!K/
```'```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.---+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/
```

4816. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 10:46:58 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELHLAGVC43UP@galaxy.owl.de>
Source record: 175181

In <D0D4L4.9x1@eskimo.com> Gregory Sumner wrote :

>that there is no way to do serious writing on the Atari ST. When compared
>to the PC or Mac, the ST has nothing to offer that can even hope to
>compete with Word for Windows or Word on a Mac. I'm sure I'll be flamed
>for saying this in the ST newsgroup, but it's sadly true.

WHAT?

You have no idea, I'd say :-/

What about TempusWord, Papyrus, Signum!3 and ... ? Those are all great in
the things they were designed for. And you can use 'em easily on 4meg/8Mhz
machines. I want to see you doing some mathematical formulas or other
technical stuff with WinVomit ...

You cannot work with e. g. WinWord 6.0 (getting the creeps while typing it :-)
on let's say a 4 or even 8 meg 486/33. (I had one at work, sooo s-l-o-w).

And someone who buys Mickeysoft programmes for a *MAC* should get his brains
check right away.

>NVDI will do wonders for Word Writer if you don't have a screen-speeder

A must-have.

--
/Hendr!K/
```'```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.---+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/
```

4817. Re: Future Publishing can kill Atari

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 10:48:36 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3c43u4$sld@osiris.wu-wien.ac.at>
Source record: 175078

L676791@LMSC5.IS.LMSC.LOCKHEED.COM wrote:
: * I'm surprised that there's any market at all for ST magazines, since as
: far as I'm aware, Atari Corp. doesn't even manufacture personal computers
: any more (although I have heard rumors of possible clones.)

Those rumours are true. Atari have had a reasonable amount of computers
sold in Europe, but, as it seems, almost none in the US.

: * How can you have less than zero coverage? That's mathematically impossible.
: Atari machines haven't appeared in any computer publications that I've
: seen in years.

Because there is no zero coverage of Ataroi Computers in Europe. We have
a dutch, a french, now onlz one english, now three german magazines dealing
only with Atari. Mainstream Press, that deals with Atari, too, is, for
example, German magazine "c't".

: * If any magazine wants to publish on the topic of Atari computers, they ought
: to be commended. If they have a monopoly, it's because there is so little
: interest from other publishers and not enough business to support more
: than one publication. It's called the free market system. Apparently, the
: market for Atari magazines has shaken out to the point that there's only one
: left. That they have a monopoly is their only reward for taking the risk
: of publishing a magazine devoted to a not-very-lucrative market. Folks who
: don't like it have an option, at least if they live in America. There's
: something called freedom of the press, and they can publish their own
: magazine, if they think they can make a go of it. --Mark van Wyk

Absolutely true. However, I think everyone here knows how the free market
system works and they also know about freedom of press, so it doesn't
need an arrogant explanative tone to underline your arguments. I think
that Americans (at least most of them;-) also know, that Europe
consists of democracies and that there is freedom of press over here,
too. America is just a part of the world, not the world itsself. If
Ataris are not present in tyhe US, fine, in Europe there are still a lot
of them, there are clones, and the operating system is being cloned and
ported to the Macs (in a much improved version), so there is at least
some activitz going on. The mistake you make and you should not do is
to think, that all the world is like the USA.

Regards,

Alfred

4818. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 10:54:10 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELHLAGVE43UP@galaxy.owl.de>
Source record: 175182

In <3c0ivp$quu@t4.xgw.fi> Kristoffer Lawson wrote :

>The 060 is faster than a Pentium as it is. No upgrade needed.

Naah, I don't think so. A P100 or P90 is definetely faster than a 68060/60.
Except in *fdiv*, that is ;-)

[Pentium inside! But can it divide?]

Well Intel probably introduced this bug (sorry it's only a flaw :-) to
distinguish whether the P5-cloners used their micro-code ;-)))

They might be about eaqual at same clock-rates. But there are so many Pxx
models available. Overdrive, underdrive, upgrade whatever. I'm kinda lost at
this point.

>Unfortunately or not most people buy PCs because everyone else has one.

That's true. So everyone can get pirated copies _much_ easier.

--
/Hendr!K/
```
```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.---+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
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```
```

4819. Re: James Pond

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 11:04:18 UTC
From: avg@cwi.nl
Message-ID: <avg.786798258@news.cwi.nl>
Source record: 175079

az822@FreeNet.Carleton.CA (Angus P. Armstrong) writes:

>My son would desperately like to have the game "James Pond" for a
>Christmas present. The problem is that I can't find out where to get it
>from. Apparantly it is not being produced anymore. Can anyone give me any
>suggestions on where to start looking?
>Thanks!

Have you checked for James Bond with a B?

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4820. Re: C-Lab's Creator...

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 11:33:04 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.786799984@blackthorn>
Source record: 175081

```
>BTW, Notator is a GREAT program, go for the gusto and get it, not just Creator.
>I got a copy used for only $200.00 U$. My GF says it's the best sequencer/
>notation package she's ever seen - and she's seen plenty! Not just Atari
>sequencers either - she says it cuts Performer to shreds!

Also have a look at Logic - on an Atari it's slower than NSL, but it's
packs plenty more power! (Score's not _quite_ as good as NSL yet, but
watch this space!) :-)

--
-------------------------------------------------------
|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
-------------------------------------------------------
```

4821. NECROMUNDA DEMO by Paranoia

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 11:40:44 UTC
From: sdb3@aber.ac.uk
Message-ID: <3c46vs$n4c@fileserv.aber.ac.uk>
Source record: 175080

NECROMUNDA, by Paranoia (a dedicated ST music demo) is now
available from Mickey Boyd at Florida State University
to download free on...
'atari.archive.umich.edu' in '/Demos/necromun.lzh.'.

It runs on any STFM/STE and includes stereo music where available.
(It runs best on machines with 1MByte or more)
Please join us in work on our next project.

4822. Re: Converting Atari floppies?

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 12:19:54 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3c499a$1icn@sat.ipp-garching.mpg.de>
Source record: 175090
Cross-posted to: comp.os.linux.help,comp.sys.atari.st,comp.os.msdos.apps

Barry Brachman (brachman@cs.ubc.ca) wrote:
> I have some old Atari ST 3.5" (720KB?) floppies that I would like to
> read on my Linux box. I've struggled with mtools (version 2.0.x) but
> it can't read the directory.

I have made the experience that, for some odd reason, neither mtools
(don't know which version I have ... :-) is able to read Atari
floppies nor Linux is able to mount them, although they can be perfectly
read by DOS. So, the answer is simple: boot DOS (you have left a small
DOS partition, haven't you? :-), copy the files, then read them from
the HD.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

4823. Re: Atari - Dream machine.

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 12:31:33 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3c49v5$1pr@golem.wcc.govt.nz>
Source record: 175084

In article <3c1p71$b9d@ugle.unit.no>, josk@lise.unit.no (Jo Even Skarstein) writes:
>Somebody in this newsgroup (Can't remember who.) said that they wanted
>the graphics/sound-system to use the same RAM as the rest of the system.
>This is positive when it comes to the actual programming, but it has one
>*huge* drawback: Speed.
>
>What we *really* need is some sort of compromise, like on the Amiga or TT.
>Up to 32 megs (No let's say 'unlimited'.) of 'chip-ram' which can be used by
>all the chips, and a 'unlimited' amount of 'fast-ram' devoted to the CPU, FPU
>and SCSI-bus.

The TT and Amiga does not work like that, the Custom chips on the latest
Amiga's can only access the first 2 megs and its 4 megs on the TT....

>The important bit here is that the CPU, DSP and the rest of the shit *must* be
>able to access the 'chip-mem' like we are used to on the ST/Falcon, otherwise
>we get a lot of uneccessary data-shuffling like on the PC and we're getting
>nowhere... The fast-mem will then be used for CPU-intencive tasks that's not
>graphics- or sound-related (Like a lot of OS-rutines, background disk-access,
>raytracing (That's *math*, not gfx :-), compiling...) and therefore *not*
>slowed
>down by graphics, sound or other I/O.

The Big problem with this is the large address range that these chip will
needed and registers, I don't think this is realy possible, the TT and
the Amiga does not have this....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4824. sound converting program for the ATARI ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 12:32:10 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3c4a0aE96f@uni-erlangen.de>
Source record: 175088
Cross-posted to: alt.binaries.sounds.d,comp.sys.atari.st,maus.sys.atari.software

Five to Five V2.0 for the ATARI ST/TT/Falcon

525 is a GEM based sound converter for all ATARI computers, running under
TOS and MultiTOS. The program is now available in a new version in
german and english.

525 can convert any of the following formats into any of them:

- DVSM (used by WinRec/WinCut for the ATARI Falcon)
- AVR (used by many ST/TT/Falcon programs)
- AU,SND (used on SUN, NeXT)
- WAV (used on PC's)
- HSN (used by CrazySounds for ATARI)
- CIT (used by Fortune for ATARI Falcon)
- Raw (for many other cases)

You can also convert form 8 bit to 16 bit (and vice versa) and from Mono
to Stereo. Also different packing algorithms are implemented.
works on the Falcon.

525 will be available at atari.archive.umich.edu and other german ftp sites.
A version for OS/2 will be available soon, too.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

4825. comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 12:34:14 UTC
From: cs1ha@herts.ac.uk
Message-ID: <3c4a46$hc1@helios.herts.ac.uk>
Source record: 175083

[No readable article body recovered]

4826. Re: GEMINI GUI

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 12:46:15 UTC
From: czwersch@aixterm5.urz.uni-heidelberg.de
Message-ID: <3c4aqn$n8c@sun0.urz.uni-heidelberg.de>
Source record: 174960

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: What advantages over GEM does GEMINI have?

You mean "over the GEM Desktop". GEMINI uses GEM, it does not replace GEM.
One of the main advantages of GEMINI over the GEM desktop and over other
DESKTOP replacements is the integrated "UniX like" command line shell
called "Mupfel".

: Does it support non-ST screen modes etc?

It does.

-Christoph-

4827. TO ALL COMPANIES

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 12:47:59 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c4atv$5t@dux.dundee.ac.uk>
Source record: 175082
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

If you offer either student discounts or educational discounts for Atari products (hardware or software) please post a reply. Now for the very and not so obvious. Please post in following layout, at the end of each month I will post a complete lis in the listed newsgroups.

==========

NAME
ADRESS
TEL/FAX email address (if any)

PRODUCT INFORMATION: (e.g MIDI, DTP not a huge description)

DISCOUNT RATES & MIN ORDER: Student
Educational

RESTRICTIONS ON DISCOUNTS: (e.g applies to UK only, certain products)

DATE OF POST

==========
ALSO please send me a message in that format with the subject header

SD: <company name>

Note: I will ONLY post articles which conform to above layout.

Rod

--
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==========

4828. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 13:17:39 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3c4clj$i1o@aggedor.rmit.EDU.AU>
Source record: 175085

: Their are no Atari agents in this part of the world, not even for the Jag..!!!

Bullshit roger, there is Mouseworks & Austech here in Melbourne, there is
Zygot software, there is nintegatari in Albury, PH computers in Dandenong,
and there is Super Products at Shailer Park in Queensland. There is also
a place in Adelaide as well but i cant remember its name. I suggest you
check your facts first. In NZ you may not have anyone left, but there
are still a few left here (just) in Oz.

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```

s9205525@otto.bf.rmit.edu.au

4829. Re: Doom & AvP not all that great

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 13:18:07 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3c4cmf$72n@percy.cs.bham.ac.uk>
Source record: 175086

wells_s@ix.wcc.govt.nz writes:
>] But NTSC is 320 x 200. That is the main problem.
>
>It'd be extremely funny if it was. It's more like 768 x ~476 (PAL
>has a higher Y resolution, I'm not sure exactly how much higher though).

625 lines, and I think the w/h ratio is 4:3, so the width must be 832.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4830. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 13:25:36 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3c4d4g$7e3@percy.cs.bham.ac.uk>
Source record: 175087

gregor@eskimo.com (Gregory Sumner) writes:
>I can't speak for Papyrus, but if you're still using a 16bit ST there
>will probably be nothing out there to compare with Word.

Papyrus is a good package, and can do a lot of what Word does. There
is an English spell-checker (a FAQ!) and it has paragraph styles
like Word.

It can also do discontinuous selections (if you haven't ever seen that
on a PC, you really don't know what you're missing!), and has a *very*
neat spellcheck-as-you-type function, which underlines mis-spelled
words in a zig-zag. It also has a far better interface which doesn't
get in the way like Word's.

Here endeth the sermon.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4831. Re: STARDUST FINALLY FINISHED!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 13:47:12 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3c4ed1$ik2@aggedor.rmit.EDU.AU>
Source record: 175089

```
: Stardust is available for STE and Falcon. It requires at least 1Mb of
: memory and a colour monitor/TV. EMail me for more information...

Is there a demo available?

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

s9205525@otto.bf.rmit.edu.au
```

4832. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 14:13:23 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.54.000E3990@lobby.ti.com>
Source record: 175166

In article <3c2t79$ugs@t4.xgw.fi> krlawson@xgw5.xgw.fi (Kristoffer Lawson) writes:
>From: krlawson@xgw5.xgw.fi (Kristoffer Lawson)
>Subject: Re: The dream atari...
>Date: 6 Dec 1994 23:47:53 GMT

>PerOlof Bengtsson (pi92pob@pt.hk-r.se) wrote:
>: Most important of all, _NO_ custom chips. Like the ataris DMA chip.

>Custom chips are one of the things I like most about the Falcon. I hate
>the PC architecture. Of course they could make them so that you could simply
>seperate an old chip and install a new one when it's upgrade time.

The PC chipset are after -- customer chips -- for the 486 processor. Atari
could have called their DMA/GLUE etc the Atari Chipset as well.

Regards
William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

4833. Re: GEMINI GUI

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 14:33:20 UTC
From: alpldbia@w255zrz.zrz.tu-berlin.de
Message-ID: <3c4h3g$1st@brachio.zrz.TU-Berlin.DE>
Source record: 175164

In article <3c227v$5jh@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
|> What advantages over GEM does GEMINI have?
|>
|> Does it support non-ST screen modes etc? This is of interest to me as
|> I own a falcon.

I'm afraid there's some misunderstanding. Gemini is a replacement desktop - a program which allows you to start programs and to copy files etc. It actually does the same as the built-in Atari-NewDesk but it has got lots of wonderful extensions (VA-protocol, built-in shell 'mupfel', long filenames under MiNT+minix.xfs, support for Kobold - the excellent file copy program...).

GEM is a graphic user interface (GUI). It provides functions to create windows, dialogue boxes, menu bars etc. so that programmers don't have to reinvent everything themselves. GEM is resolution independent (=screen mode independent).

The VA-Protocol support is the most important reason why I use Gemini. I have installed 4 ACCs which understand VA-messages and they make working with the computer very comfortable:

CLOCK.ACC displays a clock in a small window (analogue/digital/both). That's nothing special but you can specify a time when it should chime and send a VA-message to Gemini, telling Gemini to run a shell script. The shell script may contain instructions to run various programs etc.

TAKEOFF2.ACC displays a popup menu when selected from the menu bar or when its icon is double-clicked on the desktop. The popup menu contains up to 32 entries for programs or folders. Selecting one of the entries will run the specified program or open a folder.

1STGUIDE.ACC is a file viewer for text, images, sounds, movies etc. When I double click an icon of a file which is not connected to any application, Gemini tells 1stGuide to open that file and to display it in a normal window. If 1stGuide recognises the file format it will show the file correctly, if it doesn't you can have a look at a hexdump of the file (by holding alt-control when double clicking the file).
In case 1stGuide already opened a window you can simply drag an icon onto 1stGuide's window and display the file's contents in it.

APPMAN.ACC is an application manager. The idea behind it is that almost every file can be shown, executed, edited or packed in some way. If APPMAN.ACC is installed a double click on any filename will show a small popup menu with the options to show, edit or execute the file. The programs which should be used to do this can be specified for every type of file.

There are other programs/ACCs which support the VA-protocol, such as GemView or Imploid and even some 'normal' programs like text editors understand it (7up, QED 3.2).

Hope this helps,

Andre

Andre Leistner, Berlin

4834. Re: PAK 68030 Accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 14:44:13 UTC
From: ebertbd@tick.informatik.uni-stuttgart.de
Message-ID: <D0G3Lq.5DA@news.informatik.uni-stuttgart.de>
Source record: 175170

In article <d93rkr.786648413@txfs1.hfb.se>, d93rkr@t.hfb.se (Robert Krenn - HFB T d93) writes:
|> In <D0C2u0.Gz2@news.informatik.uni-stuttgart.de> ebertbd@tick.informatik.uni-stuttgart.de (Bernd Ebert) writes:
|>
|> >Hi,
|> >I'm using a PAK3 with a 68030 with 50mhz and TOS 3.06.
|> >I have no Problems, and the speed is great (gembench: average: 180% TT-Speed).
|>
|> And do you have ANY Fast-RAM (TT-RAM)???? That is the interesting part of
|> it... I Would like to see what kind of numbers you would gain then ;^D
|>
|> //Robert
|>

No, I'm sorry I have no FastRam, but there ist a FastRamCard for the PAK3 and it seems to be very fast (if you are able to read german Groups, then try maus.sys.atari.hardware there are many PAK3-Users and also there ist Holger Zimmermann (he developed the PAK3))
Perhaps I'll buy a FastRamCard but I think not bevore February...

You have to use SIMMs with 60ns if you have a PAK3 with 50mhz so I think that the speed can't be too slow. I know that the access-time is not necessary with the speed but there are some Users in maus.sys.atari.hardware and they say that the speed is fantastic....

cu Bernd

4835. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 14:53:47 UTC
From: alpldbia@w255zrz.zrz.tu-berlin.de
Message-ID: <3c4i9r$1st@brachio.zrz.TU-Berlin.DE>
Source record: 175167

In article <3c2me9$9rr@josie.abo.fi>, THIETAVUO@FINABO.ABO.FI (Morgoth) writes:

|> have a lot to complain about for some time ;-) ! How is it, you German
|> people who read this? Why isn't Application Systems Heidelberg interested
|> in Signum's international releasing? It's time, I think.

I'd say the English speaking Atari market hasn't been important for ASH (Signum always needed a high resolution display i.e. 640x400 at least). Unfortunately, American and British Atari users were more interested in games than in professional programs so they mostly had (or still have?) low res monitors, few memory and harddisks. The Atari reached a (semi)professional level in Germany because of such programs as Signum, Stad, Calamus. I believe it never had that status in the rest of the world.

|> Then there are CyPress, some new program from Germany (don't remember the name
|> - sorry), etc.

CyPress was released by Shift some 3 or 4 years ago. It was one of the first word processors using GEM and GDOS extensively. Unfortunately Shift have closed, so there's no more development of CyPress.

Bye, Andre

Andre Leistner, Berlin

4836. Re: SLIP emulator for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 14:58:38 UTC
From: swhatley@blkbox.com
Message-ID: <3c4iiu$cmc@news.blkbox.com>
Source record: 175093

Steven Selick (selick@bu.edu) wrote:
: Steven Whatley (swhatley@blkbox.com) wrote:
: : I am installing MiNT, MinixFS, MiNT-Net on my Mega 4 ST. Is there any
: : SLIP emulators for the ST like TIA and Twinsock for Windows?

: Sure! Get atari.archive.umich.edu:atari/Network/MintNet/*.*

: -Steve
: selick@acs.bu.edu

I would like to make sure my quesiton was clear. I am talking about a psuado-SLIP. I have a shell account. I want a pair programs. One runs on the host which transfers any socket request it receives from my ST to a socket on the host. The other sends socket requests to the host program.

So, my ST will be using the host's IP address. I understand that Iwill not be able to run servers on my ST. I'm only interested in using the clients, especially ncftp.

Thanks,
Steven Whatley

4837. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 15:02:16 UTC
From: contacts@mits.mdata.fi
Message-ID: <3c4ipo$t7@prime.mdata.fi>
Source record: 175091

In article <ELGVCBUQ43UP@galaxy.owl.de>,
Hendrik Mylius <neptune@galaxy.owl.de> wrote:
>In <3c041p$14f4@sat.ipp-garching.mpg.de> Cornelius Krasel wrote :

>>There is very little serious usage of Atari computers going on here
>>anymore. Of course, the few left are hailed by the remaining Atari
>>magazines :-)
>
>What about music and publishing.

Yeah, there are plenty of companies who print Calamus-documents in pro-
quality, several new products (eg. vector drawing packages) are
released (Eagle and Medusa will boost the developing) along with
excellent SL-modules. Steinberg is one of the biggest computer
music software/hardware producers (and they're located in Hamburg),
And if you look at the ad-section in STC, there's a good store in all
areas in Germany.

And if there are less shops around, they are sure more pro, and that
goes for magazines also (STC in very well produced and looks also
wonderful).

I thought that I was not totally wrong in saying that Germany has the
most virile Atari-scene. (thanks mr. Mylius!).

>It's getting better again. Recently Germany's Atari-users mailbombed a TV
>station to catch their attention. And it worked. They showed some Atari-stuff
>in one of their recent shows. (The people they invited into the studio weren't
>that great, though. E. g. Theo was there ...)

What did they talk about?

>>Try to get Atari software or hardware. Most vendors have abandoned..
>There are still quite a lot dealers active. Look into the ads in the STC. Of
>course there aren't as many as before. But hey, only the strong will survive ;-)

And they are very willing to sell abroad also. A colleque of mine is going
to order a major Falcon/Audio -package (worth at least 5500.- DM, after
he got several good offers by fax from German dealers (response was fast and
polite).

Of course, ordering from Germany is easier for those who belong to EU.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4838. Re: HELP Captain Blood

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 15:09:40 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D0G4s4.D7o@exeter.ac.uk>
Source record: 175092

In article <wmpeen.786620357@asterix.urc.tue.nl> wmpeen@urc.tue.nl (Erlend Nagel) writes:

> It's the TOS. I only bought Captain Blood (it was a bargain) after I had
> replaced my old TOS 1.0 and had to hear from someone on a BBS that
> captain blood does not work with TOS 1.4 :(

Strange, it ran fine on both my 520 STFM TOS 1.4 and my 1040 STE TOS 1.62.
I don't know about the Falcon as I sold it with my STE...
--
```
+-------------+-----------------------------------------------+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+-----------------------------------------------+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---------------------------------------------------------+
```

4839. Re: Should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 15:23:37 UTC
From: contacts@mits.mdata.fi
Message-ID: <3c4k1p$18m@prime.mdata.fi>
Source record: 175094

In article <3c3dpp$1f7@cville-srv.wam.umd.edu>,
He whose name must not be spoken... <dwallace@wam.umd.edu> wrote:
> Recently, I have been considering upgrading to a Falcon; one of the main
>uses of my STe is MIDI, and the prospect of running Cubase Audio sounds
>quite appetizing. However, I am somewhat hesitant to do so, since I don't
>have a lot of info on the Falcon; my only sources of info are the net and
>the Toad catalogs I get in the mail periodically.
> One of my main concerns is compatibility; I have heard that the Falcon is
>"mostly" compatibility with earlier models. The software I most use is
>Flash 1.6, Word Writer 2.0, Sequencer One Plus (MIDI stuff) and various UNIX-
>like tools (esp. Gulam, Elvis, etc.); I also play with CrackArt a fair amount,
>as well as a bunch of games I pull out when I'm feeling espescially idle; how
>much of this can I expect to be able to use?

Net is the best source of information - at least better that any brochures :-)

If there are incompatible progs, you'll find better soon (like Flash 1.6 ->
Connect 2.46, Word Writer 2.0 -> Papyrus, Sequencer One Plus -> Cubase), as
when you get the speed and the new TOS with new design you'll want programs
which use that power and some colours along with sound and OS capabilities.

About games: that's for someone else to tell.

> Also, is there a Falcon spec sheet floating around that I don't know about?
>I'd like to know what kind of grax, sound, etc. its capable of, as well as
>what add-ons are available. I'd be interested overall in hearing the gripes
>and praises of Falcon owners out there, espescially those who are musically
>inclined... Thanks...

I'd be brief and say this: if you get Cubase Audio, the sound capabilities
of Falcon are "sufficient", like they say in Mercedes-Benz specs :-)
You'll get quality up to DAT-rates (48Khz in 16-bit) and this in 8-16
simultaneous tracks with realtime manipulation.

If you get a graphic extension like Screenblaster and use SVGA, you'll
get resolutions like 960*640 62Hz in 16 colours or 800*560 60Hz 256 colours
or 438*480 with 1000*1200 virtual screen in true colour. It all depends how
you set up the software (I like more that 60 Hz rates, so that's why I don't
do bigger resolutions, even that 1280*960 is possible).
If you use RGB you'll get more in True Colour modes.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

```
Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
--------------------------------------------------------------------
```

4840. Re: GEMINI GUI

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 15:28:21 UTC
From: contacts@mits.mdata.fi
Message-ID: <3c4kal$18u@prime.mdata.fi>
Source record: 175095

In article <3c227v$5jh@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>What advantages over GEM does GEMINI have?
>
>Does it support non-ST screen modes etc? This is of interest to me as
>I own a falcon.
>Rod

It does not replace GEM, it's a replacement desktop with
more functions, background images, better drag&drop, UNIX-
shell (Bourne Shell) etc.

It supports all screen modes, but they cannot be changed from inside
Gemini, and it cannot change them automatically.

Get it and try it - it's Shareware!
1.999 is the latest.
Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4841. Re: GEM/XIMG/PAP -> PS, PCX, TIFF

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 15:38:15 UTC
From: contacts@mits.mdata.fi
Message-ID: <3c4kt7$19b@prime.mdata.fi>
Source record: 175096

In article <3c2dgs$led@golem.wcc.govt.nz>,
Steve Wells <wells_s@ix.wcc.govt.nz> wrote:
>] >Can anyone recommend a program to do the above conversions?
>] >Rod
>]
>] Gemview 3.08 (shareware) for (x)IMG to PCX & TIFF
>] Calamus SL with Dafaformer Raster & Dataformer Vector - modules
>] (can do them all in any DPI/colour depth). I think
>] there's also a dedicated Postcript -module also
>] coming with SL.
>
>Pay several hundred dollars for Calamus just to convert picture
>formats!? I'd be surprised if combing the PD/SW didn't get everything
>you'll need....

If you get SL from Germany, it's less that 400.- DM (about 250$). :-)
Shareware writers do not usually use the pro-formats.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4842. Re: Future Publishing can kill Atari

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 16:02:03 UTC
From: avg@cwi.nl
Message-ID: <avg.786816123@news.cwi.nl>
Source record: 175097

h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:

>consists of democracies and that there is freedom of press over here,
>too. America is just a part of the world, not the world itsself. If
>Ataris are not present in tyhe US, fine, in Europe there are still a lot
>of them, there are clones, and the operating system is being cloned and
>ported to the Macs (in a much improved version), so there is at least
>some activitz going on. The mistake you make and you should not do is
^^^^^^^^

German keyboard?

>to think, that all the world is like the USA.

Sorry for wasting bandlength
--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4843. Re: Doom & AvP not all that great

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 16:20:32 UTC
From: djs@jet.uk
Message-ID: <1994Dec7.162032.6402@jet.uk>
Source record: 175098

In <3c4cmf$72n@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>wells_s@ix.wcc.govt.nz writes:
>>] But NTSC is 320 x 200. That is the main problem.
>>
>>It'd be extremely funny if it was. It's more like 768 x ~476 (PAL
>>has a higher Y resolution, I'm not sure exactly how much higher though).

>625 lines, and I think the w/h ratio is 4:3, so the width must be 832.
No, there are less than 625 visible. 768x576 (4:3) should be about right,
I reckon. Colour resolution is much lower than luminance resolution, too.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4844. Re: File-formats for Atari ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 16:52:56 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3c4p98$ea7@percy.cs.bham.ac.uk>
Source record: 175153

josk@lise.unit.no (Jo Even Skarstein) writes:
>bit. The graphics- and sound-department is OK by now, but why not use
>for example the Word-format for wordprocessors and Lotus/Excel-format
>for spreadsheets? Now I have to use either RTF or special programs to
>convert, this should not be necessary. Mac and PC-software use the
>same formats, so why can't we TOSsers have this? Technically it
>shouldn't be too difficult...
>
>I would like to hear from some programmers out there about this. IMO,
>standard hardware-interfaces (For HDs, printers, modems, joysticks,
>midi...) is nothing compared to standard file-formats when it comes to
>market these excellent computers!
>

It usually costs a lot of money to chisel file formats out of people
like Word Perfect and Microsoft (eg try to get the Powerpoint file
format - it is NDA'd!) Things like RTF are freely available
'standards', so those get implemented instead.

If however someone does get hold of WP6 and Word 6 file formats, could
you post them here please?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4845. Atari newbie request chess programs for ST1040

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 16:57:47 UTC
From: scvicato@unidhp.uni-c.dk
Message-ID: <3c4pib$hg@news.uni-c.dk>
Source record: 175099

Hi,

I'm helping a friend of mine getting some chess programs for her Atari
ST1040 but my first question is - does the Atari read IBM 3.5" disks?
If not how do I transfer any programs to her machine?

I'm not new to computers so feel free to suggest null-modem-cables and
other fun stuff but please tell me which program to run on the Atari!

Oh - and don't forget the chess program, either by code or by reference!

Thanks

Andrew

Andrew, using the company account. I may also be reached at:
andrew@unidhp.uni-c.dk (my own private account); Scanview A/S,
Meterbuen 6, 2740 Skovlunde, Denmark; Phone: +45 4453 6100.

4846. Re: Atari - Dream machine.

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 16:57:58 UTC
From: gerrymon@Glue.umd.edu
Message-ID: <3c4pim$340@analog.eng.umd.edu>
Source record: 175152

In article <3c49v5$1pr@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>In article <3c1p71$b9d@ugle.unit.no>, josk@lise.unit.no (Jo Even Skarstein) writes:
>>Somebody in this newsgroup (Can't remember who.) said that they wanted
>>the graphics/sound-system to use the same RAM as the rest of the system.
>>This is positive when it comes to the actual programming, but it has one
>>*huge* drawback: Speed.
>>
>>What we *really* need is some sort of compromise, like on the Amiga or TT.
>>Up to 32 megs (No let's say 'unlimited'.) of 'chip-ram' which can be used by
>>all the chips, and a 'unlimited' amount of 'fast-ram' devoted to the CPU, FPU
>>and SCSI-bus.
>
>
>The TT and Amiga does not work like that, the Custom chips on the latest
>Amiga's can only access the first 2 megs and its 4 megs on the TT....

Actually, the TT030's custom chips can access up to 10 megs of ST-RAM.

Most of the ST/TT custom chips have 24 address lines (for example, the
ST BLiTTER has 24 address lines) and hence can access up to 16 megs of
memory.

The reason that the ST BLiTTER is limited to 4 megs is because of the
memory controller. In the ST, the memory controller can only handle
up to 4 megs and in the TT030, it can handle up to 10 megs of ST-RAM
(TT-RAM is handled by another memory controller).

--Gerry

4847. Do you need a QWK...?

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 17:16:43 UTC
From: bd@st-andrews.ac.uk
Message-ID: <3c4qlr$3l6@calvin.st-and.ac.uk>
Source record: 175100

Hi.
As some of you may (or not) know, I'm trying to write a new QWK offline reader for the ST, featuring a nice GEM interface, among other things.
I'd like to try to make sure that the program is exactly what you want, and so It'd be really helpful if people could give me some ideas as to what they would like to see in a new QWK offline reader.
Information on the location of other Share/Freeware QWK readers would also be greatly appreciated (market research), as well as any comments you may have about aspects of these other programs you would like to see improved.

Overall, is it worth bringing out a QWK reader? Do people still use QWK OLRs out there? I know I used to, a couple of years ago, when I had a modem, but now that I've got University access, I've got no need for one. Do people on CIX / Demon have a facility to download mail in the form of QWK packets, and if they do, would CIX / Demon users rather use the provided OLRs, or a QWK program?

Also, what kind of GEM enhancements are best, and what is considered overboard in terms of GEM enhancements (by this, I mean popup menus, windowed dialogues, 3D buttons and the like)?

Any information is greatly appreciated. Either reply here, or to

bd@st-and.ac.uk

Thanks,

Brian

```
---------------------------------
|> |\ Brian Duff
|> |/ University of St. Andrews
---------------------------------
```

4848. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 17:17:53 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3c4qo1$kl4@m.ehd.hwc.ca>
Source record: 175151

Decent memory configurations would be nice. The quy that decided that no one could possibly use more then 4 meg in an (Mega)ST(e) should be shot. How about 8 standard SIMM slots that can take up to 4 meg SIMMs (mix & match sizes should be possible) in banks of 2. For those that need (or want) more then 32 meg, a special slot for memmory expansion would be available. This should also please the third party hardware suppliers.

Seperate expandable vidio memory so there is no 'Well you have 16 meg, but you can only use 14 because 2 meg are used by the system.' crap.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

4849. Re: GEMINI GUI

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 17:54:58 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.786822898@txfs1.hfb.se>
Source record: 175110

In <3c4kal$18u@prime.mdata.fi> contacts@mits.mdata.fi (Pekka Saarinen) writes:

>----Pekka Saarinen

You forgot the best and most important feature:

IT SUPORT LOoOoNg_filenames.When_YoU_Use.MiNT ;^D

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

4850. Re: Gemini2/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 18:01:45 UTC
From: hjv@phil.ruu.nl
Message-ID: <3c4ta9$4st@chico.staf.phil.ruu.nl>
Source record: 175157

stephen@cavendish.co.uk (Stephen Hobley) writes:

>Spec: 14MHz 68000

14 MHz???

>a) .RSC file in German, working on English version, but would
> really like to get hold of the docs in English too.

They don't exist.

>c) The font in all dialogue boxes is too big and looks ugly.

Don't know what problem this is -- but then, I just use Gemini plain, and don't
have Geneva... Isn't the system font used in the dialogs?

>e) What are GBOOT001.APP and *.GIN files?

GBOOT00x boots Gemini, after a pause of x seconds. If you autoboot Gemini, it
can ahhepn that some ACCS don't get enough time to load. In that case you
don't autoboot Gemini, but GBOOT005 (for example) instead, to give all ACCs
5 seconds more time. GBOOT then boots Gemini for you.
The GIN files are the Gemini INfo files -- they store your settings. E.g.
USER\GIN\GEMINI.GIN is the default file for your desktop configuration --
i.e. the desktop.inf of Gemini. (Select 'Status sichern' in the Extras menu
to save the desktop. A dialog enables you to type in another name, so you can
save different settings. A double-click on a GIN file loads these settings
and thus gives you a new desktop... Oh, and the checkbox in the above dialog
is for turning ON the saving of background & windows (which you probably
normally want to be saved)).

>f) What does the 'Alles Aus?????...' option do in the menu?

You mean 'Alles Auswahlen'? That is 'Select All'.

>[Fenster = Window, Schlieben = Close, Abbruch = Cancel,
> uber = about, ... and that's about it really!]

Not bad, not bad... Keep practicing :-). How about 'Loschen'=Delete,
'Ausschneiden'=Cut, 'Kopieren'=Copy, 'Einfugen'=Paste...

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)

<catchy quote under construction>

4851. Re: File-formats for Atari ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 18:18:41 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Dec7.181841.17802@unix.brighton.ac.uk>
Source record: 175156

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote -

:It usually costs a lot of money to chisel file formats out of people
:like Word Perfect and Microsoft (eg try to get the Powerpoint file
:format - it is NDA'd!) Things like RTF are freely available
:'standards', so those get implemented instead.

Anyone know of any software that converts RTF then? (pref PD/SW)

the only commercial software I can think of is Protext 5... and Marcel.
I don't know about any of the new Falcon based WPs
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-

4852. Re: James Pond

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 18:27:53 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.786824873@txfs1.hfb.se>
Source record: 175111

In <avg.786798258@news.cwi.nl> avg@cwi.nl (Annius Groenink) writes:

>az822@FreeNet.Carleton.CA (Angus P. Armstrong) writes:

>>My son would desperately like to have the game "James Pond" for a
>>Christmas present. The problem is that I can't find out where to get it
>>from. Apparantly it is not being produced anymore. Can anyone give me any
>>suggestions on where to start looking?
>>Thanks!

>Have you checked for James Bond with a B?

Sorry Annius, It's called James Pond.. Not that I know ANYTHING about it
except there is a game called James Pond! ;^D

//Robert - Not knowing a thing about games!

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

4853. Re: The dream atari...Medusa?.

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 18:32:07 UTC
From: Mark Grimshaw <MarkG@Scot1.ucsalf.ac.uk>
Message-ID: <3c4v37$gdg@plato.ucsalf.ac.uk>
Source record: 175155
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

richard@stingray.manawatu.gen.nz (Richard MORRIS) wrote:
>
> OK here goes...
>
> Imagine we as members of comp.sys.atari.st[.tech] are designing the new
> Atari range.
>

> I think we should have _pull down_ menus as those "crash-down" ones are
> somewhat annoying (doesn't everyone agree???)
>

Has anyone heard of the Medusa which is apparently a cobbling together by a third party (Swiss I think) of bits and pieces of the Atari? I think this might be the 'dream Atari' you're looking for. I came across a short article on it a while back in ST Format (or some such magazine) - if I can find it I'll post more details.

Give me a pop-down menu any day.

'An Apple a day certainly doesn't keep the doctor away'

- unfortunately, I have to work with the horrible things; it's like participating in a stockcar race on a bicycle.

Mark Grimshaw

4854. GFA Basic ??

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 18:42:55 UTC
From: blade01@pplnet.com
Message-ID: <559RPKHPDJVDMMMTA@pplnet.com>
Source record: 175159

I'm translating some source code from GFA Basic to another compiler. Could anyone please tell me (preferably using "standard" TOS terminaology, e.g., evnt_multi and so forth) what the following GFA BIOS and XBIOS calls actually do? I have comments on some of them, but it's not clear to me how, for example, XBIOS(29,1) turns on the floppy drive light. Does it POKE to a GI register, or what?

Thanks in advance!

```
~XBIOS(6,L:VARPTR(colors$)) ! set palette colours
iorec%=XBIOS(14,0) ! iorec input table
~XBIOS(29,15)
~XBIOS(29,NOT 16)
~XBIOS(30,16)
VOID XBIOS(6,L:V:pal$) ! restore beginning palette
init.pal$=init.pal$+MKI$(XBIOS(7,i|,-1)) ! save beginning palette
~XBIOS(21,1,-1) ! turn cursor on
~XBIOS(21,0,-1) ! shut cursor off
IF XBIOS(4)=1 ! Medium Res test
~XBIOS(15,x%,y%,-1,-1,-1,-1)
~XBIOS(29,1) ! turn floppy light A on
~XBIOS(30,6) ! turn floppy light A off

BIOS(1,1)
BIOS(1,2)
BIOS(8,1)
~BIOS(3,1,code|)
~BIOS(3,2,code|)
key|=BIOS(2,1) ! accept from rs232 if present
key$=BIN$(BIOS(10)) B
```

GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld +1-713-682-7474
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--

Paradise Play Line BBS!!! PPL Networks - Ambassador Gcomm Dealer
Houston's Link to the World!! TELNET - 198.64.53.173
A True Gamer and Social BBS BBS - (713)597-4000 Sysop

4855. Re: Falcon: Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 18:52:23 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D0GF3B.64y@cix.compulink.co.uk>
Source record: 175158

In message <3c1lvn$5uv@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:
> I presume you can load/save Lotus 123 format and it also includes all
> the formulae. I especially need onw with NPV/IRR and other financial
> functions.
It loads 123 but saves as ldw. there is a conversion program that comes
with it to go back to 123 but it doesn't always seem to write a valid file.
The macros/formulae are fully 123v2 compat so if these functions are in
123r2, tey will be in LDW.

Iain

4856. Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 19:08:18 UTC
From: gaghon@nevada.edu
Message-ID: <3c5172$i1e@news.nevada.edu>
Source record: 175194

```
The Pentium says:

4195835-(4195835/3145727)*3145727 = 256

--- But is it right? Hmm, figure it out in your head, and
you more accurate than the Pentium.... ---
```

4857. Re: Gemini2/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 19:28:20 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3c52ck$5v2@golem.wcc.govt.nz>
Source record: 175161

] d) How do I get Universal Item Selector III running under Geneva?

You don't - Geneva uses better hooks and kicks out any other replacement selector.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4858. Re: To The Developers of CLA...

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 19:41:04 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3c534g$1jv@whitbeck.ncl.ac.uk>
Source record: 175160

In article <D0DKC7.LA5@freenet.buffalo.edu>, ba186@freenet.buffalo.edu (Theron Eduardo Ross) writes:
>
>Hello,
>
> I saw a post on here before were you were looking for testers of the
>lastest version of this program. If you are still looking, I'd like to
>be a tester. I am using a 1040STe, so I would need 68000 compiled code.
>Please E-Mail. Thanks,
>

Unfortunately, this chaps Email address is invalid, so I'll have to
follow up here. The guy Emailled me as well, so this replies to both.

> I saw a post a while ago that said you? were looking for testers of the
> new version of this program. I'd like to volunteer. I am running a
> 1040STe w/4 Megs.

Well, I'll make a note of your address, but at the moment CLAv3
only runs in colour at a minimum 800*600 res. It will work in
ST-High eventually as do all previous versions, but v3 was a
re-write from scratch so I'll be doing the mono support once the
rest is up & running mostly.

> Also, where can I register for this program and how much
> in US Dollars would this cost?

I don't accept dollars :)

No, seriously, we usually ask for an international money order
for pounds sterling (UK currency) - value 40 pounds for a USA
registration (slightly more expensive than EEC as shipping
costs more).
I don't know what the sterling/dollar exchange rate is at the moment
so I cann't tell you the $ cost.

> The last Circuit Simulation Program I've
> used was Circuit Maker II from Iliad Software, which is pretty old and
> unsupported at this point.
> Is this program comparable, or (hopefully)
> better? Thanks.......

Having never come accross Circuit Maker, I cann't comment.
I tend to aim for being comparable with the likes of the
Intergraph Ace+ system on the Sun (cost $30,000 per year),
but cheaper.

Why not take a look at the demo of CLAv2r3a which I put on ftp.uni-kl.de and micros.hensa.ac.uk today ? The missing bits from the demo are the VHDL compiler & FSM editor, both of which are into new versions as well (but no demo versions are compiled for them). The main schematic editor / simulator has SAVE disabled, but nothing else is missing - all entry, simulation & printing functions work.

If you like it, registration details are included with the demo.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

4859. Re: SLIP emulator for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 20:15:12 UTC
From: woodford@esca.com
Message-ID: <1994Dec7.201512.11639@esca.com>
Source record: 175187

swhatley@blkbox.com (Steven Whatley) writes:

>Steven Selick (selick@bu.edu) wrote:
>: Steven Whatley (swhatley@blkbox.com) wrote:
>: : I am installing MiNT, MinixFS, MiNT-Net on my Mega 4 ST. Is there any
>: : SLIP emulators for the ST like TIA and Twinsock for Windows?

>: Sure! Get atari.archive.umich.edu:atari/Network/MintNet/*.*

>I would like to make sure my quesiton was clear. I am talking about a
>psuado-SLIP. I have a shell account. I want a pair programs. One runs
>on the host which transfers any socket request it receives from my ST to a
>socket on the host. The other sends socket requests to the host
>program.

>So, my ST will be using the host's IP address. I understand that Iwill
>not be able to run servers on my ST. I'm only interested in using the
>clients, especially ncftp.

You mentioned TIA. If I understand you correctly, you want your ST to
talk to TIA on a remote host over a phone line. If this is the case,
assuming TIA is already installed on the remote host, this shouldn't
be a problem. Failing that, if your Provider allows it, you can ftp
TIA and register it for your own use. TIA isn't restricted to users of
PC based SLIP software; it's a generic SLIP emulator which _should_
work with all implementations of SLIP, including MiNTnet's.

I've had no problems using MiNTnet to connect to TIA, other than those
caused by bugs in TIA :) The only down side with using MiNTnet is the
setting up required. In addition to MiNT and MiNTnet, you'll need the
MiNTOS package and plenty of patience.

You can get more information about TIA by sending a blank email to:

tia-info@marketplace.com

Alternatively, point your web browser at:

http://marketplace.com/tia/tiahome.html

I should point out that I have no affiliation with the authors of TIA
or with Marketplace, I'm just singing the praises of a great product.

Cheers, Steve

4860. Forsale: Atari SC1224, SM124 or Trade

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 20:17:49 UTC
From: urbttwx@gsusgi2.gsu.edu
Message-ID: <3c559d$5mk@gsusgi2.gsu.edu>
Source record: 175163

```
Forsale Atari Monitors:
SC1224 Color -Make an offer

SM124 Mono -Make an offer

Will trade for 50 meg Atari HD or Specter 128 or AD Speed

-Tim
Write or call Maurice at (404)245-2770
```

4861. Re: Atari - Dream machine.

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 20:20:49 UTC
From: graham@insignia.co.uk
Message-ID: <D0GJ6p.MnD@isltd.insignia.com>
Source record: 175165

In article <3c1p71$b9d@ugle.unit.no>, josk@lise.unit.no (Jo Even Skarstein) writes:
>Somebody in this newsgroup (Can't remember who.) said that they wanted
>the graphics/sound-system to use the same RAM as the rest of the system.
>This is positive when it comes to the actual programming, but it has one
>*huge* drawback: Speed.
>
>What we *really* need is some sort of compromise, like on the Amiga or TT.
>Up to 32 megs (No let's say 'unlimited'.) of 'chip-ram' which can be used by
>all the chips, and a 'unlimited' amount of 'fast-ram' devoted to the CPU, FPU
>and SCSI-bus.

>The important bit here is that the CPU, DSP and the rest of the shit *must* be
>able to access the 'chip-mem' like we are used to on the ST/Falcon, otherwise
>we get a lot of uneccessary data-shuffling like on the PC and we're getting
>nowhere... The fast-mem will then be used for CPU-intencive tasks that's not
>graphics- or sound-related (Like a lot of OS-rutines, background disk-access,
>raytracing (That's *math*, not gfx :-), compiling...) and therefore *not*
>slowed
>down by graphics, sound or other I/O.

Given that we are talking about a minimum of 32 address lines and us poor folk
are unlikely to have a fully populated 4G memory space - just arrange for the top
address line to act as a bank select with upto 2G in each bank or use more if you
prefer an asymmetric split or to select ROM et al. Just make sure you don't pick
lines in the middle like the PC 640k/1M limit or the ST 4M limit ... and ensure all
address lines are available.

4862. Re: sound converting program for the ATARI ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 20:52:11 UTC
From: contacts@mits.mdata.fi
Message-ID: <3c579r$2qm@prime.mdata.fi>
Source record: 175169
Cross-posted to: alt.binaries.sounds.d,comp.sys.atari.st,maus.sys.atari.software

In article <3c4a0aE96f@uni-erlangen.de>,
Harald Schoenfeld <mppi76@cd4680fs.rrze.uni-erlangen.de> wrote:
>
>Five to Five V2.0 for the ATARI ST/TT/Falcon
>
>525 is a GEM based sound converter for all ATARI computers, running under
>TOS and MultiTOS. The program is now available in a new version in
>german and english.
>
>525 can convert any of the following formats into any of them:
>
>- DVSM (used by WinRec/WinCut for the ATARI Falcon)
>- AVR (used by many ST/TT/Falcon programs)
>- AU,SND (used on SUN, NeXT)
>- WAV (used on PC's)
>- HSN (used by CrazySounds for ATARI)
>- CIT (used by Fortune for ATARI Falcon)
>- Raw (for many other cases)

Why not AIFF (compressed, uncompressed, stereo, mono..)?????
Used by Cubase Audio and a lot of Mac-programs.
And converting D2D (bigger files than fit to RAM) would also
be cool.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

4863. New atari.archive.umich.edu mirror

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 21:01:10 UTC
From: blade01@pplnet.com
Message-ID: <8854RNURXTXHHBMWYD@pplnet.com>
Source record: 175174

```
IW>just a reminder that we are now being mirrors at ftp.orst.edu, along
IW>with the rest of the larger sections of archive.umich.edu, in
IW>the pub/mirrors/archive.umich.edu/atari directory.

IW>Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse

Thanks, Jeff. For us newcomers to InterNet, could you give us either
the domain name, or spell out the address so my local server will
understand it?

Thanks!

GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld +1-713-682-7474
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--

Paradise Play Line BBS!!! PPL Networks - Ambassador Gcomm Dealer
Houston's Link to the World!! TELNET - 198.64.53.173
A True Gamer and Social BBS BBS - (713)597-4000 Sysop
```

4864. WTB: Atari Jaguar Game System

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 21:01:10 UTC
From: blade01@pplnet.com
Message-ID: <8861RNURXTXHHBMWYD@pplnet.com>
Source record: 175175

IH>And sorry for posting this here but I couldn't find a Jag topic
IH>on my news server. If anyone knows the appropriate newsgroup
IH>names for Jaguar related stuff, please let me know.
IH>
IH>Many thanks,
IH>
IH>-Hutch- @ Fair Dinkum Tech

ATARI_ST@fidonet.org

<GRIN>

GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
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51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--

Paradise Play Line BBS!!! PPL Networks - Ambassador Gcomm Dealer
Houston's Link to the World!! TELNET - 198.64.53.173
A True Gamer and Social BBS BBS - (713)597-4000 Sysop

4865. The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 21:14:32 UTC
From: blade01@pplnet.com
Message-ID: <9656RURIAOVQXNRJMF@pplnet.com>
Source record: 175179

IR>Imagine we as members of comp.sys.atari.st[.tech] are designing the
IR>new Atari range.

IR>What would you want in it???

IR>First of all... _No_ 2 1/2" internal drive as these don't give as much room
IR>or speed as 3 1/2" ones.

First of all, let's put it in a nice tower or desktop case so there's
room to add more devices, such as CD-ROM and streaming tape.

IR>I think we should have _pull down_ menus as those "crash-down" ones are
IR>somewhat annoying (doesn't everyone agree???)

Make it software-selectable and store the preference in NVRAM - make
everyone happy.

IR>An '040 or '060 as '030s are just too old. And at least 50 Mhz ???

'040/50 is good. Make an '060 optional.

IR>1.44 internal drive, and HDD as standard (say 540M or so?)

If it's in the tower/desktop case, using the Teac combo drive would be
easy, too. HDD interface should be IDE _and_ SCSI-2 (Fast SCSI would be
very nice also).

IR>A _separate_ keyboard - with keys that don't feel like a sponge (like my
IR>1040STfm)

Both the Mega and MSTe keyboards are fine - but we could add a
DEKA-style jack as long as we're at it and let the user stick a clone
keyboard on there if desired. F11 then = HELP and F12 = UNDO.

IR>Multi-tasking doesn't seem to be too way out these days

Already done, just choose which one is bundled.

IR>and it would be nice
IR>if we could get rid of the 8+3 filenaming convention - lets have longer
IR>filenames - and perhaps add a bit to remain compatible with previous disks..

Use MINIX if you want to dump 8+3, but leave the original in place for
standardization.

IR>PS. (For Roger Sheppard) This is just a bunch of ideas, so please
IR>don't go decrying a really nice idea ok?

Hear, hear!

IR> Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld +1-713-682-7474
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--

Paradise Play Line BBS!!! PPL Networks - Ambassador Gcomm Dealer
Houston's Link to the World!! TELNET - 198.64.53.173
A True Gamer and Social BBS BBS - (713)597-4000 Sysop

4866. Developer Package deal for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 21:27:57 UTC
From: wjones41@mail.caps.maine.edu
Message-ID: <9412072128.AA48263@saturn.caps.maine.edu>
Source record: 175171
Body handling: Inline uuencoded payload not displayed: stsale.txt

```
* This message contains the file 'stsale.txt', which has been
* uuencoded. If you are using Pegasus Mail, then you can use
* the browser's eXtract function to lift the original contents
* out to a file, otherwise you will have to extract the message
* and uudecode it manually.

[Inline uuencoded payload not displayed: stsale.txt]
```

4867. Developer Package deal for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 21:28:06 UTC
From: wjones41@mail.caps.maine.edu
Message-ID: <9412072128.AA48266@saturn.caps.maine.edu>
Source record: 175172

```
--------------------------------
William B. Jones
Student of Computer Science
University of Southern Maine
wjones41@mail.caps.maine.edu
```

4868. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 21:38:33 UTC
From: jondinga@io.org
Message-ID: <3c5a0p$di5@ionews.io.org>
Source record: 175177

On the 12-01-94 dk3uz@isys-hh.Hanse.DE wrote to ALL:
d> If all went broke in ZL, maybe there were too many pirates about, and
d> not enough buyers?
d>
I have seen enough messages on the nets and on GEnie to give serious consideration to the thought that Atari had absolutely no desire to setup a dealer in NZ. Similarily, after Atari Canada was closed down, it was VERY difficult for dealers to get product or parts, or re-imbursement for warranty work. Obviously, the situation in Europe is otherwise: mind you, all the 'cracks' I have seen originated in Europe or UK.
All IMHO, where applicable........

Jon

* (QW|{ 2.8 * For a good time, type FORMAT C:

4869. Re: Atari stfm and blitte

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 21:38:43 UTC
From: jondinga@io.org
Message-ID: <3c5a13$dif@ionews.io.org>
Source record: 175178

On the 12-04-94 neptune@galaxy.owl.de wrote to ALL:
n> When you put a Blitter *in*, you have to *remove* 2 soldered pins on the
n> PCB. I dunno where these are, though
n>
A little off the topic, BUT, considering what a BLiTTER does, what
happens when its not there? Specifically, I thought my MSTe had died,
and while we were checking it with the diagnostic cartridge, the results
showed an OK blitter, BUT there is no chip OR socket present! I guess I
should run GEMbench with blitter on & off, but useful comments would be
appreciated.

I had several emails, and to head off any more, my MSTe had an AJAX
die (strange - I guess it doesn't like running at 8 mhz - never had a HD)
and the TOS sockets were dirty [even after trying 3 sets of chips]. Some
people have a real skill at getting things to work. I had swapped out the
FDD and TOS chips myself before taking it to a friend to have a looksee, and
it didnt do any good :(!! I have a dead mb [no video or output from the
RS232-makes a diagnostic cart useless :(- any suggestions where to look?]
(it has a blitter) of a different revision (older) that we swapped all the
socketed chips out of/with the (now) good mste mb, and all these work .

I have no intention of selling any dead mb I have. They get donated to
my local user group, and will, hopefully, be put to use helping another
member's cpu to revive.

* (QW|{ 2.8 * Grammarians never die-they fall into a comma.

4870. Calling .ACCs without a menu bar

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 21:40:26 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELIKDCUSUp@stingray.manawatu.gen.nz>
Source record: 175176
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

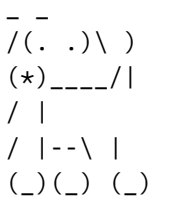
Is it possible to call an ACCessory without having to have a menu bar and everything set up first?

I have my own menus (which I will release when finished) and want to be able to show the .ACCs loaded - also how do I do that??? - and let the user select them.

Is this possible?

Any help would be most appreciated,
Richard.

PS. Could someone tell me when the new comp.sys.atari.programmer group is up and running please? (Unless ofcourse, the mediator posts something to that effect).

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

4871. Developer Package Deal for sale (repost)

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 21:41:00 UTC
From: wjones41@mail.caps.maine.edu
Message-ID: <9412072141.AA53003@saturn.caps.maine.edu>
Source record: 175154

For Sale:

Here's a great package for the programming Atarian!

*HiSoft Lattice C Version 5
*HiSoft Devpac 3 Assember (ST, Falcon & TT)
*Official Atari Developer's Kit with
bound documentation & original disks

$250 +shipping

William B. Jones
Student of Computer Science
University of Southern Maine
wjones41@mail.caps.maine.edu

4872. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 22:33:37 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3c5d81$dqo@osiris.wu-wien.ac.at>
Source record: 175183

Cornelius Krasel (krasel@alf.biochem.mpg.de) wrote:
: Pekka Saarinen (contacts@mits.mdata.fi) wrote:

: [deleted for the sake of brevity]

: > I constantly wonder how people (especially Englishmen who live next
: > to Germany) don't see what's going on in Germany, where TOS-based
: > computers are considered professional tools:

: Sorry, but that's just plain rubbish. This is also true for the other
: things you wrote about the German Atari scene.

To make it short, too: This no argument, but pure polemic. Ataris in
Germany are still used prfessionally, if Cornelius believs it or not.
Anyone (even those who oppose Atari) who has been at the ProTOS will have
the same opinion.

: This is not intended to be a flame, it's just to put some things right.

This message is intended to put a right message even more right (or more
left?).... well at least to correct it for truth and reality ;-)

: --Cornelius.
: [Cornelius mailsignature for the sake of brevity removed :-)]

Regards,

Alfred

4873. Re: Atari - Dream machine.

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 22:45:18 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3c5dtu$dqo@osiris.wu-wien.ac.at>
Source record: 175186

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <3c1p71$b9d@ugle.unit.no>, josk@lise.unit.no (Jo Even Skarstein) writes:
: >Somebody in this newsgroup (Can't remember who.) said that they wanted
: >the graphics/sound-system to use the same RAM as the rest of the system.
: >This is positive when it comes to the actual programming, but it has one
: >*huge* drawback: Speed.
: >
: >What we *really* need is some sort of compromise, like on the Amiga or TT.
: >Up to 32 megs (No let's say 'unlimited'.) of 'chip-ram' which can be used by
: >all the chips, and a 'unlimited' amount of 'fast-ram' devoted to the CPU, FPU
: >and SCSI-bus.

: The TT and Amiga does not work like that, the Custom chips on the latest
: Amiga's can only access the first 2 megs and its 4 megs on the TT....

The Atari TT allows for 14 Mb of "all purpose" ST RAM and for 256 Mb of
Fast Ram.

: >The important bit here is that the CPU, DSP and the rest of the shit *must* be
: >able to access the 'chip-mem' like we are used to on the ST/Falcon, otherwise
: >we get a lot of uneccessary data-shuffling like on the PC and we're getting
: >nowhere... The fast-mem will then be used for CPU-intencive tasks that's not
: >graphics- or sound-related (Like a lot of OS-rutines, background disk-access,
: >raytracing (That's *math*, not gfx :-), compiling...) and therefore *not*
: >slowed
: >down by graphics, sound or other I/O.
: The Big problem with this is the large address range that these chip will
: needed and registers, I don't think this is realy possible, the TT and
: the Amiga does not have this....

The 32 bit adress bus of the 68030 can handle that extra RAM easily

Regards,

Alfred

4874. Re: Future Publishing can kill Atari

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 22:48:28 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <17085D041S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 175184

(I recently wrote the following):
>
>>* I'm surprised that there's any market at all for ST magazines, since as
>> far as I'm aware, Atari Corp. doesn't even manufacture personal computers
>> any more (although I have heard rumors of possible clones.)

(to which someone replied):

>Apart from the fact that Atari do manufacture machines (they're just not
>designing new ones), why would a lack of manufacture mean that existing
>machines become unused overnight?

(to which I reply: If Atari is still manufacturing computers, I stand
corrected. The last I had heard, and this included an interview with Sam
Trameil about a year ago in the San Jose Mercury News, Atari was OUT of the
personal computer business. Period. I had also heard that their recent
annual report to stockholders said the same thing. This is definitely not
"wishful thinking" on my part, because I own an Atari, and I'd love to see
some support from Atari Corp. The SJ Merc article I read with my own eyes.
The annual report to stock holder thing is hearsay. And I do still use
my Atari computer. I also wrote the following:)

How can you have less than zero coverage? That's mathematically impossible
.> Atari machines haven't appeared in any computer publications that I've
>> seen in years.

(to which someone replied:)

>PCW, the biggest UK mag (I believe) often features short reviews of Atari
>stuff. The current issue reviews Janus. Recent issues have reviewed
>music stuff for the Atari Falcon.
>
(to which I reply: I said computer magazines I'VE seen, and admittedly,
that's here in Silicon Valley, U.S.A. not Europe or U.K. Here, there really
are only two platforms left - PC and Macintosh. It's getting to the point
that you can buy software and accessories at your corner grocery store for
either of those two platforms. Newspapers are full of ads for software and
accessories for PCs and Macs. If you say you have an Atari Computer, and
are looking for software or accessories, you will likely get a blank stare.
As for coverage of Atari computers - None, Nada, Nichts, Nein, Zippo. I
also wrote:)

>> It's called the free market system.

(To which somone replied:)

>Thanks for your useful contribution. Not.
>David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

(To which I reply: The reason I mentioned that is because I believe in the idea of a free market and a free press. The original poster of this thread seemed to whine about the fact that only one magazine would monopolize the Atari market. Maybe I misunderstood, but it seemed to me that the original writer was suggesting that something ought to be done about it. But what? Government intervention? YECCHHHH!!!! If you don't like their magazine, don't buy it. If you can put out a better one, do it. Hopefully, there's a big enough market out there, especially in Europe and U.K., to keep Atari computers and clones alive, and enough interest to justify the existence of several magazines. I think the interest in the U.S. for Atari computers has pretty much died out, but then, that shouldn't be a great revelation to anyone. OK, flamers, Flame away. ---Mark van Wyk)

4875. Re: Atari newbie request chess programs for ST1040

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 23:35:39 UTC
From: t94patsa@ida.liu.se
Message-ID: <1994Dec7.233539.480@ida.liu.se>
Source record: 175118

scvicato@unidhp.uni-c.dk (Scanview Software) writes:

>I'm helping a friend of mine getting some chess programs for her Atari
>ST1040 but my first question is - does the Atari read IBM 3.5" disks?

Yes, although some TOS versions have problems writing a genuine DOS format disk
so to be sure, always format on the PC.

>Oh - and don't forget the chess program, either by code or by reference!

Well, as I see it there are only two commercial chess programs that play really
strong chess and they are Psion Chess and Chess Champion 2175.

There are also some public domain chess programs out on the net that you may
want to look at, esp GNU Chess.

--

__ __
/_/ /_ / Computer student at University of Linkoping (LiTH)
/atrik __/anfridsson / E-mail: t94patsa@und.ida.liu.se, z94patsa@isy.liu.se

4876. atari 520st and peripheral for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-07 23:59:59 UTC
From: kim@kenyon.edu
Message-ID: <1994Dec7.185959.8379@kcvax1>
Source record: 175185

I would like to sell my atari 520st with the atari RGB monitior and disk drive. Mouse is included. Don't have much in terms of software- so I'll throw in everything I have for free. Will take any reasonable offers + shipping charges. E-mail me at this address. Thanks

4877. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 00:10:19 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3c5itb$5hl@whitbeck.ncl.ac.uk>
Source record: 175198

In article <3bvlau$gis@ugle.unit.no>, erlingh@nova.pvv.unit.no (Erling Henanger) writes:
>To do d2d you MUST ofcourse have a large *SCSI* drive in addition. True.
>IDE drives cannot do DMA, and so is useless for d2d.

?????? DAME & Cubase Audio both demand a SCSI HD, but that doesn't mean
you cann't use an IDE drive for D2D - WinRec records quite happily on even
my slow hard drive, as do several other comercial programs.
DMA isn't really the important thing, sustainable data rate is what is
important - the internal IDE interface is quite capable of keeping up with
4 track record/playback. You only need the SCSI drive if you are going
for more simultaneous tracks, which is why C.A.F. only supports SCSI.

>16-track audio *IS* possible with the base Falcon hardware. However,
>you can only *record* 1 stereo track at the time. With additional
>hardware DA's you can record upto 8 tracks at the time.

No, strictly speaking it isn't - you require a SCSI HD to get 16 track
audio, which doesn't come as standard with any falcon.

>Get your facts straight. The Falcon comes *with* a SCSI2 port. No acsi
>in sight. All you need is the scsi drive.

True, but wouldn't you have preffered to be able to stick a SCSI drive
inside the case? I never understood why the f030 came in the case it
did, when they already had a nice pro case in the TT/MegaSTE box.

Craig.
f030 32Mhz, MiNT1.12, net-055, X11R5
- but not blind to the defects.

4878. Re: Calling .ACCs without a menu bar

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 00:15:49 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3c5j7l$5ij@whitbeck.ncl.ac.uk>
Source record: 175200
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Don't know how to find out which accs are loaded, but
calling them is easy - use appl_write() to send an AC_OPEN
message to the accessory.

Craig.

4879. Re: Atari - Dream machine.

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 00:26:24 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3c5jrg$5it@whitbeck.ncl.ac.uk>
Source record: 175199

In article <D0GJ6p.MnD@isltd.insignia.com>, graham@insignia.co.uk (Graham Beint, 321) writes:
>
>Given that we are talking about a minimum of 32 address lines and us poor folk
>are unlikely to have a fully populated 4G memory space - just arrange for the top
>address line to act as a bank select with upto 2G in each bank or use more if you
>prefer an asymmetric split or to select ROM et al. Just make sure you don't pick
>lines in the middle like the PC 640k/1M limit or the ST 4M limit ... and ensure all
>address lines are available.
>
>

As soon as you decide to use a policy like that, you've crippled your architecture (just like a PC).

Sure, design your hardware like that if you want, but don't tell people that that's what you did - don't give them a memory map which say's "Fast Ram will always be here", 'coz one day you'll want more & then you'll find that you just cann't add it without kludging. I'm talking software compatibility 0- I'm not suggesting that a Falcon could have 2G of memory, but a program developed on one may well outlast the machine (Unix started life on a PDP-11).

So, design you're hardware like that, sure - but lay down the law that the user must request Fast Ram and use the address they're given just like TT-Ram is allocated now, and let the OS handle where in the hardware memory map the RAM actually is.

BTW - does the processor direct slot on a Falcon give all 32 data lines? If it does, then it would be piss to knock up a Fast Ram board for it.

Craig.

4880. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 00:37:19 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3c5kfv$n30@brachio.zrz.TU-Berlin.DE>
Source record: 175193

In article <3c2me9$9rr@josie.abo.fi> THIETAVUO@FINABO.ABO.FI (Morgoth) writes:
>* Papyrus Gold (very Word-like, positively - and VERY good...)
> Requires 2..4 Mb RAM, SpeedoGDOS, and a hard disk for serious use.
> Works well on Falcon, but might be a little slow on a ST.

A few corrections: If you stick with pixel fonts (GEM's FNT and Signum!2
format) a hard disk is not really necessary. A lot of our customers
don't have one.
Papyrus is actually quite fast even on 8 MHz machines by using an
internal Speedo cache that makes vector font drawing as fast as bitmap
fonts.

Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|
Raschdorffstr. 99, 13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |

4881. Re: Falcon: Spreadsheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 00:39:51 UTC
From: tdcflcn@infinet.com
Message-ID: <3c5kkn$35s@rigel.infinet.com>
Source record: 175188

```
: LDW Power is Lotus 2 compat inclding full macros and costs about a tenner
: from Silica. Works great on the Falcon in all reses too, I use it at
: 800x600x16 with no problems. Quite fast too.

: I presume you can load/save Lotus 123 format and it also includes
: all the formulae. I especially need onw with NPV/IRR and other financial
: functions.

There is demo version of LDW Power somewhere out here on 'Net.
Try the "demo" or "applications" directory on a.a.u.e.

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
=====================================================================
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
=====================================================================
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant
```

4882. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 00:54:08 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3c5lfh$9ta@mother.usf.edu>
Source record: 175189

Even MIPS ratings for Morotola and Intel processors would be meaningless because 1 MIPS on one CPU may be a lot less than 1 MIPS on another.

For example, 1 MIPS on a PPC would be much slower than 1 MIPS on a 68000, although on a PPC, with the design philosophy behind RISC, you'd never run it that slow.

1 MIPS on a 486, also, would be noticably slower than 1 MIPS on a 68040, because, for one thing, the 68040 instructions tend to do more, and secondly the 68040 instruction set is much better organized than the 486 kludgy piecemeal crap instruction set, so it's easier to write good efficient assembly and easier to write a compiler to take good advantage of the instruction set.

In reality, even the 386 is NOT a slow processor. The problem is that most companies, expecially Microsoft, don't want to put in the time to develop a compiler that is capable of properly optimizing for the instruction set. It's not easy at all to develop a good compiler for Intel processors. It's no picnic for 680x0 either, but it's MUCH better.

The easiest kind of processor to develop a compiler for is a RISC processor because there aren't any weird nuances to a very complicated instruction set. Instead, there are only primitives. Too bad that even that is beyond the intelligence of Microsoft programmers.

4883. Re: Wordprocessors without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 01:05:24 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HKDHFQ6OAQ90OIZZ@SNYONEVA.CC.ONEONTA.EDU>
Source record: 175173

I think the original poster of this message only had a 1040ST and wanted
a simple but robust wordprocessor.

I'd reccommend Marcel 2.x which is shareware and worth the $10 registration
fee. It's not exactly bugless (and the spellchecker in v.2.2 stinks) but
generally it works well and supports Dot Matrix printers pretty
extensively. It can be found on good Atari ftp sites like tu.clausthal.de
and I'm sure others as well.

He could also checkout the archaic but venerable ST-Writer Elite. It
is relatively bug free, functional, fast, and it will run fine on a
floppy based 1040.

Hope this helps.

Ari

4884. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 01:05:39 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3c5m53$9ta@mother.usf.edu>
Source record: 175190

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: >Of course, if you could run ST software on the Mac hardware, there are
: >plenty of configurations with as much or more raw horsepower than the
: >TT (and better video built-in), at a much lower price. Perhaps, some
: >day, you will be able to.

: You already can with MagicMac which has gone on sale in Germany yesterday!
: It's still under dev and doesn't work 100%, but they are very close to a
: final release version. From what I understand this is a public test
: version.

Of course, you'd be seriously crippled by the Mac hardware and underlying
OS. I wouldn't be surprised if a Quadra emulating a TT couldn't keep up
with a real TT.

4885. Re: Atari 800xl emulators?? exists or what?

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 01:16:08 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3c5moo$9ta@mother.usf.edu>
Source record: 175191

Does PC Xformer work on the Falcon?

4886. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 01:20:53 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3c5n1l$9ta@mother.usf.edu>
Source record: 175192

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: Well after reading here that ST-Review is now closed, well at least it shuts
: up those people that have stated here many many time how good Atari
: is doing in the UK etc..

: From the missing Adds in these Magazines, it was obvious that thing are not good
: at all...

: With out magazines the Atari platform is dead....

You're not kidding. Wonder why Processor Direct's second issue isn't out
yet when the first came out in March? One reason: No advertisers.

If you've ever seen issue #1 of PD, you'd wonder what would keep people
from advertizing in it, considering superior quality of the publication.

4887. Re: James Pond

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 01:43:17 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3c5obl$9di@golem.wcc.govt.nz>
Source record: 175195

] >My son would desperately like to have the game "James Pond" for a
] >Christmas present. The problem is that I can't find out where to get it
] >from. Apparantly it is not being produced anymore. Can anyone give me any
] >suggestions on where to start looking?
] >Thanks!
]
] Have you checked for James Bond with a B?

James Bond is a terrible game (any of them), James Pond is the one where
the main character is a fish.

James Pond II - Codename: Robocod is a much better game, and being
released later, should in theory, be somewhat easier to find.
(Usually referred to as just "Robocod")

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4888. FORSALE: ST monitors

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 01:47:05 UTC
From: evans@cs.washington.edu
Message-ID: <D0GyAz.5xJ@beaver.cs.washington.edu>
Source record: 175106

```
Forsale: "all prices are o.b.o"

* AtariST Color monitor $70
* AtariST Mono monitor $50

Both monitors have no problems or distortion.

Buyer pays price & shipping via C.O.D.

Please respond by mail to
evans@cs.washington.edu
```

4889. Ad-Speed 16 STe

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 01:56:41 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3c5p4p$9di@golem.wcc.govt.nz>
Source record: 175196

I'm interested in obtaining one of these hard-ware accelerator cards for my TOS 1.62(UK) STe with 2.5meg RAM. I'd be interested in any information I could get on it. I know that a company was/is selling them for around $100 but as well as further information on that, I'd also like to know various other bits 'n' pieces, such as, how hard is it to install (i.e. does it just "plug-in" or would I have to get someone with some decent soldering/electrical equipment to do it?), how compatible is it, (if it's completely turned off, is my system still 100% compatible with whatever it worked with non-enhanced?

How fiddly is it to use? Will X-Control recognise it, or do I need a special program to toggle speed & then reset the machine etc.

Is it possible to throw a 16Mhz 68030 chip into it to be able to run 68030 optimised code?

How tricky is it to get an FPU chip to plug into its FPU socket?

Does it have any caching?

I'm getting sick of the speed of this machine for a lot of functions,(screen redrawing in complex applications, archiving etc.) and this looks like an affordable solution...

Are the distributers available on the net?

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4890. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 02:00:18 UTC
From: zrollinso@cc.curtin.edu.au
Message-ID: <1994Dec8.110018@cc.curtin.edu.au>
Source record: 175101

In article <1994Dec5.125236.20342@city.ac.uk>, cc103@city.ac.uk (NORMAN S L) writes:
> Steven Whatley (swhatley@blkbox.com) wrote:
> : Hutch (hutch@ilmen.lanl.gov) wrote:
>
> How about the IBM name:
>
> It's better manually.

...or even

I B M
o a
u c
g i
h n
t t
o
s
h

There was also a comment on the IBM striped logo:

Q. Why did IBM do their logo that way?
A. That's the best resolution that they could get.

Steven Rollinson
Steve.Rollinson@MIS.WMC.wmc.telememo.au

Disclaimer: My employer does not care what my opinions are -
as long as I keep them to myself.

4891. Atari newbie request ches

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 03:03:37 UTC
From: bseburn@vaxxine.com
Message-ID: <D0H1u2.9vI@vaxxine.com>
Source record: 175119

Yes Atari machines will read IBM 3.5" disks, as long as they are 720K, not 1.44 meg floppies. Download what you want to your IBM, put it on a floppy, and pop the floppy in the Atari's drive... then do what you will! :-)

Brian

___ Mountain Reader II - #00000039

4892. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 03:28:11 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3c5ugb$sim@news2.delphi.com>
Source record: 175102

contacts@mits.mdata.fi (Pekka Saarinen) writes:

>>BRYEDEWAARD@DELPHI.COM (BRYEDEWAARD@news.delphi.com) wrote:
>>
>>: Chris, believe what you want, but I used to be a GEM/ST developer and I
>>: told myself that noone else's OS was better, but now I program for OS/2
>>: and it has features Atari hasn't even HEARD of yet. GEM is severely
>>: lacking in graphics /color manipulation, has no sound support, no movie
>>: support, long filenames etc.. When/if Atari comes back, their OS will
>>: need to be light years beyond MultiTOS if they want to attract new users.

>In Atari-system you have *programs* to do graphics, movies, sound etc.
>Problem with todays OS's is that they try to be everything from
>a filemanager and a movieplayer to a gamesystem.

When the OS supports these functions, they become available to all
programs. No more re-inventing the wheel.

>I was yesterday in a Huge PC-shop, and I checked the OS/2 - there was
>nothing revolutionary or innovative in it, right from the mouse-feel
>it felt like using a PC-compatible (with constant disk-access even with
>simplest operations). And in 486/66 it played Mpegs still much slower
>than my odd birdie.

Humm.. I've used OS/2 Warp with as little as 8 Megs and had NO
disk-swapping. Haven't seen M-peg on a Falcon, but I know a low cost card
will add full-speed Mpeg to any PC.

>>Well MiNT would seem to be the answer to most OS problems, if only Atari
>>unerstood that and build a nice GUI around it..

>Would you please give a some sort of a description of MiNT, as many of
>us have no idea of it's capabilities (graphics, programs for it, hardware
>requirements, SCSI? etc.). Thanks!

>Best Regards,

>----Pekka Saarinen

-Bry

4893. Re: ===> Know good Gopher sites?

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 03:43:44 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3c5vdg$aji@golem.wcc.govt.nz>
Source record: 175115

In article <3c21jm$7ci@jake.esu.edu>, garnerg@esu.edu (George W Garner) writes:
>===> I found a site on Gopher from HENSA micros at Lancaste University
>that has good Atari ST, MiNT, and Falcon software (demos, shareware,
>etc.). It's a good place to get good demos, especially considering GEnie
>costs me about $9.50 an hour (including the phone charges). But I'm

GEnie costs $9.50 for 4 Hours then $3 per hour after that....

I should know as I use it....

> George Garner
> (garnerg@esu.edu)

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4894. Re: Xbios Setscreen() details

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 03:49:54 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELIQCAVKUp@stingray.manawatu.gen.nz>
Source record: 175107
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <Pine.SGI.3.90.941207201250.20096C-100000@tower.york.ac.uk> Shawn Hargreaves wrote :

>Also, I seem to rememver reading somewhere that Setscreen() can only
>display a block of memory whose address is a multiple of four. At the
>moment I am just using:
>
>char *screen = malloc(32000);
>Setscreen(x,x,-1);
>
>and it seems to work. If it is true that Setscreen() requires an address
>on a 4-byte boundary, malloc must just always be returning suitable
>values, but it doesn't seem like a good idea to rely on this. Does anyone
>have any experience of this?
>
>It is working on my 1040 STe without worrying about either of these
>issues, but I would like to know that I am not ignoring anything which
>may cause problems with other systems and TOS versions.
>
>Shawn Hargreaves "God is real, unless declared as integer."
>slh100@tower.york.ac.uk --
>
>
The screens are supposed to be on 256 byte boundaries - not 4 byte (otherwise
malloc would be fine as you said b4). Perhaps this changed in the STe???
But on my 1040STfm it would crap out (unless your malloc command is only using
memory that starts on a 256 byte boundary - would seem odd though).

Richard.

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

4895. ISO Falcon/TT owner with 5 minutes free time

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 04:00:46 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELIQCAVMUp@stingray.manawatu.gen.nz>
Source record: 175108
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need to test a routine I wrote on a Falcon and a TT in all resolutions.
It's a small routine (11K uuencoded) and I'll give any1 who can help, more
info. It's nothing complicated - I just want to know if it displays ok.

Please could any1 with one of the above Ataris please contact me ASAP?

Thanx,
Richard =8-]

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

4896. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 04:13:56 UTC
From: jyoung57@delphi.com
Message-ID: <Jw4Vu40.jyoung57@delphi.com>
Source record: 175117

<blade01@pplnet.com> writes:

>If it's in the tower/desktop case, using the Teac combo drive would be
>easy, too. HDD interface should be IDE _and_ SCSI-2 (Fast SCSI would be
>very nice also).
>
>IR>A _separate_ keyboard - with keys that don't feel like a sponge (like my
>IR>1040STfm)
>
>Both the Mega and MSTe keyboards are fine - but we could add a
>DEKA-style jack as long as we're at it and let the user stick a clone
>keyboard on there if desired. F11 then = HELP and F12 = UNDO.

Well, the DEKA AFAIK is an external solution for an external keyboard.
I just installed a wonderful product called ATKEY, which I purchased
from System Solutions in UK. This is a board which goes inside the
case (I think you need a bigger case. I use an IBM box that I picked
up real cheap at a surplus warehouse). Anyway, this lets you use any
one of a number of IBM AT keyboards. It really does make a difference.

As far as upgrades go, I received a E-Mail from Stephan Skrodzki, author
(one of them) of the VOFA 4000 board which allows an IBM VGA graphics
(Sorry, make that SVGA) card in the ST. He said that they are currently,
out of the 4000 model (You could still DIY, there are full docs avail),
but the good news is that he plans the release of VOFA 4010 within
the next two months. This new board will allow SVGA true color boards
to be use even with PAK3 and also will provide for Ethernet capability]
on our beloved ST. Sounds promising.

Take care,
Jeff
Jeffrey Young | \|//
California, U.S.A. | / @ @ \ The
---------------------------------| \ ^ / Internet Zombie,
jyoung57@delphi.com (Internet) | |~~~| Man

4897. Future Publishing can kill Atari

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 04:22:14 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <786940810.0@mettav.exnet>
Source record: 175041

It was none other than Requiem that wrote on 5 Dec 94 that ,

R> (2) Advertising. Everyone knows that Format charge a hell of a lot
R> more than Review did. Will Format lower their prices? Like hell.
R> They could put them up and no-one could do a thing about it because
R> its the only place to advertise now. The smaller PD libraries and

I have it that Format intend to hugely Increase the Advertising rates starting
from Now ....

Time to renew why Sub with STA methinks !

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

4898. D2D or similar packages

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 04:22:26 UTC
From: ralunsfo@uncc.edu
Message-ID: <3c61m2$m28@news.uncc.edu>
Source record: 175105

Has anyone bought and used D2D's full version, or anything comparable (in the same general price range). I'm looking for something a *little* more than the demo version of D2D for multitrack guitar work. Maybe just guitar, drum machine, and bass. Price range about $2-300 preferably. I've managed to get some fairly good results on the demo D2D as long as I don't overdub more than 3 separate tracks, so even a 2-track package may be OK.

Thanks,
Russ
--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@unccsun.uncc.edu

4899. Re: The dream atari...Medusa?.

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 04:23:20 UTC
From: Lexicor@world.std.com
Message-ID: <D0H5Ix.MJ0@world.std.com>
Source record: 175104
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3c4v37$gdg@plato.ucsalf.ac.uk>,
Mark Grimshaw <MarkG@Scot1.ucsalf.ac.uk> wrote:
>
>Has anyone heard of the Medusa which is apparently a cobbling together
>by a third party (Swiss I think) of bits and pieces of the Atari? I
>think this might be the 'dream Atari' you're looking for. I came
>across a short article on it a while back in ST Format (or some such
>magazine) - if I can find it I'll post more details.

Mark, the medusa has been selling now for a few months in the U.S.A. and
in Germany (I believe it's also available in the U.K. now).

It is currently most definately the fastest atari around (and it has the
'060 prototype finished as well), however the price isn't cheap, it will
cost around 3,400 U$D for an 8Meg 450 HD Medusa System with tower, HDD and
all that sort of stuff.

Cheers

Yat @ Lexicor

4900. Re: Ad-Speed 16 STe

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 04:23:39 UTC
From: jyoung57@delphi.com
Message-ID: <JyxX+ez.jyoung57@delphi.com>
Source record: 175103

Steve Wells <wells_s@kosmos.wcc.govt.nz> writes:

>I'm interested in obtaining one of these hard-ware accelerator cards
>for my TOS 1.62(UK) STe with 2.5meg RAM. I'd be interested in any
>information I could get on it. I know that a company was/is selling
>them for around $100 but as well as further information on that, I'd
>also like to know various other bits 'n' pieces, such as, how hard
>is it to install (i.e. does it just "plug-in" or would I have to get
>someone with some decent soldering/electrical equipment to do it?),
>how compatible is it, (if it's completely turned off, is my system still
>100% compatible with whatever it worked with non-enhanced?
>

I use the AdSpeed for my ST, so I can share some of my experiences. I
think most of this is relevant for the AdSpeed STe. First, I had to
remove the 68000 chip. This required de-soldering as the chip was
not socketed. (Check your machine, but I think The are all soldered
in). After this, I had to solder a socket where the 68000 was and then
insert the AdSpeed board. It can be tricky if you are new to soldering.
Compatibilty is 100% (besides games) AFAIK. You can swith 8 and 16
modes with the provided CPX or you can install a switch. The board
came with the terminal for this. The STe version has a socket for
a FPU, but I can't say I have direct knowledge of this. You can
switch on the fly with no problem. I use 16 Mhz with Overscan with
no problem. The address for ICD, the manufacturers, is:

ICD Incorporated
1220 Rock Street
Rockford, IL 61101
USA

ICD Europe GmbH
Am Goldberg 9
6056 Heusenstamm
Germany

Take Care,
Jeff

Jeffrey Young | \|//
California, U.S.A. | / @ @ \ The
---------------------------------| \ ^ / Internet Zombie,
jyoung57@delphi.com (Internet) | |~~~| Man

4901. Re: Help with MegaSTE and hardrive

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 04:24:29 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D0H5Kt.FsD@cix.compulink.co.uk>
Source record: 175109

In response to der@discovery's message:
> In article <3c0b35$g3b@styx.uwa.edu.au> schokman@yarrow.wt.uwa.edu.au
> (Rick Schokman) writes:
>
> > I'd appreciate a little help from the cognicenti. I've bought a
> > MegaSTE with internal hard drive. I also have an external case with
> > two hard drives and ICDs AdSCSI installed. The question is can I
> > connect the external drives to the Mega even with the internal
> > connected; if so can I get the system to boot via the AdSCSI?
>
> AFAIK it should be possible. Just remember that the internal
> SCSI-interface is CRAP and you can`t connect more than one unit to
> it. Also the connected unit must have SCSI ID#0 in order to be
> recognized by the interface. Since you would like to boot from one
> of the external drives you probably want one of them to have SCSI
> ID#0 instead, right? Have a look at the small daughter- board inside
> your MSTE (the one that the SCSI-cable originates from) and you will
> hopefully see 3 (red) dip-switches. With these switches you can remap
> your internal SCSI-unit to another ID. By remapping it to f.e. ID#2
> and setting the external drives to ID#0 and ID#1 you should be able
> to make the computer boot from one of the external drives.

This is true, but by using the dip-switches you'll find that the internal
doesn't get recognised at all when switched to anything other than ID 0.

If anyone *has* got this to work I'd be delighted to find out how as it
drove me completely insane when I tried it. I've used AHDI, ICD (PD only)
and HDDriver boot software.

> BTW, I think that modern SCSI-driver software can set auto-boot from
> any drive in the chain, removing the need to remap the internal unit.

From my attempts I also tried to boot from the external drive's first
partition (set as E:\ ) but found that accessories still tried to boot
from C:\. I never got around to trying software to divert to another
partition.

It's really infuriating when my external is 19ms access and 700+k/s and
the crappy Seagate trundles at 30ms 350k/s

> Hope this helps
>
> ---
> Daniel Eriksson, der@astrakan.hgs.se, phone +46 26 72905, fax +46 26
> 72123 NOTE! The "From:"-field in the header is not set correctly.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #

4902. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 05:22:58 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <786940810.1@mettav.exnet>
Source record: 175042

```
It was none other than Martijn Dekker that wrote on 5 Dec 94 that ,
MD> at modern machines. I can't believe people in this forum _really_
MD> compare falcons to 486's in terms of performance. Using Atari is
MD> matter of taste, not a matter of sense.

That ....is only a matter of opinion :-).

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)
```

4903. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 06:50:24 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3c6abg$6qb@darkstar.UCSC.EDU>
Source record: 175120

In <3c5ugb$sim@news2.delphi.com> BRYEDEWAARD@news.delphi.com (BRYEDEWAARD@DELPHI.COM) writes:
>When the OS supports these functions, they become available to all
>programs. No more re-inventing the wheel.

But with everything in the OS you are nearly forced to use their "wheels" which for sake of "standardness" are usually the worst quality. With code-sharing and such, this really isn't a problem, and you aren't bogged down with MPEG support built-in when you don't need it, making for a faster, smaller OS.

~Chris

>>Best Regards,

>>----Pekka Saarinen

>-Bry
--
```
__ /\ __
__\/__\/__
\_||_/
/__||__\
// \ | \\
\|
```

4904. Re: Should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 06:55:43 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HKDT5IMN2Q90OIHM@SNYONEVA.CC.ONEONTA.EDU>
Source record: 175197

I used to own one and I too inherited alot of older ST software when I upgraded...

yes, Flash 1.6 will definately work on the Falcon - except the capture buffer window suffers redraw problems (due to different window object sizes in the new AES) in ST medium rez (640x200) mode.

Wordwriter 2.0 will work fine and runs at a faster clip - especially when it access the disk!

Audio: I can't speak for it because its not my thing...there' alot of native Falcon audio stuff anyway...

CrackArt - will work fine except the block rotation function will cause a major crash!

Deluxe Paint works fine as well as does DEGAS.

COntrary to popular belief, the Falcon is surprisingly compatible w/older software. Usually, the only stuff that won't work are very old applicatons that were poorly written and/or games that are copy-protected or rely on assorted and illegal hardware tricks.

You can find a list of verified compatible games and applications compiled by Heiko Hartmann on various Atari ftp sites under the Falcon directory.

There's also a great program called Backwards that allows you to configure the Falcon to work with certain ST programs and games. It increases Falcon compatibility substantially!

Almost all languages will work - except for STOS (I think) - it needs a patch. HiSoft anf GFA Basic both work fine.

Now, as for getting a Falcon...(I'm gonna get flammed)...you have to weigh the costs to justify it. If you have a major investment in your Atari software and plan to stay with the platform then its worth the price.

However, if you are looking for the dream computer - you won't find it in the Falcon - its essentially a super STe. The audio capabilties are impressive and the new gfx modes are nice but the machine is vastly underpowered for the screen modes its supports.

Software support for the Falcon is increasing (alittle) but its still VERY weak in certain areas - namely games and low to mid-range graphics apps.

Not everyone needs to work in 24bit or 16bit color! I needed to be able to do sprite and background gfx in VGA modes with good software.

Unfortunately, that software wasn't around when I needed it so I'm typing this from my PC clone which does have it.

Also, the long promised 486 PC emulator has yet (ever?) to arrive so forget serious PC emulation. Also, the Spectre GCR ins't compatible either.

Last but not least - most of your disk copiers won't work with the Falcon because of the CPU timing differences.

In the end, you must weigh the costs/performance of the Falcon with what you need and want to do. If you need audio - buy a bird. If you want to paly games - keep your ST or buy a PC. It's up to you.

The falcon was never cheap and probably never worth the money but its not a bad computer deep down.

Good luck w/your decision. Hope this helps you out.

Regards,

Ari

4905. Re: SIMMs for Stacy?

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 07:59:02 UTC
From: jwt@tanuki.twics.com
Message-ID: <1994Dec8.075902.59@tanuki.twics.com>
Source record: 175032

```
>MP> You need to buy two low-profile SIPPs, not SIMMs. SIPPs are
>MP> basically the same thing, but with pins that plug into the
>MP> memory board as opposed to the edge-type connectors that
>MP> SIMMs use.
>
>Mmmm,the only Stacy I've repaired used ZIPPS ..not SIMMS or SIPPS.

There were two different Stacy memory boards. The board sold as the
2MB version had sockets for two low-profile SIPPs in addition to 2MB
of ZIPPs. The 4MB board was a different layout and included 4MB of ZIPPs.

Jim Tittsler jwt@twics.co.jp
```

4906. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 08:34:56 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <3c6gfggjo1@usenet.pa.dec.com>
Source record: 175121

Hi People,

I contacted Vic Lennard directly to ask what was going on at ST Review. This is his reply, posted here with his permission:

|> Pearsons, publishers of ST Format, have purchased ST Review with one
|> single intention: to kill it off entirely. The last issue of STR will
|> be the Jan '95 issue I finished last week.
|>
|> As for subs, god only knows. That's down to Pearsons...
|>
|> Vic Lennard
|> ex-editor of an ex-mag

[M][a][r][c]

4907. Re: Zmodem Accesory

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 09:12:34 UTC
From: Michael Wray <harmony@tyrell.net>
Message-ID: <Pine.SUN.3.91.941208030958.15093D-100000@tyrell.net>
Source record: 175130

On 5 Dec 1994, Pekka Saarinen wrote:

> Is there any special advantage in using external Z-modem with Connect?
> I've found that the internal Z-modem in Connect 2.46 (fixed) works just
> fine, and with Selectric 1.10 you can do multiple sends with it.
> It works also in background inside Connect.
>
Yes, the documents say that you get a much better throughput when using
an external protocol, especially with xyz. (I found this to be true as
well, but only if you ARE NOT running MINT.)

4908. Re: Xbios Setscreen() details

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 09:39:45 UTC
From: epdouden@cs.vu.nl
Message-ID: <D0HK6C.F5E@cs.vu.nl>
Source record: 175122
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:
: >It is working on my 1040 STe without worrying about either of these
: >issues, but I would like to know that I am not ignoring anything which
: >may cause problems with other systems and TOS versions.

I should work on all TOS 1.x and 2.x versions. I'm not sure about 3.x and 4.x,
but I think it will work.

: The screens are supposed to be on 256 byte boundaries - not 4 byte (otherwise
: malloc would be fine as you said b4). Perhaps this changed in the STe???

The STe video shifter can handle all adresses, as long as they're even.

: But on my 1040STfm it would crap out (unless your malloc command is only using
: memory that starts on a 256 byte boundary - would seem odd though).

Just put something like

Real_screen = Screen_base && $ffffff00;

or so. Forgive me, it's a long time ago I programmed C.

Ewout
epdouden@cs.vu.nl

4909. Atari transputer workstation?

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 11:01:09 UTC
From: al@cheetah.inmos.co.uk
Message-ID: <3c6p1m$gel@lion.inmos.co.uk>
Source record: 175123

I have vague memories of an Atari transputer-based workstation being announced a good few years ago... did such a beast ever exist, or is my mind fogged by too much 6X over the years??

If such machines existed, can anyone tell me anyhting about them? And would they like to flog me one :-)

Drop me a line at al@cheetah.inmos.co.uk, I'll post a summary if anyone's interested.

Cheers,
Al.

4910. Re: New atari machine

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 11:37:11 UTC
From: 895822ja@cent.gla.ac.uk
Message-ID: <895822ja.786886631@cent.gla.ac.uk>
Source record: 175127

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>In article <9411300943.AA47007@cluster1.urz.uni-halle.de>,
iagaw@cluster1.urz.uni-halle.de writes:
>>I'm reading at the moment some more news about the rumoured new Atari-computer
>>Milan in rec.games.video.atari . They are saying there, that soon there will
>>be an article about this in a french ST-Mag.
>>If you want to know more, read in rec.games.video.atari !
>>He pray its true what they are saying there!!

>Sorry but its all crap, stated that is developed by Atari Germany, well from
>what I have read here many many times there is No Atari Germany...
^^^^^^^^^^^^^^^^
What? NO Atari Germany? When did they disappear?

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <895822ja@udcf.gla.ac.uk>|- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

4911. Re: WTB: Atari Jaguar Game System

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 11:44:49 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <3c6rjh$3ur@irz401.inf.tu-dresden.de>
Source record: 175124

In article <199412040443.AA141666207@relay2.geis.com>, hutch@genie.geis.com
writes:
>Alternatively, does anyone know where one could be found for
>less than full retail, i.e., $250? The Jag is not available
>at a discount from Atari's Developer Support Program so I must
>search for other sources.
Yo Hutch,does this mean you will finally join the vast group of jaguar
developers? :) sounds cool,a Fair Dinkum game!
>
>Any suggestions would be appreciated. Christmas is approaching!
Yes,it will be a DOOMish christian day...
>
>And sorry for posting this here but I couldn't find a Jag topic
>on my news server. If anyone knows the appropriate newsgroup
>names for Jaguar related stuff, please let me know.
Quite easy: rec.games.video.atari - they carry mostly jaguar-talk

Matthias
--
.----------------------+---,
| Matthias Rauhut > mail: mr2@irz.inf.tu-dresden.de /
| Maintainer of > WWW: http://www.inf.tu-dresden.de/~mr2 /
| The > IRC: st-guru /
| Patches Scrolls > real life:huh? /
+----------------------+---+
| Anclish dickjoenarry fur selllelling. /
| Will sale sheep! /
`---'

4912. ManView garbages screen in BlowUp!

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 12:45:31 UTC
From: sanders@sci.kun.nl
Message-ID: <D0Hsrv.KzD@sci.kun.nl>
Source record: 175128

Hello,

I already contacted the author by E-mail, but he hasn't responded yet. The ManView program works nicely, but the `about' dialog (and the others) pop up in the upper left corner of the screen, and in BlowUP it leaves pixel garbage. Any hints?

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

4913. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 12:57:18 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3c6vre$gfk@whitbeck.ncl.ac.uk>
Source record: 175125

In article <1994Dec5.191052.6426@nomina.lu.se>, pi92pob@pt.hk-r.se (PerOlof Bengtsson) writes:
>Most important of all, _NO_ custom chips. Like the ataris DMA chip.
>
>And the concept should be built of standard components making third party solutions available and making upgrades and evolution possible.

I'm not going to say that designing a dead dead good machine from off the shelf isn't do-able, but it IS going to be massive, and still not as good as using at least some custom/semi-custom logic.

Using FPGA technology is a good compromise between custom ASIC's like atari tend to use, and off-the shelf components.....

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

4914. TO ALL COMPANIES

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 12:58:46 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c6vu6$dud@dux.dundee.ac.uk>
Source record: 175126

[Article crossposted from comp.sys.atari.advocacy,comp.sys.atari.st]
[Author was Rod McCall]
[Posted on 7 Dec 1994 12:47:59 GMT]

If you offer either student discounts or educational discounts for Atari products (hardware or software) please post a reply. Now for the very and not so obvious. Please post in following layout, at the end of each month I will post a complete lis in the listed newsgroups.

==========

NAME
ADRESS
TEL/FAX email address (if any)

PRODUCT INFORMATION: (e.g MIDI, DTP not a huge description)

DISCOUNT RATES & MIN ORDER: Student
Educational

RESTRICTIONS ON DISCOUNTS: (e.g applies to UK only, certain products)

DATE OF POST

==========
ALSO please send me a message in that format with the subject header

SD: <company name>

Note: I will ONLY post articles which conform to above layout.

Rod

--
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==========

--
-- Rod
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

Tel: (01382) 644546
==========

4915. Re: Fax Software

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 13:17:40 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELIOBEUR43UP@galaxy.owl.de>
Source record: 175024

In <3c24h2$a7i@dux.dundee.ac.uk> Rod McCall wrote :

>used CoMA a german shareware program, as it suggests it was all in german
>and I didnt understand a thing. Is their an English version of it?

When you start COMA for the first time it use English messages per dafault.
You can use the button 'Deutsche Meldungen` to use German instead.

Dunno about the doc's, though.

--
/Hendr!K/
```¦```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.---+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/
```

4916. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 13:23:50 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELIOBEUT43UP@galaxy.owl.de>
Source record: 175021

In <bwanga-0612941713460001@tsa-26.ucsc.edu> Tim Seufert wrote :

>> What technical improvment we've gone through.
>Hey cool! Somebody who doesn't recognize that having more pixels to
>calculate and more complex algorithms to calculate them dictates a faster
>CPU!

Perhaps some more intelligent programming?

>If you don't want to play new games with graphics that are impossible on
>slower CPUs, or don't want to use any kind of new technology to do things

I don't play at all.

The point is, that I dislike the idea of buying a superfast machine onl yto
make a stupid game work. IMHO that's rediculous. I'd never buy an Intel (yuck!)
anyway ;-)

--
/Hendr!K/
```'```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.---+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/
```

4917. GDPS Drivers for hand scanners?

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 13:40:11 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.786894011@camborne>
Source record: 175131

I've got a few programs for scanning using GDPS drivers, but they all seem to be for SCSI/parallel scanners. Do any exist for hand scanners, like Power, Naksha etc?

Cheers,

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

4918. MAXON PASCAL - serielle S ???

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 13:43:22 UTC
From: ubh8@rzstud1.rz.uni-karlsruhe.de
Message-ID: <3c72hq$r9u@nz12.rz.uni-karlsruhe.de>
Source record: 174968

Hallo Pascal-Programmierer! (auch ST PASCAL o.ae.)

Ich hab schon oefter versucht in Maxon-Pascal die serielle
Schnittstelle zu konfigurieren, auszulesen ..., hat aber nie richtig
geklappt. Hat jemand Erfahrungen damit (positive?) ??
Wenn ja, waere fuer jeden Hinweis dankbar.

Bis denn,

PEZ

--
Pez Ebinger, eMail: ubh8@rz.uni-karlsruhe.de

4919. SALE: MSTE int. SCSI adaptor

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 13:51:41 UTC
From: buxmjp@zippy.dct.ac.uk
Message-ID: <1994Dec8.135141.9052@zippy.dct.ac.uk>
Source record: 175129

I bought a MSTE internal daugterboard, without knowing it could only control one device. Seeing as I have a HD and streamer, it is of no use to me.

I recall it was a bit tricky to find it in the first place, but if you want it, all virtually unused, everything boxed and bagged, then make me an offer.

Buyer pays p+p, and I am posting from the uk (in case you hadn't spotted)

the hatter

4920. Re: Ad-Speed 16 STe

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 14:45:18 UTC
From: selick@bu.edu
Message-ID: <3c765u$7d9@news.bu.edu>
Source record: 175132

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
: I'm interested in obtaining one of these hard-ware accelerator cards
: for my TOS 1.62(UK) STe with 2.5meg RAM. I'd be interested in any
: information I could get on it. I know that a company was/is selling
: them for around $100 but as well as further information on that, I'd
: also like to know various other bits 'n' pieces, such as, how hard
: is it to install (i.e. does it just "plug-in" or would I have to get
: someone with some decent soldering/electrical equipment to do it?),
: how compatible is it, (if it's completely turned off, is my system still
: 100% compatible with whatever it worked with non-enhanced?

The STe version is super easy to install - it's getting the old chip out
that's a bit nerve racking. Just be gentle with it. The new board plugs right
in the old processor slot.

I have found very few times I needed to switch back to 8 mhz. Even PCDitto I
seems to work at 16mhz! I installed a hardware switch, and can shift on the
fly.

: How fiddly is it to use? Will X-Control recognise it, or do I need
: a special program to toggle speed & then reset the machine etc.

They have a da, maybe a cpx, I don't remember. But with a hardware switch, you
don't need either.

: Is it possible to throw a 16Mhz 68030 chip into it to be able to run
: 68030 optimised code?

Not without making your own board :)

: How tricky is it to get an FPU chip to plug into its FPU socket?

Finding the chip isn't hard - use a 16mhz (or faster) 68881 chip. Get a 16mhz
(or faster) crystal and solder it in. It's really easy. Unfortunately, I have
not been able to confirm its functionality - the SYSINFO program from STfax
says I have no fpu. I don't have any programs to try it with though.
: Does it have any caching?

: I'm getting sick of the speed of this machine for a lot of functions,(
: screen redrawing in complex applications, archiving etc.) and this looks
: like an affordable solution...

: Are the distributers available on the net?
If they still sell it new, you could talk to the owner of ICD. The address is:
ICDINC@genie.geis.com

Hope that all helps! I just installed mine last month by the way.

-Steve
<selick@acs.bu.edu>

4921. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 15:16:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.l_ELBwx0kTQ@semprini.waterloo-rdp.on.ca>
Source record: 175135

In <3bm35j$esg@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>CPU-speed is irrelevant on a DOS/Windows box. The disk caching is brain dead
>when compared to a unix system.
>
>BTW, Atari's GEMDOS uses the same file model as DOS.

No kidding. That's why I want (VERY DESPERATELY!) to run my UUCP under
MiNT on a minix filesystem... All that disk access is horrible under
TOS.

>Actually, DOOM runs under Linux! (hehe... had to point that out)

I know, I've got it! :-) Can't get X up on my system at work though,
ConfigXF86 just barfs (and it's a simple generic-SVGA + VESA monitor
job, too).

>>>4) a better mathematical machine.
>
>Hehe... provided you don't want to do DIVISION on a PENTIUM!

Done much raytracing on your new machine? :-) Somebody posted which of
the POV-Ray sample scenes (down under the math directory) you can trace
on a Pentium to show how the bug can _really_ affect something as
"simple" as rendering... the FDIV bug mangled something like 1% of the
pixels, which is pretty bad, even though it sounds minor.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

4922. WTB:MFM Host card for Ste???

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 15:16:04 UTC
From: mjc@psychology.dundee.ac.uk
Message-ID: <mjc.243.2EE72334@psychology.dundee.ac.uk>
Source record: 175133

Hi all!

I have an old Miniscribe 8425F 31Mb RLL hard disk and I'm wondering if there is such a thing as a plug in Host adapter (HD interface) for the Ste that will let me use this old HD?

If there is, if anyone has one for sale or knows where to get one etc.. mail me please!

Mark Cargill

4923. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 15:26:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.yjOK1B4pXnM@semprini.waterloo-rdp.on.ca>
Source record: 175136

In <bwanga-0312942304540001@tsa-10.ucsc.edu>, Tim Seufert writes:
>In article <H.eg.3XV2i2VGjDY@semprini.waterloo-rdp.on.ca>,
>cherborth@semprini.waterloo-rdp.on.ca wrote:
>>
>> I'm waiting for someone to follow a bright idea somebody posted to a net
>> a year or so ago... Small, VERY fast drives, like 64M or smaller, but
>> incredibly fast access and transfer rates... what for? Swap space!
>
>Actually, not a very bright idea. The design tradeoffs just don't work
>that way. Basically, to make the drive faster, you increase the linear
>bits per inch on the tracks. That allows more data to be read in the same
>amount of time. But that also increases storage! Or you could increase

Actually, it _is_ a bright idea... nobody said the tiny, fast "hard
drive" had to be a physical disk. Flash RAM or something.

>Now how about this: Design extremely high-density, low-cost DRAM that has
>a very slow access time - say, on the order of 500 ns. Use it for swap
>space. I don't know how low-cost you could get it, though - it might
>still be an impractical amount of money for a reasonably large swap space.

Who knows. The big problem would probably be making it a SCSI device...
Then again, with Flash RAM, you could format it and everything... to
brain-dead OSs that attempt low-level crap, you could even act like a
real disk (partitions and everything).

>IDE is fine. It is slightly faster than SCSI for most low-end purposes -
>no SCSI command and bus arbitration overhead (which add a few milliseconds
>to the average access time), and the raw bus performance is roughly the
>same. (Both well exceed the performance capabilities of most drives under
>1 GB.) And given the number of compatability problems that many SCSI
>implementations have on the PC, it's easier to use IDE.

Now, throw in multitasking and multiple devices. Oh, sorry, normal IDE
can't handle more than two devices... SCSI does DMA, and IDE requires
the CPU to push all the bits across the bus... painful on an ISA system.

>Most people don't get a CD-ROM with its own card. They get a sound card
>that has a SoundBlaster type CD interface, and then buy a CD-ROM with that
>same interface. (Or more likely they buy it all as a big "multimedia"
>bundle.) Also, most tape backups sold are those of the type that use the
>floppy controller instead of a tape controller - slow but really cheap, no
>extra interface card required.

That's not what I've seen. *Everyone* I know that has a PC with a
CD-ROM has the CD connected to either SCSI (the smart ones) or its own

interface card. They all bought the cheaper SoundBlaster that doesn't have the SCSI or IDE interface on it. I only know one person with a tape drive on his PC; most PC owners don't seem to backup their data at all.

>Good thing you put in the smiley. Most PC owners don't like SCSI because >it is not low-cost. A decent PC host adapter costs you $100 or more.

Gee, that's certainly expensive! Sheesh. But they'll pay $700 every year to upgrade their CPU.

>SCSI CD-ROM drives are far more expensive than SoundBlaster or proprietary >card interface drives (we're talking under $150 for double-speed SB >interface drives). SCSI tape backups cost. In the IBM PC world, SCSI is >not a cost-effective option for most users, and it's an option associated >with incompatability problems. (For the longest time, PC SCSI >implementations have not been that great.)

That's what you get when you use the lowest-common-denominator for everything. It took a LONG time before they realised SCSI was a standard that had to be implemented properly, not half-assed like all the other PC "standards".

>Now don't get me wrong. I'm of the firm opinion that 100% SCSI would be a >good thing. It doesn't really cost any more to implement than IDE - the >sole reason that IDE is cheaper is higher volume sales.

It'd be nice if more motherboards had SCSI on the motherboard...

>I like slots. I wish my computer had more of them, but Apple really reams >you pricewise for getting very many slots. SCSI/IDE are OK for certain >applications, but many need card interfaces.

IMHO IDE is fine for DOS. As soon as you start multitasking (especailly if you're on a system with virtual memory) IDE becomes a HUGE, HUGE loss.

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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

4924. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 15:31:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.vyVDbPTlH6Y@semprini.waterloo-rdp.on.ca>
Source record: 175137

In <3bvca2$rma@turing.fwi.uva.nl>, Martijn Dekker writes:
>cherborth@semprini.waterloo-rdp.on.ca wrote:
>:Nobody'd buy it though, because:
>:
>:1) it doesn't come from Microsoft
>:2) it's not compatible with 8088 apps built in 1983
>
>bullshit. there is no market for 8088's anymore. Stop using this argument,
>it is becoming boring. I understand that people using old, too expensive
>machines, like atarians, can relate to 8088's and not to 486's, but please
>wake up and take the time to take a serious look at modern machines.
>I can't believe people in this forum _really_ compare falcons to 486's
>in terms of performance. Using Atari is matter of taste, not a matter
>of sense.

Oh, and I guess your new DOS 6.22 is '486-optimised? All of your DOS and
Windows apps require a '486 or better? Yah, right. I'll bet 95% of
your DOS apps run fine on an 8088 (drag out those old XTs!) and *all* of
your Windows apps run fine on a '286.

I know all the DOS apps I run at work are 8088, and all the Windows apps
(including FrameMaker 4 and CorelDraw 3) would run on a '286. At least
I'm running Os/2 to get _some_ use out of the Protected Mode of the
'486...

You seem to think that Atari users have absolutely no experience with
other, more modern systems.

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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

4925. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 15:43:17 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <3c79il$k4@percy.cs.bham.ac.uk>
Source record: 175134

Makes you wonder what gems will be in the final issue of ST Review next month... Apparently there are all sorts of ST Format stories that could be told if Vic is feeling annoyed enough!

It seems a shame that STR is going down now, since there won't be any other publishers (of a decent size) who will be willing to take on an Atari-specific mag. What will all the wonderful STR writers do? Work on Mac and PC mags? It would be a terrible shame!

Seeya

David

--
/\ -----------+--------------+-------------------+
/\ \ ASTRAsoft \ David Oakley \ dxo@cs.bham.ac.uk \
/--\ \ -----------+--------------+-------------------+

4926. Re: Steve Wells

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 15:52:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.rjQbl75U_4M@semprini.waterloo-rdp.on.ca>
Source record: 175138

In <3bolg8$mh@irz401.inf.tu-dresden.de>, Matthias Rauhut writes:
>>
>>Anyone know why a lot of programs are vanishing from sites such as
>>umich?! I KNOW I got the Minix demo-disk from there, but among
>>others, it's now nowhere to be found anywhere but micros.hensa.ac.uk!
>TSR who owns the rights to D&D and many other rpgs _forbids_ to store
>any D&D-related files on any ftp-server,except the ones which they grant
>this right.Not a nice net-policy...

TSR _used_ to produce games. Then the marketing division took over, and
now all they do is produce marketable "things". It was pretty gross,
and seemed to start around the time the Dragonlance modules first came
out.

We were already totally disenchanted with AD&D by then, and had moved on
to Rolemaster and Palladium games.

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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
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4927. Re: uploads

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 15:54:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.EiSY2RYZSe2@semprini.waterloo-rdp.on.ca>
Source record: 175139

In <1994Dec2.163303.5344@bay.cc.kcl.ac.uk>, Simon Gornall writes:
>I've uploaded gcc 2.6.1 (as compiled by ljp@uk.ac.coventry), and a porï¿½
>gnumake 3.71 (as compiled by Chris Herborth). Gcc's been there for a
>while, actually :-)

Thanks Simon!

BTW folks, my port of GNU make 3.71 is basically a MiNT-only thing...
chances of it working under TOS are pretty slim, and you might even need
a Minix filesystem.

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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

4928. Re: X11R5 for MiNT - retraction

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 15:55:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.&ODFUulnjiI@semprini.waterloo-rdp.on.ca>
Source record: 175140

In <3bvgil$3r@whitbeck.ncl.ac.uk>, Craig Graham writes:
>
>In a posting last week I stated that there was no X-Server for MiNT on the
>Atari. I must now retract that statement.
>
>There IS a publicly X11R5 server for MiNT - mono only at the moment, and
>hampered by the lack of VM in the mint kernal, but definitely up & running.
>
>Thankyou Simon Gornall for showing me the error of my ways.
>
>I apologise for misleading last week - it is a rather new development isn't
>it?

Me too!

I've even downloaded it, though I'll need to fix my monochrome monitor
before I can test it.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

4929. GFA Basic again, Help me???

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 16:07:30 UTC
From: cs1ha@herts.ac.uk
Message-ID: <3c7b02$cnm@helios.herts.ac.uk>
Source record: 175142

[No readable article body recovered]

4930. Re: STARDUST FINALLY FINISHED!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 16:47:30 UTC
From: moran@dace.bnr.co.uk
Message-ID: <3c7db2$hps@bmerha64.bnr.ca>
Source record: 175144

Jani Penttinen (janip@mail.freenet.hut.fi) wrote:

> I'm happy to tell you that AGGRESSIONs latest project, a splendid shoot'em
> up game called STARDUST has been finished. STARDUST offers you not just the
> most impressive piece of coding but also unbelievably realistic ray-traced
> graphics and high quality multichannel stereo music and effects. Of course
> all this is crowned with an impeccable playability! STARDUST really pushes
> your ATARI to its very limits!

> Stardust is available for STE and Falcon. It requires at least 1Mb of
> memory and a colour monitor/TV. EMail me for more information...

I can recommend the game based on the awesome original Amiga version.
Pretty much the _best_ piece of coding seen on the ECS Amigas and a very
playable (if a tad difficult) game too. I intend to get the AGA Super Stardust
when I can afford to.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4931. Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 16:47:54 UTC
From: blade01@pplnet.com
Message-ID: <14522DGPOKPBRFNCJQB@pplnet.com>
Source record: 175147

IG>The Pentium says:

IG>4195835-(4195835/3145727)*3145727 = 256

IG> --- But is it right? Hmm, figure it out in your head, and
IG> you more accurate than the Pentium.... ---

"Intel Inside" is a warning sticker - like the Surgeon General's warning
on cigarettes.

--

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Houston's Link to the World!! TELNET - 198.64.53.173
A True Gamer and Social BBS BBS - (713)597-4000 Sysop

4932. Re: SIMMs for Stacy?

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 16:49:03 UTC
From: Finchy <de116@cs.city.ac.uk>
Message-ID: <Pine.SUN.3.91.941208164815.3127B-100000@fusilier.cs.city.ac.uk>
Source record: 175141

On Sat, 3 Dec 1994, Rick Nolan wrote:

> Michael Parrott wrote in a message to All:
>
> > I want to upgrade Stacy from 2 Mb -> 4 Mb RAM; can I buy any SIMMS, or
> > are some incompatible or better/worse than others ?
>
> MP> You need to buy two low-profile SIPPs, not SIMMs. SIPPs are
> MP> basically the same thing, but with pins that plug into the
> MP> memory board as opposed to the edge-type connectors that
> MP> SIMMs use.
>
> Mmmm,the only Stacy I've repaired used ZIPPS ..not SIMMS or SIPPS.
>
>
> Cheers,
> Rick
>
>

Well, Rick , Where did you get them from? I could do with the same
upgrade in ym STacy. I'm in the UK incidentally.

4933. Re: "Obsolete" Atari`s

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 16:52:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.6v2OYe8vQuo@semprini.waterloo-rdp.on.ca>
Source record: 174979

In <3c0djj$p2j@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>erlingh@nova.pvv.unit.no (Erling Henanger) writes:
>>Yeah, but with IDE, the CPU has to do the IO. With SCSI, you usually
>>have DMA controllers, which frees the CPU to do other tasks.
>
>Of course there are no `other tasks' under DOS, TOS, or MiNT. ("yet" on MiNT).
>Linux, on the other hand... ... ... okay, okay, I'll go away!

Before anyone jumps on Warwick and says "MiNT runs other tasks!", I
suspect he meant that there's no way for multiple tasks to be doing disk
I/O at the same time under MiNT. We don't have decent multitasking ACSI
drivers yet for MiNT, so we're stuck with lame disk access, still
(though it is better than IDE, since we can do DMA).

>(Don't worry, I'll still be generating GEM NetHack)

Hey, what about GEM++ 2.0?!? You can't not release it after you did all
that work on the documentation...

--
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||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

4934. Where is Atari ST emulator?

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 16:55:03 UTC
From: L A Boon <L.A.Boon@durham.ac.uk>
Message-ID: <3c7dp8$drt@mercury.dur.ac.uk>
Source record: 175143

Could anyone tell me where I can find an ATARI ST emulator for my
PC? As I'd like to be able to play some of my old games but my STs broken.
I'd appreciate it if you could mail me directly, thanks.

4935. Re: ===> Know good Gopher sites?

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 16:55:44 UTC
From: blade01@pplnet.com
Message-ID: <14993QMNTIGJXQVNMOY@pplnet.com>
Source record: 175148

IS>In article <3c21jm$7ci@jake.esu.edu>, garnerg@esu.edu (George W Garner)
IS>writes:
IS>GG> GEnie costs me about $9.50 an hour (including the phone charges).

IS>GEnie costs $9.50 for 4 Hours then $3 per hour after that....
IS>I should know as I use it....

IS>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz

And, as we all know, Roger knows everything.

Re-read the post from George again - he said "including the phoen
charges." Not all US GEnie access sites are local calls; long-distance
rates run about $6.00/hour during off-peak hours, an apparently George
pays about $6.50/hour. Add $3/hour to that.

Do the math.

GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld +1-713-682-7474
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

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4936. Re: Help with MegaSTE and hardrive

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 16:59:24 UTC
From: blade01@pplnet.com
Message-ID: <15212GIAJCMJIKMINUJ@pplnet.com>
Source record: 175149

```
IS> > Have a look at the small daughter- board inside
IS> > your MSTE (the one that the SCSI-cable originates from) and you will
IS> > hopefully see 3 (red) dip-switches. With these switches you can remap
IS> > your internal SCSI-unit to another ID. By remapping it to f.e. ID#2
IS> > and setting the external drives to ID#0 and ID#1 you should be able
IS> > to make the computer boot from one of the external drives.

IS>This is true, but by using the dip-switches you'll find that the internal
IS>doesn't get recognised at all when switched to anything other than ID 0.

IS>If anyone *has* got this to work I'd be delighted to find out how as it
IS>drove me completely insane when I tried it. I've used AHDI, ICD (PD only)
IS>and HDDriver boot software.

IS> regards * InterNet: sidcelery@cix.compulink.co.uk *
IS> *%*%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
IS> % Harry S % * 2:254/108.16@fidonet.org *
IS> *%*%*%*%*%* # 90:102/140.16@nest.ftn #

Harry, leave the internal _drive_ set to SCSI ID#0 - just change the DIP
switches. Set your external to ID#0 and it will be Drive C:, and the
internal will be D: (or whatever). I've done it, it works.

GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
STarship BBS * Quark's Holosuites * Hubworld +1-713-682-7474
1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn

--

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Houston's Link to the World!! TELNET - 198.64.53.173
A True Gamer and Social BBS BBS - (713)597-4000 Sysop
```

4937. Misc. Atari ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 17:08:34 UTC
From: hlc@netcom.com
Message-ID: <hlcD0I4yA.LCH@netcom.com>
Source record: 175145
Cross-posted to: misc.forsale.computers.other.misc,comp.sys.atari.st

Well, since it's now been a few years since I got rid of my ST, it's
probably time to get rid of the books, programs, etc. that I kept in case
I ever got another one ... If there's no manual listed, it's because I
couldn't find it after a hurricane and two moves 8^).
Here's the list:

Books -
original asking
Compute's Atari ST Volume 1: VDI $19.95 $10
Volume 2: AES $19.95 $10
Volume 3: TOS $24.95 $12
Abacus Atari ST Peeks & Pokes ..... $16.95 $ 8
Tricks & Tips $19.95 $10
Graphics & Sound $19.95 $10
Sybex Programmer's Guide to GEM $19.95 $10
Atari ST Basic Sourcebook (large format) offer
Atari ST Basic Sourcebook & Tutorial (small format) offer
Atart ST Owner's manual (dunno why I still have _this_ ...) offer

Mapping the Atari (8-bit) ..... $14.95 $ 7

Software -

Personal Pascal v2.? disks & manual ...? offer
Tackle Box ST & TB News 1&2 disks & lg. binder manual ...? offer
FunctionZ function key labeling (disk only) ...? offer
PageStream 1.8 (disks only) ...? offer

Misc -
DeskCart (probably needs new battery), disk & manual ...? offer

4938. Re: GFA Basic again, Help me???

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 17:24:08 UTC
From: cs1ha@herts.ac.uk
Message-ID: <3c7ffo$hhq@helios.herts.ac.uk>
Source record: 175150

Roberts (cs1ha@herts.ac.uk) wrote:

4939. Re: GFA Basic again, Help me???

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 17:25:08 UTC
From: cs1ha@herts.ac.uk
Message-ID: <3c7fhk$hhq@helios.herts.ac.uk>
Source record: 175001

[No readable article body recovered]

4940. What's the latest version of Mark Williams C?

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 17:33:53 UTC
From: selick@acs2.bu.edu
Message-ID: <3c7g21$b9q@news.bu.edu>
Source record: 175146

I just got a 1040STF and it came with Mark Williams C v2.1.7 with a 3.0.6 update set. Is there a newer version available? Are there any files I should know about - pd libraries, must have accessories, etc.? Will it work with Mint, and can I use the pd mint libraries?

Thanks,
Steve
selick@acs.bu.edu

4941. Re: Ad-Speed 16 STe

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 17:36:43 UTC
From: whitema@rtsg.mot.com
Message-ID: <3c7g7b$ffq@delphinium.cig.mot.com>
Source record: 175003

In article <3c5p4p$9di@golem.wcc.govt.nz>,
Steve Wells <wells_s@kosmos.wcc.govt.nz> wrote:
>I'm interested in obtaining one of these hard-ware accelerator cards
>for my TOS 1.62(UK) STe with 2.5meg RAM. I'd be interested in any
>information I could get on it. I know that a company was/is selling
>them for around $100 but as well as further information on that, I'd

You can give ICD an email on genie, and maybe they could tell you
their current price (their genie ID is "icdinc").

>also like to know various other bits 'n' pieces, such as, how hard
>is it to install (i.e. does it just "plug-in" or would I have to get
>someone with some decent soldering/electrical equipment to do it?),

It's pretty simple to install since the STe's 68000 is socketed.
Just find a chip puller or two thin, stiff wires to pull out
the original 68000 with.

>how compatible is it, (if it's completely turned off, is my system still
>100% compatible with whatever it worked with non-enhanced?
>

I've yet to see a program not run on it that did run on it before.
You may want to install an external switch to switch to 8 MHz while
loading up certain copy protected games, then switch to 16 MHz once
the game is loaded. Some really fun games at 16 MHz include Sky Chase
and Steel Empire.

>How fiddly is it to use? Will X-Control recognise it, or do I need
>a special program to toggle speed & then reset the machine etc.

They include a X-Control panel module, a special program, and an
accessory that you can switch the processor speed with. You can
switch speed on the fly. You can also install an external switch to
switch speeds when you don't have access to one of the above methods.

>
>Is it possible to throw a 16Mhz 68030 chip into it to be able to run
>68030 optimised code?
>

I doubt it.

>How tricky is it to get an FPU chip to plug into its FPU socket?
>

You need an FPU and a crystal. If you're not comfortable soldering,
don't do it.

>Does it have any caching?
>

Yes.

>I'm getting sick of the speed of this machine for a lot of functions,(
>screen redrawing in complex applications, archiving etc.) and this looks
>like an affordable solution...
>

It works great and I'd hate to go back.

>Are the distributers available on the net?
>

Again, try ICDINC on Genie.

Mike White
whitema@cig.mot.com

4942. Postal address Budgie UK

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 17:38:00 UTC
From: Scott Stringer <scott_stringer@pointless.gen.nz>
Message-ID: <41212174055$6FC8@pointless.gen.nz>
Source record: 174820

I'm looking for the latest address (postal) for budgie UK. The last
one I have is :
5 minster close
Rayleigh
Essex SS6 85F
UK

That one was dated july 1990. Can anyone confirm this address, or
supply the current one ?? Thanks.

Scotto

X SLMR 2.1 X I got a TT and an ST in my name...,

4943. Atari ST STuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 18:09:41 UTC
From: troyc@bnr.ca
Message-ID: <3c7i55$jme@bmerha64.bnr.ca>
Source record: 175007

I have the following item for sale. I have not used them for quite some
time, so they are just sitting around collecting dust:

1. Spectre GCR 3.0
All original software included
All Mac disks I have
PRICE: $200, shipping included

2. ST Replay 8 Sound Digitizer
All original software included
PRICE: $40, you pay shipping

3. PC Ditto II
All original software & hardware
I got this to work once, but then I switched to a Mega STE so I
cannot use this board. I cannot guarentee it works.
PRICE: Best offer, you pay shipping

Send email to:
Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

4944. Internal SCSI adapter for MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 18:15:00 UTC
From: troyc@bnr.ca
Message-ID: <3c7if4$jo6@bmerha64.bnr.ca>
Source record: 175008

I have been considering getting a 500meg / 1 gig Hard drive for my
Mega STE to replace some very flakey RLL drives. I want to mount
it inside and get rid of the unsightly HD case I am using (an IBM
computer case, no less).

What internal SCSI adapter should I get? Do I have a choice? About
how much do they cost?

Also, I have been following the conversation about MegaSTE expansion
boards...What are the hard facts on Memory/processor upgrades for my
MegaSTE?

Thanks
Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

4945. Re: HELP!!!! virus???

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 18:21:53 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3c7is1$j4h@golem.wcc.govt.nz>
Source record: 175009

```
] : I'm having this strange problem that I haven't had before. I'll be
] : working in my editor or my communication program and all of a sudden
] : as I type, the characters on the screen go slower and slower, until the
] : reaction from keypress to seeing it on the screen takes several seconds,
] : then the machine freezes completely. It's not just the typing, but all
] : aspects of the machine, like saving a file, getting the file selector and
] : pressing "buttons" with the mouse takes just as long.

There are AFAIK 2 viruses (virii?) that will cause this. They generate
a processor delay that gradually gets larger, and henceforth, makes
the machine slower. The PD program "V-Killer" v3.84 by George Woodside
should recognise them, as should Sagrotan (the decent version of which
is in German, there is an english version of an older release).
Or, you could try & buy UVK (Current version is about 6.2 I think),
or Antidote (Shareware, amazingly fast) both handle link-virus
detection, but the virus in question should only be in a boot-sector
form. All of them, other than UVK should in in ./atari/Utilities
at atari.archive.umich.edu (There may even be a dedicated Viruskiller
directory in there now!).

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
```

4946. Uncompressed FTP sites?

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 18:22:01 UTC
From: md2nicke@mdstud.chalmers.se
Message-ID: <3c7is9$3qp@nyheter.chalmers.se>
Source record: 175005

Could someone tell me if there exists some FTP-sites with uncompressed files.

Please answer if you know any.

Niclas.

md2nicke@mdstud.chalmers.se

4947. Lure of the tempress

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 18:24:48 UTC
From: md2nicke@mdstud.chalmers.se
Message-ID: <3c7j1g$3rf@nyheter.chalmers.se>
Source record: 175006

I have finished the wonderful game "Lure of the tempress". But i am not sure if
i have completed it right.

In the end of the game

(dont read any further if you dont want to know what happens)

the girl marries the smith. Why?? What have i done wrong?

If you have completed it in some other way, please tell me.

Niclas.

md2nicke@mdstud.chalmers.se

4948. To the author of rainbow (or anyone else who knows)!

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 18:46:57 UTC
From: stuart@cs.ualberta.ca
Message-ID: <3c7kb1$jb@scapa.cs.ualberta.ca>
Source record: 175015

How much is rainbow going to cost me to register and/or buy for either
the current demo version, or for rainbow II?

There are some prices quoted in the credits, but they are mostly for
europe- there are no american or canadian distributors, so I am having
a hard time estimating what it would cost me in canadian dollars!

Rainbow looks like a sure-fire winner though. Great art package. I'm still
used to having different shaped brushes like in degas though- oh well,
perhaps in version II?

Anyway, if anyone can help me out, I would be grateful.
--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart

4949. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 19:04:20 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3c7lbk$2f3m@sat.ipp-garching.mpg.de>
Source record: 175011

Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
> Cornelius Krasel (krasel@alf.biochem.mpg.de) wrote:
> : Pekka Saarinen (contacts@mits.mdata.fi) wrote:

> : > I constantly wonder how people (especially Englishmen who live next
> : > to Germany) don't see what's going on in Germany, where TOS-based
> : > computers are considered professional tools:

> : Sorry, but that's just plain rubbish. This is also true for the other
> : things you wrote about the German Atari scene.

> To make it short, too: This no argument, but pure polemic. Ataris in
> Germany are still used prfessionally, if Cornelius believs it or not.

I have not been at the latest ProTOS but at the ProTOS in Ulm and this
even consolidated my opinion stated above. I do _not_ doubt that there
are some people who still use Ataris professionally, but the majority
of people does not consider Ataris professional tools. Most people
nowadays even don't know what an Atari is (this was entirely different
about five years ago), you can't buy them in most computer shops, many
companies who supported Atari have gone bankrupt (although there are
still a few of the best left).

I still would like to see a demo of MagicMac on our PowerMac 6100 :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

4950. Seeking good shareware game

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 19:23:29 UTC
From: olaeld@lise.unit.no
Message-ID: <3c7mfh$f7q@due.unit.no>
Source record: 175019

My younger brother (aged 9) has an atari 520 STFM (diskdrive, no hard disk, using a colour display) and I would like to bring him something to play with.

So please, could anybody recommend a good shareware game and tell me where to find it (filename and ftp site). He is into any kind of game that's fun and interesting, be it simple arcade or more complex strategy type of games.

Please respond by e-mail, as I do not frequently read this newsgroup.

Ola Eldoey Address: Bromstadekra 29A Studying Computer Science at
E-mail: N-7046 Trondheim The Norwegian Inst. of Tech.
olaeld@lise.unit.no Norway

4951. Re: Atari transputer workstation?

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 19:26:27 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3c7ml3$2f3m@sat.ipp-garching.mpg.de>
Source record: 175012

Alan Pearson (al@cheetah.inmos.co.uk) wrote:
> I have vague memories of an Atari transputer-based workstation being
> announced a good few years ago... did such a beast ever exist, or is
> my mind fogged by too much 6X over the years??

Yes, they existed for a short time, and I have even seen one at the
computing department of Edinburgh university. Maybe it's still there...

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

4952. Re: Calling .ACCs without a menu bar

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 19:48:48 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3c7nv0$di1@m.ehd.hwc.ca>
Source record: 175016
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
...
: PS. Could someone tell me when the new comp.sys.atari.programmer group
: is up and running please? (Unless ofcourse, the mediator posts
: something to that effect).

It's started comming in here yesterday. (07-DEC-94)

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

4953. GEnie (Was: Re: ===> Know good Gopher sites?)

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 19:50:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412081853.AA06261@ilmen.lanl.gov>
Source record: 175010

In a previous article sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) wrote:

>GEnie costs $9.50 for 4 Hours then $3 per hour after that....

Er... are those are 'N-Zed' (New Zealand) dollars, Roger? And at what
time of day and baud rate? Makes a big difference.

-Hutch- @ Fair Dinkum Tech

4954. Bad News

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 20:26:58 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412081930.AA06282@ilmen.lanl.gov>
Source record: 175014

I just heard last night that 'Gadgets by Small, Inc.' has declared bankruptcy.

I have no other information to share about their situation other than to say I'm really sad to see this happen. It is a drastic measure to take and I can only wish Dave and Sandy Small the best in any of their future endeavors.

-Hutch- @ Fair Dinkum Tech

4955. Re: Future Publishing can kill Atari

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 20:30:00 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <17086AFCCS86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 175018

>
>Absolutely true. However, I think everyone here knows how the free market
>system works and they also know about freedom of press, so it doesn't
>need an arrogant explanative tone to underline your arguments. I think
>that Americans (at least most of them;-) also know, that Europe
>consists of democracies and that there is freedom of press over here,
>too. America is just a part of the world, not the world itsself. If
>Regards,
>
>Alfred

Good points about my condescending tone. Sorry about that. I should have
left out the nationalism. I just don't have much tolerance for those who
whine about not liking a publication, when they have some choices, including:
a) not reading said publication, or b) publishing one that's better.
I can certainly understand that people do not like to be preached to by a
know-it-all American. But remember, I'm only one person, and I don't
represent anyone except myself, so don't please don't be too judgemental.
I'll keep in mind that this is a computer net, not a political net.
--Mark van Wyk

4956. Atari magz

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 20:32:57 UTC
From: donm@ucon.gun.de
Message-ID: <1994Dec8.203257.12981@ucon.gun.de>
Source record: 175049

(I just know this is gonna get misunderstood by some, but here goes...)

Regardles what we all may think of various ST mags the fact is that ST Format sold more copies than both other U.K. glossies combined. Yes, *combined*! I don't know ST Apps circulation but it could probably be safely thrown in as well without affecting the balance. We may complain all we want that people do not recognize quality, etc. - what else is new?

So instead of bellyaching about how bad Future is (actually it's Pearson's now... or whatever the new owner is called), anyway, instead of whining on about the publisher you all can just as well be whining about the "average" Atari user. That makes (or doesn't make) just as much sense! Because, all a publisher is doing is providing what the great unwashed want!

Yes, I know, a magazine also has to educate but why bother if that will only bring down the circulation by antagonizing the (more numerous) blisfully ignorant whose eyes would only glaze over (even more). The track record and commerical viability of "quality" mags in a narrow market like Atari's is certainly a reason *not* to get too technical!

Heck, if I had a quid/buck/DM every time *assorted* British editors turned an idea for an article down because "it's too complicated/technical for an average reader" I'd be comfortably well off now.

Besides, when compared to German magazines even the "wonder mag" ST Review comes *way* short. *It* in turn reads like a comic when compared to ST Computer, for example. Not to mention ST Magazin (R.I.P.) which was probably the highest quality Atari mag ever. (The Dutch "ST Nieuws" - thanks to its speed and unnamed insiders within Atari - was and is the best for, well, news!)

Yes, I'm also unhappy about the monopoly situation - and believe you me living in Germany (as I do) you learn to hate mopolies (and cartels) very quickly and very much! Two examples: German Telekom (monopoly - spit) and German banks (cartel - phooey)! Excuse me, gotta go and wash my mouth with soap now... But, I digress...

The bottom line is, short of learning German (which is highly recomended anyway - heck, learning any language (except C :-)) is highly recomended!) So, short of that, why don't all these "unemployed journos" put their money where their collective mouths are and get together to create a new mag! That's, more or less, what some people in Germany did because they were unhappy with the monopoly of the ST Computer. Even though I'd be happy to continue writing a EuroNews style column for it the commercial feasability of such a newcomer at this point in time is very questionable.

Don

donm@ucon.gun.de

4957. Re: Fax Software

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 20:33:58 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELIVBBUU43UP@galaxy.owl.de>
Source record: 175044

In <3c3po5$sjh@Tut.MsState.Edu> Barry K. Patterson wrote:

>I saw COMA mentioned in this thread. I think I found an English
>Demo version somewhere once. I think it limited you to only sending
>one page, and no recieve.

Actually COMA is SHAREWARE and CRIPPLEWARE alltogether.

COMA lets you receive faxes without any limitations whatsoever. The *sending*
of faxes is limited to 500 *lines*! That's about 1/3 of a page.

I do not like the concept behind COMA. It's not very easy to set up correctly
and the GUI is not very user-friendly (IMHO).

The latest is version 2.50. It should be available via ftp on all major
servers.

--
/Hendr!K/
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| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
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(_/

4958. Re: atari 520st and peripheral for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 20:34:12 UTC
From: kim@kenyon.edu
Message-ID: <1994Dec8.153412.8396@kcvax1>
Source record: 175022

In article <1994Dec7.185959.8379@kcvax1>, kim@kenyon.edu (THE PURSUIT OF LEARNING IS TO INCREASE DAY AFTER DAY) writes:
> I would like to sell my atari 520st with the atari RGB monitior and disk
> drive. Mouse is included. Don't have much in terms of software- so I'll throw
> in everything I have for free. Will take any reasonable offers + shipping
> charges. E-mail me at this address. Thanks
>
oops- it's an atari 1040st

I'll sell the whole thing (computer+monitor+disk drive) for $150 plus shipping
and handling.

4959. Re: BBS Packages for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 20:40:08 UTC
From: Martin.Stacey@f1.n200.z777.fidonet.org
Message-ID: <579_9412101542@centron.com>
Source record: 174851

Once in roman times scroggkw@Rose-Hulman.Edu hailed All

> From: scroggkw@Rose-Hulman.Edu (Keith W. Scroggins)
> Date: Sun, 4 Dec 1994 20:16:06 GMT
>
> What BBS packages are being supported still for the Atari ST line?
> Is Ratsoft ST still being written and supported? Are there any new
> programs that support Multi-Line (Not Michtron or Nite-Lite) on Mega
> STEs? Where might I find some info, ie support BBS's, maybe a FAQ on
> the subject? BTW, I use to run a FoReM BBS, then a TurboBoard ST BBS,
> then Ratsoft ST, and finally switched to PCBoard when my old Atari STE
> couldn't handle a 28.8k modem, 1.5 Gig HD, and a CD-ROM. I really miss
> Ratsoft ST, but my BBS is now 3 nodes....

Seems to me that amongst others QBBS is missing from your list of Atari
BBS software.

Development of QBBS continues in the UK and it will run on the ST and
Mega machines plus the Atari Falcon. Its not multi line in the way that
your PC board supports multiple serial ports but will run external
programs and so your BBS can be easily customised.

There are a number of possible mods that can be done to the Atari
ST(e) serial port so that it will do 38400 on a standard ST or faster
on an accelerated machine thus taking advantage of todays faster V.FC
modems.

Regards

mas@cbbs.centron.com
--
|Fidonet: Martin Stacey 777:200/1
|Internet: Martin.Stacey@f1.n200.z777.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

4960. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 20:41:12 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELIVBBUW43UP@galaxy.owl.de>
Source record: 175045

In <3c3s7v$ldb@btmplq.god.bel.alcatel.be> Peter Hofman wrote :

>I do not agree. Custom chips make a system inflexible and hard to expand.
>Look at the Atari 1040STf: a computer that is very hard to expand,
>because it has e.g. a ROM port. Why not an expansion port??????????

Isn't the ROM-port an expansion port of some sort?

You can pug in scanners, EPROM-boards, ETHERNET-cards, and even a CD-ROM
adaptor is available for the ROM-port.

You can customize your Atari with more RAM, Grafix-boards, MIDI, hardware-
accelerators like PAK, SCSI-stuff, [HD|ED]-floppies, VME-boards in some
models, and still more and more ...

I don't get your point.

>Lets take a car as an example: FORD Capri. There were about 600 different

Comparing apples with pears here, aren't you?

--
/Hendr!K/
```'''
( ï¿½ ï¿½ )
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| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
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4961. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 20:47:14 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELIVBBUY43UP@galaxy.owl.de>
Source record: 175047

In <3c421e$6uc@dux.dundee.ac.uk> Rod McCall wrote:

>In most cases a lot of MS products are free with a PC when you buy it.
>Must say that really is expensive.

Quite the other way around ...

When you go to the major retailers, you buy the software and get the hardware
for free ;-))

The big disadvantage of thoses bundles are often the missing manuals and the
stuff is pre-installed on the HDD. It's hard to install it e. g. on another
hardrive when you bought a new one. And you have no disks as a backup. You
have to do it all on your own.

--
/Hendr!K/
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| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
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(_/

4962. Re: Xperience demo

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 20:51:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2ee7720b_Christian.Andersson@ct.se>
Source record: 174909

> I don't think so. The demo works on my TV without any problem.
> But perhaps your TV can't do 50 Hz (if I remember, the programmers
> told me that the demo runs at 50 Hz, even on a VGA).

Well, I can't Run the Demo on My TV, perhaps you have a newer version which is fixed?

Chris.

4963. test, please ignore

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 20:55:08 UTC
From: fvdakker@knoware.nl
Message-ID: <fvdakker.786920108@runner.knoware.nl>
Source record: 175017

```
Little test to see wheter I finnally can post from here...
Frits.
fvdakker@sterbbs.nl or fvdakker@runner.knoware.nl
```

4964. Re: Where can I get a Portfol

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 20:57:02 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELIVBBVC43UP@galaxy.owl.de>
Source record: 175046

In <786455142.AA02993@jina.rain.com> Don Schmidt wrote :

>Carter Graphics & Computers in Kanabb, Utah has an ad in the Sept
>issue of ST Informer listing Portfolio for $199 and one demo unit
>for $174.

That's a little bit on the expensive side, isn't it?

A Dutch company (ACN?) recently sold P'folios for as little as 50 US$. If you
bouhgt three or more thy charged even less (ca. 40 US$ a piece)!

--
/Hendr!K/
```'```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.---+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/
```

4965. Re: ST Upgrades: T28/Blitter

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 20:57:10 UTC
From: Martin.Stacey@f1.n200.z777.fidonet.org
Message-ID: <57a_9412101542@centron.com>
Source record: 174852

Once in roman times grillo@olivea.ATC.Olivetti.Com hailed All

> From: grillo@olivea.ATC.Olivetti.Com (Savino Grillo AB)
> Date: 5 Dec 1994 08:11:13 GMT
> Hi there,

> Another Topic: Anyone had experience with the T28/36 accellerator
> board on a plain stfm? Any "soldering/trouble horror stories" ? It
> seems that (at least from Magazines reviews) the installation is
> straightforward and compatibility is good too. I really appreciate is
> someaone could tell me how the T28 works with Cubase (rel, 2.01).

Hi! there

I can not comment on compatability of cubase with an accelerated FM but
I do have an STFM that has had the t28 accelerator fitted and also has the
TOS 2.06 Tboard fitted.

The only problem I have experienced with the t28 is if the cpu cache is on
then it does not always get on well with my powerdos and datanet
cartridges which are used here to network a number of Atari ST's.
With the cache off all works fine.

The T28 has proved itself to be an excellent addition to the ST and the
performance increase over the standard machine is clearly visable to the
naked eye. Add NVDI or Warp9 ontop as well and the ST flys.

No comments on the ease of fittment as I had mine fitted by system
solutions so as far as I'm concerned it was very easy :-)
--
|Fidonet: Martin Stacey 777:200/1
|Internet: Martin.Stacey@f1.n200.z777.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

4966. Re: Future Publishing can kill Atari

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 21:08:12 UTC
From: Martin.Stacey@f1.n200.z777.fidonet.org
Message-ID: <57b_9412101542@centron.com>
Source record: 174853

Once in roman times cm3hirjd@bs47c.staffs.ac.uk hailed All

> From: cm3hirjd@bs47c.staffs.ac.uk (Requiem)
> Date: 5 Dec 1994 13:11:46 GMT
>
> The subject may sound a little extreme.
> But believe me its very true.
>
> The superb magazine - ST Review - was recently sold off and purchased
> by Future Publishing. From what I hear Vic Lennard tried to put in a
> bid for Review but it failed.
>
> So, will FP keep on two Atari magazines? I don't think so. This has
> a few bad effects
>
> (1) There is now only one Atari magazine, ST Format. This means
> whatever they say goes - there will be no other publication to give
> alternative views or opinions. This is a bad thing indeed. They have
> never been that good on their coverage of the PD scene, while Review
> were incredible in that department. Will Format carry on Ofir Gal's
> excellent HiSoft Basic tutorials? I doubt it - maybe Ofit would like
> to comment here, I would be pleased if he does.

Don't you think The statement there is only one Atari magazine is a bit
misleading Rich.

With future aquiring St review it may well come to pass in the Uk that there
will be only one glossy Atari mag on the newsagents shelves.
However there are other magazines available in the UK that cover the Atari
computers and also there are the overseas mags to.

Yeah I know that to get them means a subscription (or a friend overseas to send
them to you) but overseas dwellers have had to subscribe to get the Uk produced
magazines also :-)

The lack of any visable (on the news agents shelf) competition for STF is
possible not a good thing for Atari users wanting mags but I don't see that
this will bring about, as the subject implies, the death of Atari.

There is a large number of dedicated, enthusiastic Atari users around the world
and the machine will not lie down and die overnight. For my money it'll go on
to be the Morris Minor of the computer world.

> (2) Advertising. Everyone knows that Format charge a hell of a lot
> more than Review did. Will Format lower their prices? Like hell.

Can't see that they would lower prices, lets face it the magazine is produced with one aim, to make mone for Future. Ok the staff may be enthusiastic and knowledgable about the subject matter (or not !) but they goto work for the same reason future publish mags... to make money, just like most of us ?
Well those of us who arnt skiving at college :-)

> (3) There will be less coverage of Atari in the main stream press,

Can't argue with that one.

> Feedback very very welcome from any parties concerned, I know you are
> on the net Format, so please, lets hear your comments. Tell me this is
> all a bad dream or something.

Its worse than that ... Future just bought Portishead :-))
--
|Fidonet: Martin Stacey 777:200/1
|Internet: Martin.Stacey@f1.n200.z777.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

4967. Best Electronics address

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 21:41:18 UTC
From: Don.Schmidt@f79.n105.z1.fidonet.org
Message-ID: <786930352.AA03098@jina.rain.com>
Source record: 175028

```
DE> I`m looking for a way to contact Best Electronics, makers of
DE> the Baracuda

Best Electronics (408) 243-6950 Open Mon thru Fri 2PM to 5 PM
2021 The Alameda STE 290 California Time
San Jose CA 95126

... *** From sunny Vancouver, USA ***
___ Mountain Reader II - #Beta 001
```

4968. Re: Gemini2/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 21:45:29 UTC
From: alfasoldt@aol.com
Message-ID: <3c7upp$iig@newsbf01.news.aol.com>
Source record: 175020

> Geneva uses better hooks and kicks out any other replacement selector.

Wrong. Geneva lets you use any replacement item selector, just as normalTOS does.

Al Fasoldt (co-author, Geneva user manual)

4969. ST's, monitor, and printer for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 22:30:37 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <3c81ed$jac@bigboote.WPI.EDU>
Source record: 175023

1040 STf - works perfectly
1040 STf - boots up and the drive works fine, but has a problem
accessing the hard drive and is doing some weird things
with memory in Tiger CUB. not sure whats up with it.
SC1224 color monitor - dials on side, not upfront
Canon 24 wire printer
some software

want to sell the whole package for $350 which includes s&h.
feeling pretty firm about that price.

please contact me via email.
thanks

rhett@wpi.wpi.edu

4970. Re: Bad News

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 23:29:58 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <3c84tm$p82@acmey.gatech.edu>
Source record: 175025

hutch@ilmen.lanl.gov (Hutch) writes:

>I just heard last night that 'Gadgets by Small, Inc.' has declared bankruptcy.

That's too bad, but considering it's been about 3 years since GBS has
supported and/or upgraded it's products, this is really no big
surprise.

--
David Forrai
Internet: gt1448b@prism.gatech.edu

4971. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 23:31:02 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3c84vm$juq@due.unit.no>
Source record: 175026

Craig.Graham@ncl.Ac.Uk,
In a message on 8 December, wrote :

Cr> ?????? DAME & Cubase Audio both demand a SCSI HD, but that doesn't mean
Cr> you cann't use an IDE drive for D2D - WinRec records quite happily on eve
Cr> my slow hard drive, as do several other comercial programs.
Cr> DMA isn't really the important thing, sustainable data rate is what is
Cr> important - the internal IDE interface is quite capable of keeping up wit
Cr> 4 track record/playback. You only need the SCSI drive if you are going
Cr> for more simultaneous tracks, which is why C.A.F. only supports SCSI.

Yeah. Well, but it is no fun when the GUI stops up, just because the
DISK is active...

Cr> >16-track audio *IS* possible with the base Falcon hardware. However,
Cr> >you can only *record* 1 stereo track at the time. With additional
Cr> >hardware DA's you can record upto 8 tracks at the time.
Cr>
Cr> No, strictly speaking it isn't - you require a SCSI HD to get 16 track
Cr> audio, which doesn't come as standard with any falcon.

Well, not if you have a fast enough IDE drive, and lower the sampling
rate a bit... Then you are able to do atleast 8 tracks. I read
somewhere that some new HD software (was it SHDRIVER) could do upto
2.5 Mb/sec with the IDE interface.

Cr> >Get your facts straight. The Falcon comes *with* a SCSI2 port. No acsi
Cr> >in sight. All you need is the scsi drive.
Cr>
Cr> True, but wouldn't you have preffered to be able to stick a SCSI drive
Cr> inside the case? I never understood why the f030 came in the case it
Cr> did, when they already had a nice pro case in the TT/MegaSTE box.

Agree completely.

Erling
(F030@16Mhz, TT030@32Mhz)

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

4972. Re: Gemini2/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-12-08 23:49:08 UTC
From: alib107@titan.ucs.umass.edu
Message-ID: <3c861k$3d3@nic.umass.edu>
Source record: 175027

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
> :] d) How do I get Universal Item Selector III running under Geneva?

> : You don't - Geneva uses better hooks and kicks out any other replacement
> : selector.

> : WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
> : Steve Wells. or City Council.

Geneva works fine with most replacement file selectors, including Selectric and most versions of UIS III. However, there do seem to be one or two older versions of UIS that do not completely follow the normal method for intercepting trap #2 and therefore do not istall themselves. The Little Green selector also works.

The confusion in this area might arise from the fact that the Geneva Manager menu and the Task Manager use a Geneva-specific file selector function call that only produces the Geneva item selector. The replacement item selector will still appear in all other programs though.

Dan Wilga
gribnif@genie.geis.com

4973. Pinball Dreams

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 00:30:53 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94342.193053STIRRE31@MAINE.MAINE.EDU>
Source record: 175036

Well, I have heard that Pinball Dreams is available for the Falcon.
I was wondering where I can get a copy. I would also like to hear
what others think of it.
-scott tirrell

4974. Re: Pet peeve: "The Atari"

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 01:00:02 UTC
From: jonaeson@algonet.se
Message-ID: <3c8a6i$cbm@aristotle.algonet.se>
Source record: 175029

Robert Krenn - HFB T d93 (d93rkr@t.hfb.se) wrote:
: In <3bpuhd$b4m@aristotle.algonet.se> jonaeson@algonet.se (Tommy Jonaeson) writes:

: >Gert van der Knokke (gert@ttgk.textlitho.nl) wrote:
: >: >In message <3bag2g$c91@aristotle.algonet.se>, jonaeson@algonet.se said:
: >: > > That's not true! I format a tape in 1 hour on my PC! :) :)
: >: >
: >: >Stick in a dedicated tape controller and you are down to 30 minutes. Still
: >: >pretty abysmal though.
: >: >
: >: >:-(
: >: With my Archive Viper, I don't need to format the tape at all (I just use
: >: it) !!

: >Most preformatted tapes are not very good formatted (tends to lose data).
: >A reformat is the best thing to do. (I've been told that 3M is the only
: >preformatted tape that is formatted ok)

: Hello! YOU don't NEED a formated TAPE! It's just STUPID tapedrives that
: have to be formated, (Ok some needs to be initilized!)

: Tommy, do you format your VHS tapes too? ;^D

Do you spend your time writing stupid letters, or do you actually read
what you are responding to?

Regards, Tommy

4975. Re: Gemini2/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 01:06:19 UTC
From: alpldbia@w251zrz.zrz.tu-berlin.de
Message-ID: <3c8aib$811@brachio.zrz.TU-Berlin.DE>
Source record: 175031

In article <3c4ta9$4st@chico.staf.phil.ruu.nl>,
Hendrik Jan Veenstra <hjv@phil.ruu.nl> wrote:

>USER\GIN\GEMINI.GIN is the default file for your desktop configuration --
>i.e. the desktop.inf of Gemini. (Select 'Status sichern' in the Extras menu
>to save the desktop. A dialog enables you to type in another name, so you can
>save different settings. A double-click on a GIN file loads these settings
>and thus gives you a new desktop... Oh, and the checkbox in the above dialog
>is for turning ON the saving of background & windows (which you probably
>normally want to be saved)).

plus: A GIN file with the name 06400480.gin will be loaded by default if
this screen resolution is active (640x480 in this case). Similar names
work with other resolutions.

Andre

Andre Leistner, Berlin

4976. Re: MOD Files

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 01:26:17 UTC
From: chrisgio@netcom.com
Message-ID: <chrisgioD0Irzt.8GA@netcom.com>
Source record: 175034

Speaking of >8 channel mods, does anyone know if it is possible to play
16 or 32 track mods on a Mega 4 STe? Also, is there a program to fake a
midi instrument so that I could just play a midi file over my stereo
<using samples>?
~~~~~Chris Giorgi~~~~~

--

____
| Chris Giorgi, chrisgio@netcom.com |

| Atari Mega 4 STe Atari Jaguar Magic:The Gathering |
|____|
~~~~~

4977. Re: Connecting a 1.44M Drive to 1040STe

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 01:34:23 UTC
From: jonaeson@algonet.se
Message-ID: <3c8c6v$d8d@aristotle.algonet.se>
Source record: 175033

Theron Eduardo Ross (ba186@freenet.buffalo.edu) wrote:

: I want to connect a 1.44 Meg Floppy drive to my 1040STe. I got a file
: from the umich.edu FTP site that talks about replacing the GAL inside the
: computer to drive this size floppy. Has anyone else done this and has it
: worked for them? Will I be able to drive an external 3.5" 1.44Meg floppy
: and/or replace my internal drive with one? And, is there anything else I
: would need to make this work? Thanks for any help.

I've connected a 1.44mb floppy to my STE, what you need to do is the
following:

1: Put in the 1.44 mb floppy! :) (should work ok)

2: Make a small circuit that will detect when you've inserted a 1.44mb
disk and switch the clock from 8 MHz to 16MHz and vice versa.

3: Check if it works with a 1.44 mb disk. It probably won't work 100%.
(Most standard original Floppy controllers can't handle 16 MHz
properly, some WD1772 -02-02 can though, although most of them can't.
my WD 1772 02-02 could alomost handle it. Reading was no problem, writing
was troublesome, and formatting impossible)

4: Exchange floppycontroller for an AJAX FDC. (Can even handle 32 MHz (ED
floppys)) An Ajax is pretty expensive, somewhere around 50-60 USD

Hope this helps!

Regards, Tommy

4978. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 01:55:49 UTC
From: jonaeson@algonet.se
Message-ID: <3c8df5$dnb@aristotle.algonet.se>
Source record: 175035
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
: >An '040 or '060 as '030s are just too old. And at least 50 Mhz ???
: >A DSP to do all the "extra-work", and of course decent sound - stereo, with
: >good A-D/D-A converters with decent s/n ratios.

: Let's have QUALITY audio in/out ports WITHOUT bass boost. (If I wanted the
: bass boosted, I'd adjust it on my amplifier, thank you very much.) How
: about more than just left/right stereo? Maybe 4 or 8 or even 16 ins/outs
: (optional, perhaps?) for those with a musical interest?

: >1.44 internal drive, and HDD as standard (say 540M or so?)

: TWO internal 1.44 drives, PLEASE!

One as standard is enough IMHO.

: >A _separate_ keyboard - with keys that don't feel like a sponge (like my
: >1040STfm)

: And a REAL mouse, not this cheesy (pun intended) POS that Atari makes.

: Also, lets finally SEE (and not just hear about) a notebook version. ANd
: let's stop talking about products that won't be out for 18 months and then
: are discontinued along the way because they're old news when they're finally
: made available. In other words, the manufacturer should shit or get off
: the pot.

A minitower would be nice, as well as a lot of expansionslots. (Smart
design, please!) With the soundcard, SCSI-interface and Video as cards.
And a couple of independent DMA-channels. For convenient data-transfer.
With the right design, the expansion-cards would not need memory, it
would use ordinary memory, and use the DMAs to get the data.
Economical to upgrade, and easy to make compatible.

Harddisk as standard isn't one of my favourites, as well as a certain
amount of memory. Prefer to get it as bare as possible, to make it easy
to shop around, and use existing HW.

Regards, Tommy

4979. GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 02:01:21 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3c8dph$ndv@golem.wcc.govt.nz>
Source record: 175038
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

All these ravings about good Atari Word Processers or
Document Processers...

One Big problem with German ones is the lack of good spelling/Thesaurus
support...

The other problem is these later version need a high res monitor and
4 megs of Ram and a hard disk....

How about a good FAQ on Word Processers/Document Processers and lets
distinquish the differences here...

Please don't list German ones like Script 3.5, that are only German,
the German only ones can be in their own section...

Also list old versions, ones that do need hard drive support ones that need a
high res monitor, ones with scalable fonts, how much ram is needed for
graphics and number of pages, bugs and machine type, etc....

Any takers on this...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4980. Re: Internal SCSI adapter for MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 02:11:33 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D0Iu39.2HG@cix.compulink.co.uk>
Source record: 175037

In response to troyc@bnr.ca's message:

> I have been considering getting a 500meg / 1 gig Hard drive for my
> Mega STE to replace some very flakey RLL drives. I want to mount
> it inside and get rid of the unsightly HD case I am using (an IBM
> computer case, no less).
>
> What internal SCSI adapter should I get? Do I have a choice? About
> how much do they cost?

Having spoken to Tom Harker at ICD it seems the AdSCSI Micro isn't directly compatible with the Mega STE but apparently can be 'made to work' and I know someone who has done it but don't know exactly how. So it seems the only choice you have is the Atari effort, which I've just seen a someone is advertising for sale in here.

I'd lie to be proved wrong in this if anyone can come up with some supplier details and costs.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #

4981. Re: 68000 INSTRUCTION SPEED

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 03:02:16 UTC
From: jonaeson@algonet.se
Message-ID: <3c8hbo$eof@aristotle.algonet.se>
Source record: 175039
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hoshi Takanori (hoshi@sra.co.jp) wrote:
: In article <CzzE4v.H4E@news.gu.se> gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE (Stefan Berndtsson) writes:

: > add.x Dn,<ea>

: cycles for .b cycles for .w cycles for .l

: add.x Dn, (An) 12 12 20
: add.x Dn, (An)+ 12 12 20
: add.x Dn, -(An) 14 14 20

: > add.x <ea>,Dn

: add.x Dn, Dn 4 4 8
: add.x (An), Dn 8 8 14
: add.x (An)+, Dn 8 8 14
: add.x +(An), Dn 10 10 16

: > Usually (An) and (An)+ uses the same amount of CPU-cycles!!

: seems true...

Calculating clockcycles needed for certain instructions is a whole science, since the design of the ST makes the benchmarks presented by Motorola for the 68000 not correct.

First of all, The MMU in the ST "evens" out all instructions clock-cycles to an multiple of 4, thus an instruction always takes 4, 8, 12, 16, 20 etc clockcycles to perform. (a 14 cc instruction grabs 16 cc's)
But that's not entirely true, in some cases 2 following instructions that needs a non multiple of 4 clockcycles to perform, "melts" together, and uses the number of clockcycles stated in Motorolas Benchmark.

This a very annoying fact when writing overscan-software for the ST, if you don't have adequate tools.

I've seen several sources that will measure the amount of clockcycles an instruction or routine needs. If there is an interest I could mail it here, it isn't very long, approx 3 kb ascii.

It was a long time since I played around with this, so there might be an error or two.

Regards, Tommy

4982. Re: ISO Falcon/TT owner with 5 minutes free time

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 03:32:14 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELJQAHVIUp@stingray.manawatu.gen.nz>
Source record: 175040
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I earlier wrote :

>I need to test a routine I wrote on a Falcon and a TT in all resolutions.
>It's a small routine (11K uuencoded) and I'll give any1 who can help, more
>info. It's nothing complicated - I just want to know if it displays ok.
>

OK well thanks to everyone who is helping and also thanks to the others who
also offered to help.

I have enough people testing the program now, so now I have my fingers crossed
that it should work fine.

Thanks again,
Richard =8-]

PS. Dear Santa, please can I have a medusa '060 for Christmas please =8-]

--

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_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

4983. Re: ===> Know good Gopher sites?

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 04:23:10 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3c8m3e$ovl@golem.wcc.govt.nz>
Source record: 175048

In article <14993QMNTIGJXQVNMOY@pplnet.com>, blade01@pplnet.com writes:
>
>
>IS>In article <3c21jm$7ci@jake.esu.edu>, garnerg@esu.edu (George W Garner)
>IS>writes:
>IS>GG> GEnie costs me about $9.50 an hour (including the phone charges).

>And, as we all know, Roger knows everything.

Yes small fry I do....

For one thing I am older than you and have been involved with Computers
and such far longer that you...

>Re-read the post from George again - he said "including the phoen
>charges." Not all US GEnie access sites are local calls; long-distance
>rates run about $6.00/hour during off-peak hours, an apparently George
>pays about $6.50/hour. Add $3/hour to that.

Funny mine is a local call, I do suguest you buy a better calculator....

GEnie Node access costs a extra $2us per hour....

>Do the math.

No you go back to school...!!!

I don't see a GEnie access in any part of your Sig, but I do see elegal
advertising their and far more than the 5 line Usenet requirements......

PLEASE CAN WE STOP THIS BLATANT ADVERTISING HERE...!!!

Also cut your Sig to the require 5 lines...

This is the sort of thing I would exspect from a teenager....!!!

>GRUNT Software ** Rich.Tietjens@f6969.n106.z1.fidonet.org
>STarship BBS * Quark's Holosuites * Hubworld +1-713-682-7474
>1:106/6969.0@fidonet.org * 69:1700/15.0@alinks.ftn
>51:2/10.0@atarinet.ftn * 300:300/2.0@heatnet.ftn
>
>--
>
> Paradise Play Line BBS!!! PPL Networks - Ambassador Gcomm Dealer
> Houston's Link to the World!! TELNET - 198.64.53.173
> A True Gamer and Social BBS BBS - (713)597-4000 Sysop

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *

```
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
********************************************************************************
```

4984. Re: Future Publishing can't kill Atari

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 05:04:04 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <786940810.2@mettav.exnet>
Source record: 175043

It was none other than EAM. Breen that wrote on 5 Dec 94 that ,

EB> Chroma Studio etc, all sorts of graphics and D2D programs). Several
EB> companies are producing clone TOS-type machines independently. If
EB> they (had) hung on till TDSM (had) come(s) out I reckon STR would
EB> (have) experienced a sudden revival. I maintain that TDSM is the
EB> Falcon's killer application (apocalyptic with an Audio Out
EB> modification). I hope Future are watching.

Errr ..what TDSM ? I'M still on the lookout for new Falcon software :-)

I agree with your last little bit BTW and find the timing of this swoop to be very odd to say the least . The Active Atari userbase that Is left is IMO almost entirely made up of people who ,to attempt to put a generic term on it ,are semi-pro or hobbyist's ,who use there machines for some sort of creative ends (be that Music,grahic arts,programming,drafting or whatever) or maybe only aspire to that as the case may be :-) . They would also in general be long time Atari users and probably consequently more mature <G> .This does not seem to be the audeince that will be attracted to STF in it 's current incarnation and perhaps more intune with what we would think an STR reader would have been so unless the adapt they will not gain the market increase they hoped and we will look elsewhere to read news etc and likewise Suppliers will seek us out in these places so they won't get the Ad revenue either .

ON the other hand the fact is though that Pearsons have BOUGHT STR not been given it ,you don't pay for something you don't intend to use so lets see what there intenetions are ... usless they have some irrational hatred of Atari users I doubt if there intention is to kill it (I assume Roger Shephard isn't a major shareholder of Course <grin>). If they get it right I don't think I'll care that STR was sacrificed (f course I'd have prefered the other way round) . If they get it wrong well there are many options and small scale Atari publications who may be able to step in a make a go of it.Or maybe I'll just save the money to by software with !

In keeping with anthemic summing up lines at the bottom of some messages recently . Heres one to mull over

****<The ST is dead ...long live the Falcon>.****

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

4985. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 05:50:01 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3c8r69$pmv@golem.wcc.govt.nz>
Source record: 174963
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

Yeah, um, thanks for that - shouldn't this be in the binary groups!?

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4986. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 05:55:41 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3c8rgt$pmv@golem.wcc.govt.nz>
Source record: 175050

```
] 4195835-(4195835/3145727)*3145727 = 256
]
]
] --- But is it right? Hmm, figure it out in your head, and
] you more accurate than the Pentium.... ---

I find it hard to believe that this chip is THAT inaccurate (The result
I get on my non-scientific digital diary I had handy was something
to the effect of 13.2*10^10+ (13.2 * 10 to the power of something
larger than 10). If this is true, then I'm not buying a pentium until
the P6's come out, by which time I might be able to afford one! :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
```

4987. Re: ===> Know good Gopher sites?

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 06:19:31 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3c8stj$q0m@golem.wcc.govt.nz>
Source record: 174951

] From: sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)
] >And, as we all know, Roger knows everything.
]
]
] Yes small fry I do....
]
] For one thing I am older than you and have been involved with Computers
] and such far longer that you...

As his age has never been stated, we'll have to assume Roger is
immortal! Quick, get out the swords! :)

] This is the sort of thing I would exspect from a teenager....!!!

Gosh, what an unexpected comment....

] PLEASE CAN WE STOP THIS BLATANT ADVERTISING HERE...!!!

Then what is:

] GEnie Node access costs a extra $2us per hour....

Explaining pricing of a service, sound suspiciously like a form of
advertisement to me, as does:

] * +64-4298-7249 GEnie r.sheppard5@genie.geis.com

Give the petty abuse a rest guys, noone gives a fetid dingos kidney
how old anyone is, as long as you appear to present some semblance
of knowing what you're going on about.

Obligatory smiley disclaimer:

O -
o
_/

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

4988. Jaguar Vs SNES Vs PC

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 06:55:06 UTC
From: atariman@aol.com
Message-ID: <3c8v0a$dve@newsbf01.news.aol.com>
Source record: 174952

The Atari Jaguar is the best investment I've ever made! I had the chance to see the much touted SNES Donkey Kong Country over the weekend. I have to admit its cute, but the SNES itself is far inferior to the Jaguar. I firmly believe that Atari has a one year jump on the comptetition and they are determined to STAY in that position from this point forward. Tell your friends that they no longer need a $2000 PC to play DOOM, we have it for our Jag's, IN our living rooms, on our 27"+ SVHS TV's and in FULL surround sound! Way cooler than 14" PC monitors! Tempest 2000, Alien vs Predator and DOOM are reason enough NOW to invest in 64-bit future power. Tell your friends that more software is on the way. Guess I'm just one happy camper... And the $149 CD-ROM player is coming soon.

4989. Cubase questions....

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 07:23:53 UTC
From: pgl@draco.bison.mb.ca
Message-ID: <3c90m9$o59@draco.bison.mb.ca>
Source record: 174955

Just a couple of quick questions:

What's the latest version of Cubase?
Does it require more than one meg?
Does it have a hardware dongle?
Is there a mailing list?

The reason I ask is that there's a local ad selling version 3.01. Please reply via e-mail ASAP. Thanks!

4990. Re: RGB vs VGAaargh!

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 07:31:52 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D0J8x5.LEH@cix.compulink.co.uk>
Source record: 174953

In message <3c2o17$9rr@josie.abo.fi>, THIETAVUO@FINABO.ABO.FI said:
> In <D0DyE8.CtH@sci.kun.nl> sanders@sci.kun.nl writes:
>
> > Hello.
> >
> > First, let me tell you I like my Falcon. A lot. But what *really*,
> > *REALLY* annoys me is the fact that I can't show it off to my
> > friends. I used to have it connected to an old TV, and thus was
> > able to show them rotating, texture mapped cubes, real-time fractal
> > flights and all that. But now, since I (apparently) `downgraded'
> > to this whimpy 17" trinitron multisync, I get SICK AND TIRED of
> > all those demos and games refusing to work. The only demo thus
> > far I was still able to run was qad3dvga, and that doesn't really
> > take my Falcon to the limit, does it?

> > there used to be `scanners' allowing for ordinary TV on monitors,
> > but I sadly guess that these monitors would have to be able to sync
> > downto 15 kHz, like the NEC 3D. Do such things still exist? I'm

So how low does your Trinitron sync? I have the NEC 3D. A simple hardware switch (easy to build if one is competent, but I paid 20 pounds to System Solutions, London for one) lets me use it in both modes (I think, if your monitor syncs sufficiently low, it is just a matter of which pin is detecting a contact).

Daniel Cohen

4991. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 07:31:58 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D0J8xA.LFF@cix.compulink.co.uk>
Source record: 174954

In message <3c2me9$9rr@josie.abo.fi>, THIETAVUO@FINABO.ABO.FI said:
> * That's Write 4. A bit different concept, less DTP-oriented, still
>
> quite capable in that area, too. Don't own that myself, but version
>
> 2 I used years ago, was very good.. Supports Speedo, Falcon, etc.
> English version of TW 3 available, version 4 probably coming soon.

> * Signum 3.5. I've seen the demo - and THAT was impressive, if
> anything!
> This might be the program to rival every PC or Mac word processor.
> It's
> huge - filled with features, and clearly meant for professionals. In
> fact,
> Signum was originally written for university people, if I remember
> that
> correctly. If somebody translated this in English, I guess you
> wouldn't
> have a lot to complain about for some time ;-) ! How is it, you German
>
> people who read this? Why isn't Application Systems Heidelberg
> interested
> in Signum's international releasing? It's time, I think.

I use, and very much like, That's Write 3.

I used to use Signum 1 and 2, and bought my Atari largely because of
Signum. It's the only possible WYSIWYG word processor for mathematics on
any machine (or used to be; don't know what exists now). The
problem with Signum, though, is that almost everyone who needs to write
mathematics has by now changed to TeX.

Daniel Cohen

4992. Re: File-formats for Atari ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 08:01:46 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELJIFAUS43UP@galaxy.owl.de>
Source record: 174994

In <3c4p98$ea7@percy.cs.bham.ac.uk> Chris Ridd wrote :

>It usually costs a lot of money to chisel file formats out of people
>like Word Perfect and Microsoft (eg try to get the Powerpoint file
>format - it is NDA'd!) Things like RTF are freely available

That's exactly the problem.

But OPENDOC is a standard which everybody has agreed upon. That would perhaps
be the solution for the future.

--
/Hendr!K/
```'```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.---+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+-------------\ (----( )---+
_)) /
(_/
```

4993. Re: Doom & AvP not all that great

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 08:11:12 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELJIFAUU43UP@galaxy.owl.de>
Source record: 174995

In <1994Dec7.162032.6402@jet.uk> David Stevenson wrote :

>>625 lines, and I think the w/h ratio is 4:3, so the width must be 832.
>No, there are less than 625 visible. 768x576 (4:3) should be about right,
^^^^ ^^^^^^^

That is exactly the point. Thank you very much ;-)

>I reckon. Colour resolution is much lower than luminance resolution, too.

PAL is not as bad as Never The Same Color, though ;-) And with those S- or
HI-machines using separate Y and C lines it is not bad at all.

--
/Hendr!K/
```'```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.--+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/
```

4994. Re: File-formats for Atari ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 08:14:34 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELJIFAUW43UP@galaxy.owl.de>
Source record: 174996

In <1994Dec7.181841.17802@unix.brighton.ac.uk> Stephen Ticehurst wrote :

>Anyone know of any software that converts RTF then? (pref PD/SW)

IIRC there is a converter within the papyrus-demo. But it is limited to one
page or so (AFAIK).

I'm not aware of any other converters ATM.

--
/Hendr!K/
```'```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.---+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/
```

4995. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 08:35:20 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Dec9.083520.5416@bay.cc.kcl.ac.uk>
Source record: 174956

In article <3c2l5r$qtr@hasle.oslonett.no>, larserik@oslonett.no (Lars-Erik Oesterud) writes:
> In message #7, krasel@alf.biochem.mpg.de writes:
>
>> Try to get Atari software or hardware. Most vendors have abandoned
>> the Atari platform completely, especially the big chains (ProMarkt,
>> MediaMarkt, to name a few).
>
....sigh...

> You can get everything you need - and more - and from Germany :-)
> (at least I have no problem getting it even if I live in Norway)
>
No bloody point Advertising on the net unless you speak German.
One could spend half their time with an English to German (or whatever)
Dictionary in hand translating the software/hardware manuals unless
various Lang. DOCS come as standard.

-Al, udem148@bay.cc.kcl.ac.uk-

4996. AEO subscription

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 08:41:38 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELJIFAVC43UP@galaxy.owl.de>
Source record: 174997

Hi folx!

I'm looking for the email address for AEO-subscription.

And what is a working email address of TOAD? I tried to reach them a couple of times, but I didn't get a reply at all. Are they perhaps a little bit slow in responding?

TNX!

--
/Hendr!K/
```'```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.--+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/
```

4997. Re: Why argue

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 08:57:58 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Dec9.085758.5417@bay.cc.kcl.ac.uk>
Source record: 174957

In article <EK5HDGGCUp@warpcon.ersys.edmonton.ab.ca>, leslieh@warpcon.ersys.edmonton.ab.ca (Leslie Hartmier) writes:
> In <3beubv$br6@infa.central.susx.ac.uk> Steven Constantine wrote :
>
>>I can upgrade to a Pentium, selling my DX2 chip to offset the cost.
>>Works out to be a cheap upgrade.
>
> I can see the benefit in PCs, although I like my atari. I just
> wanted to say that upgrading to a pentium is not a cheap upgrade
> considering its unfortunate bugs where it will deliver an incorrect
> mathematical answer faster. I'd rather stick with a 486 that delivers
> a correct answer in reasonable time. Besides, I wouldn't upgrade to
> a pentium until the two million faulty chips are sold. (Intel won't
> recall them, nor will they replace them for free

That's bloody typical!
Its simple; these faulty PC's should be hunted down and destroyed.
I can just see it: Mr.ST owner takes painful steps towards
owning a PC, saving up his hard earned cash and blowing the whole lot
on a spanking new Pentium only to get a kick in the knees for his
troubles.
I personally wouldn't buy a P60 or P90 whatever even if
the those 2M chips were sold; you would have to wait a few years for
those distributed to be depleted by other mugs. There are tests around
however. So if you find a dodgy Pentium in the shops, just there and
then make a casual public announcement. The shop owners are bound to take
note and promptly get on the dog to his distributor, and those responsible.

Still, suppliers should know already though, and for some time, and
its criminal that they continue to sell bugged PC's.
If you have to upgrade get the DX66, or stick with the well
loved 68000 series and get a MAC.

-Al, udem148@bay.cc.kcl.ac.uk-

4998. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 09:04:48 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Dec9.090448.5418@bay.cc.kcl.ac.uk>
Source record: 174958

In article <D0F1Gr.75x@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
> In message <1994Dec6.130135.21493@jet.uk>, djs@jet.uk said:
>
> > I agree, but I don't want the bridge to nowhere (PC), I'd prefer a
> > bridge to the Mac (MacMagic). It's like the Humber Bridge vs the
> > Severn Bridge :-) --
>
> And thats your choice. I personally can't see a use for a current Mac as
> they look like they will become obsoleted when Apple and IBM get there act
> together (if not before). PCs will cease to be state of art - but they will
> hang on like grim death ;-)
>
> However thats not the point. The Mac *is* a bridge in the terms I was
> talking about. A combination of an Atari and a Mac gives so much more
> potential than just the Atari IMO.

Yeah. 'Think MACs are easy to use machines like our trusty ST.
Although, I'm holding my breath for a few years sticking to my 68000 friend;
wait till a standard comes along with a clean working machine, with
support. RISC series of computers will be the norm then.

-Al, udem148@bay.cc.kcl.ac.uk0

4999. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 10:03:51 UTC
From: pi92pob@pt.hk-r.se
Message-ID: <1994Dec9.100351.14312@nomina.lu.se>
Source record: 174965

In article gfk@whitbeck.ncl.ac.uk, Craig Graham <Craig.Graham@ncl.ac.uk> writes:
>
> I'm not going to say that designing a dead dead good machine from off
> the shelf isn't do-able, but it IS going to be massive, and still not as
> good as using at least some custom/semi-custom logic.
>
> Using FPGA technology is a good compromise between custom ASIC's like
> atari tend to use, and off-the shelf components.....
>
> Craig.
> __ _
> | \ | | / | Makers of CLA Logic
> |_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
> ------------------------------- o ---------------------------
> Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

OK, I see that there sometimes is a reason, but since atari made that enormous flaw with the DMA chip in early STe's (personal experience of it, too), I seem to like everything that's open to public and standard. It makes life so much simpler for us users.

Compromise.
The design of those needed special chips should be free for everyone. Making a lot of third party production available.

/PO
~~~~~~
pi92pob@pt.hk-r.se Villa Flora | Musicians have more fun?!?
+46 (0)457 26165 372 36 Ronneby |
~~~~~~
~~~~~~~~~~~~ WWW homepage http://www.pt.hk-r.se/~pi92pob ~~~~~~~~~~~~
~~~~~~~~~~~~

5000. Re: sound converting program for the ATARI ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 10:50:26 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Dec9.105026.5420@bay.cc.kcl.ac.uk>
Source record: 174959

In article <3c579r$2qm@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka Saarinen) writes:
> In article <3c4a0aE96f@uni-erlangen.de>,
> Harald Schoenfeld <mppi76@cd4680fs.rrze.uni-erlangen.de> wrote:
>>
>>Five to Five V2.0 for the ATARI ST/TT/Falcon
>>
>>525 is a GEM based sound converter for all ATARI computers, running under
>>TOS and MultiTOS. The program is now available in a new version in
>>german and english.
>>
>>525 can convert any of the following formats into any of them:
>>
>>- DVSM (used by WinRec/WinCut for the ATARI Falcon)
>>- AVR (used by many ST/TT/Falcon programs)
>>- AU,SND (used on SUN, NeXT)
>>- WAV (used on PC's)
>>- HSN (used by CrazySounds for ATARI)
>>- CIT (used by Fortune for ATARI Falcon)
>>- Raw (for many other cases)
>
Erm, you didn't say how you could get it! Is this PD, Shareware or what?
If PD, is it available on any FTP site - please state ?

-Al, udem148@bay.cc.kcl.ac.uk-

5001. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 11:15:56 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3c9e9c$i27@matrix.fwi.uva.nl>
Source record: 174961

cherborth@semprini.waterloo-rdp.on.ca wrote:

:In <3bvca2$rma@turing.fwi.uva.nl>, Martijn Dekker writes:
:>cherborth@semprini.waterloo-rdp.on.ca wrote:
:>:Nobody'd buy it though, because:
:>:
:>:1) it doesn't come from Microsoft
:>:2) it's not compatible with 8088 apps built in 1983
:>
:>bullshit. there is no market for 8088's anymore. Stop using this argument,
:>it is becoming boring. I understand that people using old, too expensive
:>machines, like atarians, can relate to 8088's and not to 486's, but please
:>wake up and take the time to take a serious look at modern machines.
:>I can't believe people in this forum _really_ compare falcons to 486's
:>in terms of performance. Using Atari is matter of taste, not a matter
:>of sense.
:
:Oh, and I guess your new DOS 6.22 is '486-optimised? All of your DOS and
:Windows apps require a '486 or better? Yah, right. I'll bet 95% of
:your DOS apps run fine on an 8088 (drag out those old XTs!) and *all* of
:your Windows apps run fine on a '286.

how was talking about DOS? I do not use DOS.
And who is talking about being '486 optimized'? Anyhow, the 486 + DOS/Windows (an upgraded 8088 according to you) beats the falcon, so it is obvious what happens when you do NOT use DOS/Windows....
The only thing that is important is that a 486 running whatever OS, is WAY faster than a falcon.

:
:I know all the DOS apps I run at work are 8088, and all the Windows apps
:(including FrameMaker 4 and CorelDraw 3) would run on a '286. At least
:I'm running Os/2 to get _some_ use out of the Protected Mode of the
:'486...
:
:You seem to think that Atari users have absolutely no experience with
:other, more modern systems.

You seem to think all PC users use DOS/Windows.

--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| Mail for info about Ishido
Math department |
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

5002. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 11:20:18 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3c9ehi$n5q@gumby.cc.wmich.edu>
Source record: 174962

In article <3c5m53$9ta@mother.usf.edu>,
Timothy Miller <millert@grad.csee.usf.edu> wrote:
> Ofir Gal (ogal@cix.compulink.co.uk) wrote:
> : Mark O'Bryan wrote:
> : >Of course, if you could run ST software on the Mac hardware, there are
> : >plenty of configurations with as much or more raw horsepower than the
> : >TT (and better video built-in), at a much lower price.
>
> : You already can with MagicMac which has gone on sale in Germany yesterday!
>
> Of course, you'd be seriously crippled by the Mac hardware and underlying
> OS. I wouldn't be surprised if a Quadra emulating a TT couldn't keep up
> with a real TT.

The key point being that MagicMac doesn't "emulate" a TT, or any other
hardware. It provides an Atari-compatible AES/VDI/GEMDOS/etc environment
for applications to run in, at the full speed of the host processor.

Opposite to your evaluation, I wouldn't be surprised to see a Quadra
(depending on the model) running ST software at 2-3x the speed of a TT.

But, we'll just have to wait to see what information filters in from
Germany (and the UK) when actual testing is done (and how much compat-
ibility MagicMac has achieved).

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

5003. Re: File selector "message"

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 11:33:21 UTC
From: bd@st-andrews.ac.uk
Message-ID: <3c9fa1$9gl@calvin.st-and.ac.uk>
Source record: 174964
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <ELFLABUSUp@stingray.manawatu.gen.nz>,
Richard MORRIS <richard@stingray.manawatu.gen.nz> wrote:
>Can anyone please tell me how to add a message to the file selector
>(e.g. "Select file to LOAD"), from TOS 1.02? I am using UIS 3, and have
>several proggies that use it, but have no idea how it is done.
>

With most languages, such as C wtc, you use fsel_exinput, but this only works for TOS versions >1.4. Most programs get round this by putting a box with text in it on the screen under the fileselector, but this causes problems with oddly sized selectors such as UIS, in that you can't actually see the text.

I don't think there's a way to put text in the fileselector in TOS 1.02, but I may be wrong with regards to UIS...

Brian

|> |\ Brian Duff |> |\
|> |/ University St. Andrews |> |/ Sensible SIG v1.0..

5004. Re: STARDUST FINALLY FINISHED!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 11:47:24 UTC
From: contacts@mits.mdata.fi
Message-ID: <3c9g4c$9c9@prime.mdata.fi>
Source record: 174966

In article <3c0j81$77d@freenet.hut.fi>,
Jani Penttinen <janip@mail.freenet.hut.fi> wrote:
>
>I'm happy to tell you that AGGRESSIONs latest project, a splendid shoot'em
>up game called STARDUST has been finished. STARDUST offers you not just the
>most impressive piece of coding but also unbelievably realistic ray-traced
>graphics and high quality multichannel stereo music and effects. Of course
>all this is crowned with an impeccable playability! STARDUST really pushes
>your ATARI to its very limits!
>
> Stardust is available for STE and Falcon. It requires at least 1Mb of
> memory and a colour monitor/TV. EMail me for more information...

Does it work on Falcon VGA/multisync?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5005. SozobonX C

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 11:52:48 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <D0JL01.FpG@cee.hw.ac.uk>
Source record: 174976

I wonder if anyone can tell me how I can contact the Sozobon X team. I've tried to e-mail Jerry Geiger at jerry@zelator.zelator.de, who is listed in the documentation as the man to contact. However, after about four days I had a message back saying the mail had failed.

I think there's a quite serious bug in the jas assembler, release 7. It appears to fault on null branches - it places the bra opcode in the output with no operand so the next instruction's opcode is taken as the operand for bra; as you can imagine this means the program can jump anywhere.

It's a serious bug because null branches are generated when you place a return statement at the end of a function - and functions usually have returns at the end of them.

I'd appreciate if someone could tell me a contact address to report this (or has it already been reported?) and if anyone knows if any FTP sites have release 6 of the binaries which work properly.

Thank you in anticipation. And Merry Xmas.

+---+
| Stuart Brown BSc Computer Science IV, Heriot-Watt University |
| e-mail: sbrown@cee.hw.ac.uk WWW: http://www.cee.hw.ac.uk/~sbrown/ |
+---+

5006. Re: TT or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 12:16:22 UTC
From: chainxor@kom.auc.dk
Message-ID: <3c9hqm$g1i@news.iesd.auc.dk>
Source record: 174969

In article 7cv@prime.mdata.fi, contacts@mits.mdata.fi (Pekka Saarinen) writes:
> In article <macdonald.47.001100B8@cfcsc.dnd.ca>,
> Ken Macdonald <macdonald@cfcsc.dnd.ca> wrote:
> >I've been saving up the cash to buy a Falcon, but am now having second
> >thoughts - I may find a TT more usefull. I intended to use the Falcon for
> >Graphics(Illustrations, Video) and DTP, but from what I've heard the I may
> >need the power of a TT for something like say DA's Repro and CalamusSL. I am
> >not clear on the relative power, number of colours, etc when comparing these
> >two machines.
> >Does anyone out there use either of these machines for graphics at a high end
> >level, or have experience with either (preferably both :>) and could help me
> >out here? Thanks/merci
>
> If DTP and Video/Image processing is you main area: get a TT, Medusa or Eagle
> with a good VME graphics card.
>
> Falcon is at it's best in everything that needs DSP (mainly music), and there
> are not yet any good graphics card available for it. If Falcon would be
> accelerated with Mighty Sonic or similar, it would have performance equal to
> TT. Only thing missing is professional graphic displaying capabilities.
>
> Aside that, TT is missing much of the entertaiment stuff in the Atari world,
> also if (as it seems) Falcon's DSP is utilized more in programs it might get
> also past the TT:s speed (in specific tasks like opening pictures).
> Examples: MPEG-video playing and JPEG & GIF loading (TurboGIF can open 256-
> colour 0.5 Mb Gif to screen in 8 seconds, including load times!).
>
> For serious video stuff: there are VME cards that surpass every other cards,
> but those are very expensive (but you can get 4 different videos running in
> Calamus SL:s frames for realtime video frame grabbing).
>
> Go figure...
>

For Video/Image processing I can actually recommend the Falcon, haven't you seen
the faboluos APEX MEDIA for the Falcon - IT AMAZING!!!
It utilizes the DSP in its full and things like Morphing, Block rotating, zoom etc.
etc. etc. are VERY fast indeed. And you can also buy the EXPOSE-framegrabber-card for
the Falcon and then use it with APEX MEDIA. It grabs very fast say 25 frames/sec. in
512x380 resolution in 65536 colors!!

Can the TT do that for a reasonable price??? I think NOT.

Keep Cool and Flying....

ChainXOR....

5007. Re: MacMagic Info?

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 12:26:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3c9ico$g1i@news.iesd.auc.dk>
Source record: 174970

In article 1494@newsserver.rrzn.uni-hannover.de, and@sun1 (Andreas Kromke) writes:
> Hendrik Mylius (neptune@galaxy.owl.de) wrote:
> : In <D02q3w.AAK@cix.compulink.co.uk> "Ofir Gal" wrote:
>
> : >MagiC for Mac is made by 2B (authors of NVDI3) and Application Systems. In
> : >the UK it will be available from System Solutions
> : >(ssolutions@cix.compulink.co.uk) . Don't know about the US. It runs on any
> : >Mac with an 030/040 CPU. It's absolutely amazing.
>
> : Do _not_ forget to mention *Thomas Tempelmann* and a few other guys behind
> : this brilliant piece of software. It truly is amazing ;-)
>
> And do not forget me. As I did DOS and AES and parts of BIOS.

Hi there,

Is MagiC v.3 for the Falcon out yet?????

I just can't wait, I must have it if it's out. MultiTOS is just too slow for me and
I'm convinced that it's not the Falcon's fault, but the AES in MultiTOS.

Keep Cool and Flying....

ChainXOR...

5008. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 12:34:06 UTC
From: Timothy Miller <millert@csee.usf.edu>
Message-ID: <Pine.SUN.3.91.941209071730.7263B-100000@grad>
Source record: 174971

On Fri, 9 Dec 1994, Mark O'Bryan wrote:

> In article <3c5n1l$9ta@mother.usf.edu> you write:
> >
> > You're not kidding. Wonder why Processor Direct's second issue isn't out
> > yet when the first came out in March? One reason: No advertisers.
> >
> > If you've ever seen issue #1 of PD, you'd wonder what would keep people
> > from advertizing in it, considering superior quality of the publication.
>
> Hi, Tim. Well, one reason might be lack of responsiveness. I'm a
> developer, and my company has advertised in Keyboard, Electronic Musician,
> Music Technology, Current Notes, and ST Log. Yet when I requested a
> media kit from Processor Direct (twice), my inquiries were ignored. Not
> exactly a good way to encourage potential advertisers.

I think this happened before, and quite honestly, we don't know what happened. Maybe one of us is losing his mind, but we don't hesitate to send out media kits.

But there are two reasonable possibilities. There was a time when we had a media kit, but Sean didn't want to send out an outdated kit and he had to wait for a rather long time to get some information he needed for the new kit. People could have been forgotten.

Also, if we get too many requests (one week, we got 30 requests, more than we expected in such a short period of time), the "more likely to advertize" will get them sent first.

Perhaps our judgement on who was more likely to advertise was poor.

I do seem to recall seeing your name somewhere, perhaps on GEnie? If you're who I'm thinking you are, then I have sent you email in the past on news and stuff. As has been posted several times on the past on here and on .announce, if anyone has a small quip about a new product or some other kind of news, we'll be happy to include it in our news section without charge.

Since you didn't put your address in the message, I suggest you request a copy of the magazine and the media kit. If Sean doesn't sent it to you, I will. Your ad may be just that little bit that we need to get the second issue out the door. Send your request to these two addresses:

doughert@babbage.csee.usf.edu and
pdirect@delphi.com

Sending to both will decrease the time it takes him to get the message.
Be sure to tell him that you want to advertize.

>
> Perhaps mine was an isolated case, and I simply fell through the cracks.
>

Whether it is or not, it's not excusable, and I'm going to get with Sean
and try to make sure this doesn't happen again. It's funny, though...
until we started getting occasional messages here and there about "why
didn't you respond to my email?", etc, we thought we were doing an
exemplary job of keeping up with email and always responding.

We quicky discovered why so many developers often didn't respond. On top
of being busy, they have the same misterious problem we have of somehow
losing some mail.

>
> P.S. I've still never even seen the magazine.
>

We'll correct that. Make sure Sean gets those messages and you'll have a
copy of the magazine and media kit as fast as snail-mail will get it to you.

5009. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 12:43:36 UTC
From: chainxor@kom.auc.dk
Message-ID: <3c9jdo$g1i@news.iesd.auc.dk>
Source record: 174973

In article 0212942010140001@tsb-51.ucsc.edu, bwanga@cats.ucsc.edu (Tim Seufert) writes:
> In article <3bmtom$57p@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka
> Saarinen) wrote:
>
> > The Mac is not any solution for Falcon users - most of Falcons are in
> > D2D-use, and a lot of it's appeal comes from the inbuilt DSP and ability
> > to play 16 channels of audio without external cards.
>
> Hmmm... lessee, my Mac seems to have a 55 MHz DSP on the motherboard. Oh,
> and it happens to have 16-bit 48 KHz sound digitizing and playback too.
> Multiple channel playback? No problem, directly supported by the OS
> (which is not the case on the Falcon - you have to make your own
> routines!).

The 55 Mhz DSP in your machine is a relatively slow DSP, I don't remember the name of
the type, but it only performs half the instructions per clock cycle as the 56001
in the Falcon does. So it isn't really faster, it's just clocked at a higher freqency.

>
> > Not to mention
> > DSP-graphics (eg. displays 0.5 Mb GIF:s in 7 seconds!).
>
> Ooooh! My computer, without using anything other than its 68040 (running
> at 32 MHz), displays a 530 KB GIF in about 7 seconds too!

Of course, it would have been a disaster if the 68040 couldn't do that.

> > There's no Mac that can do that kind of Audio with MagicMAC, or even
> > with System 7.
> >
> > It's better to keep waiting for the C-LAB's audio-Falcon...
>
> It's best not to bury one's head in the sand.
>
> +---+
> | *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
> +---+
> | Do the environment a favor. Use goat-flavored floppy disks. |
> | Think about it, won't you? Thank you. |
> +---+

Keep Cool and Flying...

ChainXOR...

5010. Manuals in different languages (was: Re: Atari RIP....)

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 12:48:07 UTC
From: dietz@lirmm.fr
Message-ID: <3c9jm7$ouk@lirmm.lirmm.fr>
Source record: 174972

In article <1994Dec9.083520.5416@bay.cc.kcl.ac.uk>,
Al (udem148@bay.cc.kcl.ac.uk) wrote:

> No bloody point Advertising on the net unless you speak German.
>One could spend half their time with an English to German (or whatever)
>Dictionary in hand translating the software/hardware manuals unless
>various Lang. DOCS come as standard.

So what should be the standard languages, in your opinion? Unless a dead language, e.g. Latin, is introduced as an international means of communication, there will always be users in some countries that do not understand the one, two or even three languages into which the manuals have been translated. Introduction of an international standard language would have great benefits to people all over the world. It would be sufficient to learn one language, besides your mother language, to be able to communicate with people from any nation! I know that English is some sort of de facto standard, but I don't like this situation at all. English speaking people become to proud; they often think that everyone else has to speak English, too; some even suggest that foreign software should come with an English manual and so on. Citizens of countries that do not speak English have to speak English, because most scientific publication is done in English! Why not choose a dead language or a newly designed language (like, e.g., Esperanto) for international communication?

Best regards

Andreas

5011. Re: Multimedia software

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 13:07:32 UTC
From: chainxor@kom.auc.dk
Message-ID: <3c9kqk$g1i@news.iesd.auc.dk>
Source record: 174974

In article 92u@dux.dundee.ac.uk, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> Is there a Multimedia authoring package for the Falcon?
>
> Rod
>
>
> --
> --
> ===
> Roderick McCall
> Dept Maths & Science Fiction, University of Dundee, Saturn
> President, Lip Theatre Co, Dundee University.
> Tel: (01382) 644546
> ===
>

APEX MEDIA, a totally new program that uses both processors to it's full.
25 frames/sec. in 512x380 65536 colors grabbing, high-speed morphing, real-time-zooming,
realtime block-rotating etc.etc.etc.

Keep Cool and Flying...

ChainXOR....

5012. Re: Bad News

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 13:25:02 UTC
From: rstolk@intgp12.ih.att.com
Message-ID: <D0Jp9r.9A6@nntpa.cb.att.com>
Source record: 174978

In article <3c84tm$p82@acmey.gatech.edu>,
David Paul Forrai <gt1448b@prism.gatech.edu> wrote:
>hutch@ilmen.lanl.gov (Hutch) writes:
>
>>I just heard last night that 'Gadgets by Small, Inc.' has declared bankruptcy.
>
>That's too bad, but considering it's been about 3 years since GBS has
>supported and/or upgraded it's products, this is really no big
>surprise.
>
>--
>David Forrai
>Internet: gt1448b@prism.gatech.edu

Wow ,what about system 7 for us users

richard

5013. Re: test, please ignore

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 13:26:47 UTC
From: rstolk@intgp12.ih.att.com
Message-ID: <D0JpCo.9BF@nntpa.cb.att.com>
Source record: 174977

```
In article <fvdakker.786920108@runner.knoware.nl>,
Frits van den Akker <fvdakker@knoware.nl> wrote:
>
>Little test to see wheter I finnally can post from here...
>Frits.
>fvdakker@sterbbs.nl or fvdakker@runner.knoware.nl

Yo, never heard of _alt.test_

newbie2 richard
```

5014. Atari Laser Printer

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 13:27:08 UTC
From: ah931@cleveland.Freenet.Edu
Message-ID: <3c9lvc$d7p@usenet.INS.CWRU.Edu>
Source record: 174975

I have the original atari laser printer. It has worked fine, but
now I get paper jams more than 50% of the time. These are not
"real" printer jams.. before the paper even reaches the drum
something must tell the printer that the paper has jammed, but in
reality it is just sitting there not crumpled not jammed 'not
nothin''..... by the way the hand feed works fine .....
any help would be appreciated
Thanks

5015. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 13:43:30 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3c9mu2$7f6@btmplq.god.bel.alcatel.be>
Source record: 174826

In article <3bs74b$err@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka Saarinen) writes:
> (especially Englishmen who live next
> to Germany)

Are you talking about me by any chance?

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

5016. Re: Silica Falcon Upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 14:00:27 UTC
From: jonaeson@algonet.se
Message-ID: <3c9ntr$uu@aristotle.algonet.se>
Source record: 174980

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Silica has a Falcon RAM upgrade board for 39.95 (ukp). In the add it says
: '4 * 32 SIMM = 14mb" does this mean that we can atlast use 32 bit (TT)
: RAM?

Nope, the hw in falcon uses 32 bit memory accesses, while the CPU uses 16
bit. That's why the memory is 32 bits wide.
(With a CPU-speeder fitted in the expansionslot, with a CPU of it's own,
it is possible to have TT-ram)

Regards, Tommy

5017. destroyed mouse-pointer

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 14:00:32 UTC
From: abro@amath.unizh.ch
Message-ID: <1994Dec9.140032.16032@rzu-news.unizh.ch>
Source record: 174901

Hi Folks!

Quite often the pointer of my mouse is hidden (sometimes after answering a non-modal dialog (i.e. in VIEWER.APP). And it becomes not viewable again.

What can I Do, to see the pointer again? - is anywhere a program(may be an Accesory), which does this automatically or by a hot key?

Ciao, Arnt

Arnt Broska, Uni Zuerich, Schweiz --
--------------------------------- Does anybody know the mail-address of God?
EMail-Adress: abro@amath.unizh.ch --

5018. Re: Re: The dream atari (forwarded reply)

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 14:00:35 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <3c9nu3$3ev@info4.rus.uni-stuttgart.de>
Source record: 174932

In <D0E2rw.FJL@hpbbrd.bbn.hp.com> clausb@hpbbrd.bbn.hp.com writes:

> I also think this is a bit of an illusion. The one thing I'd like to
> see is a ultra-lowcost 3D graphics computer. 3D graphics need hardware
> support to run at a bearable speed, but you could probably do a lot with a
> selected set of graphics functions, without implementing the full
> 3D graphics pipeline. The PC world is currently about to enter the 3D
> arena, with the first 3D graphics boards arriving, so it's not too
> late yet.

That's a problem of the OS. We use VDI which is based on the ISO GKS standard.
To use graphic boards, we need 3D system calls (there is a 3D GKS standard,
too).

We have to talk with 2B and no|Software if we want to do that. And I think
we should do it.

Gerd

5019. Re: Atari - Dream machine.

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 14:02:03 UTC
From: jonaeson@algonet.se
Message-ID: <3c9o0r$10m@aristotle.algonet.se>
Source record: 174981

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: BTW - does the processor direct slot on a Falcon give all 32 data lines?
: If it does, then it would be piss to knock up a Fast Ram board for it.

: Craig.

No, it isn't available.

Regards, Tommy

5020. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 14:13:53 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.59.000E3BB0@lobby.ti.com>
Source record: 174908

In article <3ca8v6$2c0@m.ehd.hwc.ca> bdean@hpb.hwc.ca (BLAIR DEAN) writes:

>Just in case there might still be someone out there that needs to know,
>the "bad" chip is part # C025913-38. The "good" chip in an STe is part #
>C398739-001 or later.

What were the problems -- was it HD access problems?

>--
>Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
>Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
> My opinion has been held over from a previous life 85 MEG
> and is not the responsibility of Health Canada

William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

5021. Re: ===> Know good Gopher sites?

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 14:15:39 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3c9oqb$cie@nyheter.chalmers.se>
Source record: 174982

```
In article <3c8m3e$ovl@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>No you go back to school...!!!
>
>
>I don't see a GEnie access in any part of your Sig, but I do see elegal
>advertising their and far more than the 5 line Usenet requirements......
^^^^^

You'd better learn to spell before telling anyone to go back to school!
>
>This is the sort of thing I would exspect from a teenager....!!!
>
The words of a real mature old man have been spoken!?

I'm sorry for the waste of bandwidth...

Christer.

--
| Chalmers | USENET: d2cg@dtek.chalmers.se | "Today I've started |
| University | SNAIL: Christer Gustavsson | earning my second |
| of | Hasselvagen 6 | million. The first |
| Technology | S-430 91 H?N? | one failed." |
```

5022. Pascal for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 14:19:17 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c9p15$6v4@dux.dundee.ac.uk>
Source record: 174983

Is there a verion of Pascal for the Falcon?

Rod

--
-- Rod
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

5023. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 14:25:08 UTC
From: csuod@csv.warwick.ac.uk
Message-ID: <3c9pc4$i21@crocus.csv.warwick.ac.uk>
Source record: 174987
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

In article <3c8r69$pmv@golem.wcc.govt.nz>,
wells_s@ix.wcc.govt.nz writes:
>Yeah, um, thanks for that - shouldn't this be in the binary groups!?

No. It should be on your backdrop...

--
Gareth L Moore email: csuod@csv.warwick.ac.uk
Undergrad, University of Warwick, UK or gareth@dcs.warwick.ac.uk
Term: 61a, Regent Street, Leamington Spa, CV32 5EE (01926) 424365
Home: 2, Pierrefondes Ave, Farnborough, Hants, GU14 8NF (01252) 523205

5024. Re: Manuals in different languages (was: Re: Atari RIP....)

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 14:37:44 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3c9q3o$igs@matrix.fwi.uva.nl>
Source record: 174984

dietz@lirmm.fr (Andreas DIETZ) wrote:

:
:In article <1994Dec9.083520.5416@bay.cc.kcl.ac.uk>,
:Al (udem148@bay.cc.kcl.ac.uk) wrote:
:
:> No bloody point Advertising on the net unless you speak German.
:>One could spend half their time with an English to German (or whatever)
:>Dictionary in hand translating the software/hardware manuals unless
:>various Lang. DOCS come as standard.
:
:So what should be the standard languages, in your opinion? Unless a dead
:language, e.g. Latin, is introduced as an international means of
:communication, there will always be users in some countries that do not
:understand the one, two or even three languages into which the manuals
:have been translated. Introduction of an international standard language
:would have great benefits to people all over the world. It would be
:sufficient to learn one language, besides your mother language, to be
:able to communicate with people from any nation! I know that English is
:some sort of de facto standard, but I don't like this situation at all.

of course you don't like this situation: you are french! ;-)

:English speaking people become to proud; they often think that everyone
:else has to speak English, too;

Maybe, but not only the english. When tourists in my country (the netherlands) ask
me a question they do it in english if they are from england, in german
if they are from germany and in french if they are from france.

:some even suggest that foreign software
:should come with an English manual and so on. Citizens of countries that
:do not speak English have to speak English, because most scientific
:publication is done in English! Why not choose a dead language or a
:newly designed language (like, e.g., Esperanto) for international
:communication?

because almost everybody speaks english. And BTW why is english worse
equiped for international communication than esperanto (which *is* a
dead language BTW) ? Are you jealous of the english?

:
:Best regards
:
: Andreas

--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| Mail for info about Ishido
Math department |
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

5025. Re: Atari magz

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 14:43:10 UTC
From: ps1908@wlv.ac.uk
Message-ID: <3c9qdu$gpf@ccuf.wlv.ac.uk>
Source record: 174985

In article <1994Dec8.203257.12981@ucon.gun.de>, donm@ucon.gun.de (Don Maple) says:

>The bottom line is, short of learning German (which is highly recomended

Why?
The fact is, it should be printed in ENGLISH (or at least Welsh)!

;-)

Steve

5026. Problem with HD disks, PLEASE HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 15:51:03 UTC
From: npetrlik@public.srce.hr
Message-ID: <3c9ud7$atd@nippur.irb.hr>
Source record: 174986

Hi to all !

I have 1040STFM, HD 60, and a DD disk drive.
Recently, I bought 100 HD noname
disks already formatted to 1.44MB and tested.
I format them with Fastcopy Pro to 11 sectors,
82 tracks with verify on. (No errors occured while
formatting). But, when I try to copy some files
on that disk (with Kobold2) then ... errors got
appeared ...
I've tried to change the interleave and skew factor,
but without any major improvements ...
Maybe I must change some other factors, or I must
format the disks several times?
Does anyone had the same problem?

Please, help!

5027. Re: GEMINI GUI

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 16:12:00 UTC
From: christian.dahl@tnogobl.ct.se
Message-ID: <ftn_2.203.611.4_2ee88298_Christian.Dahl@ct.se>
Source record: 174910

> There are other programs/ACCs which support the VA-protocol, such as
> GemView or Imploid and even some 'normal' programs like text editors
> understand it (7up, QED 3.2).

Yes! The VA-protocol is great! I'm right now working on a MOD-player that supports it! Great just open the module-foldern in GEMINI and doubleclick on a module, and then my moduleplayer plays it!
Everest and LZH-shell understands it too, I would like to see that al new-written programs support this great protocol!

CD

5028. Re: Xbios Setscreen() details

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 16:20:00 UTC
From: christian.dahl@tnogobl.ct.se
Message-ID: <ftn_2.203.611.4_2ee883d6_Christian.Dahl@ct.se>
Source record: 174911

```
> : The screens are supposed to be on 256 byte boundaries - not 4 byte
> (otherwise
> : malloc would be fine as you said b4). Perhaps this changed in the
> STe???
> The STe video shifter can handle all adresses, as long as they're
> even.

On the Falcon it has to be on a longword-boundary...

> Just put something like
>
> Real_screen = Screen_base && $ffffff00;
>
> or so. Forgive me, it's a long time ago I programmed C.

real_screen = (screen_base + 0x100) & 0xFFFFFF00
works fine on a ST (note that you have to allocate 32000 + 256 bytes!)...

CD
```

5029. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 16:41:46 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3ca1ca$2oa8@sat.ipp-garching.mpg.de>
Source record: 174988

Hendrik Mylius (neptune@galaxy.owl.de) wrote:
> In <3c421e$6uc@dux.dundee.ac.uk> Rod McCall wrote:

> >In most cases a lot of MS products are free with a PC when you buy it.
> >Must say that really is expensive.

> Quite the other way around ...

> When you go to the major retailers, you buy the software and get the hardware
> for free ;-))

> The big disadvantage of thoses bundles are often the missing manuals and the
> stuff is pre-installed on the HDD. It's hard to install it e. g. on another
> hardrive when you bought a new one. And you have no disks as a backup. You
> have to do it all on your own.

But it's not much work (my PC came with a nice uninstall program) and
costs you maybe 60,- DM for floppy disks. And, BTW, I got manuals for
all the programs which came preinstalled on my PC (and which I deleted
after uninstalling them to make enough space for Linux, but that's an
entirely different story :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

5030. Re: STARDUST FINALLY FINISHED!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 16:44:03 UTC
From: 895822ja@cent.gla.ac.uk
Message-ID: <895822ja.786991443@cent.gla.ac.uk>
Source record: 174991

s9205525@otto.bf.rmit.edu.au (Glenda Moon) writes:

>: Stardust is available for STE and Falcon. It requires at least 1Mb of
>: memory and a colour monitor/TV. EMail me for more information...

>Is there a demo available?

Yes, at most FTP sites.It's a pretty small one though.

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <895822ja@udcf.gla.ac.uk>|- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

5031. Re: Atari magz

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 16:44:54 UTC
From: 895822ja@cent.gla.ac.uk
Message-ID: <895822ja.786991494@cent.gla.ac.uk>
Source record: 174992

donm@ucon.gun.de (Don Maple) writes:

>(I just know this is gonna get misunderstood by some, but here goes...)

>Regardles what we all may think of various ST mags the fact is that ST
>Format sold more copies than both other U.K. glossies combined. Yes,
>*combined*!

Erm, small point. I know ST Format is the most popular when you add on
international sales, but apparently STR was the most popular in the UK. (This
is fairly recent.)

btw I agree with the rest of what you say though.

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <895822ja@udcf.gla.ac.uk>|- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

5032. Re: Uncompressed FTP sites?

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 16:50:34 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3ca1sq$2oa8@sat.ipp-garching.mpg.de>
Source record: 174989

Niclas Johansson (md2nicke@mdstud.chalmers.se) wrote:

> Could someone tell me if there exists some FTP-sites with uncompressed files.

You can uncompress your files at home on about any platform which is
available :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

5033. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 17:10:03 UTC
From: dba@jet.uk
Message-ID: <1994Dec9.171003.7577@jet.uk>
Source record: 174990

In <3c27cv$70h@csugrad.cs.vt.edu> cfuhrman@csugrad.cs.vt.edu (Chris Fuhrman) writes:

>Pekka Saarinen (contacts@mits.mdata.fi) wrote:

>: Papyrus Gold is equal to any Windows/Mac word processor. And it can use
>: truetype and Adobe Type 1 fonts (with Speedo5).
>: Truth is by no means sad.

>Huh? It was my understanding that Papyrus Gold wasn't compatible with
>Speedo5 yet, but HiSoft was working on it. Have they gotten it compatible
>yet?
Papyrus Gold V3.57 works well with Speedo V5.0c
--

```
_. .________________________. ._________________________________________
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk
```


- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5034. Re: Ad-Speed 16 STe

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 17:29:03 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <3ca44v$nrm@infa.central.susx.ac.uk>
Source record: 174993

```
jyoung57@delphi.com wrote:
: I use 16 Mhz with Overscan with
: no problem. The address for ICD, the manufacturers, is:
:
: ICD Incorporated
: 1220 Rock Street
: Rockford, IL 61101
: USA
:
: ICD Europe GmbH
: Am Goldberg 9
: 6056 Heusenstamm
: Germany
:

Have you an email address for either of those?
Thanks,

Andy
--------------------------------------------------------------------------
Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk
--------------------------------------------------------------------------
I _DO_ have reason why I do what I do - I just can't remember them
--------------------------------------------------------------------------
```

5035. Re: Atari magz

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 17:56:47 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <D0K1un.J58@cee.hw.ac.uk>
Source record: 174998

I would like to propose a way to satisfy people who are disillusioned with the state of Atari magazines. Write our own!!

I assume most people reading and posting to this newsgroup have access to the World Wide Web. Therefore it would be possible to set up a WWW page somewhere and have real users, i.e. you lot, write articles, reviews, etc. for it. For those of us who don't have to pay to use the Internet (like students like me) this would be cheaper than paying out for a magazine; and rather than having cover disks bumping up the price, the WWW page can have links to download the software.

I know there are various WWW pages for the Atari already. But the problem is they are operated by one person who usually has other commitments and can't spend the time to write a whole magazine. Therefore somebody would have to be nominated editor, preferably the person whose account is being used to store the pages. Then people could submit articles which could be included. The magazine could change on a fortnightly or monthly basis with back issues archived so they can be downloaded.

The advantages go beyond the quality and technical aspects. Because the magazine would be independent there would be no editorial pressure from some publishing company; the magazine would have what people want in it; and multimedia can be used, something which cannot be employed in either newsgroups or paper magazines.

If there are enough people with the drive to produce the magazine, then it should go ahead.

What are your views? Would you support a magazine by writing articles and accessing the WWW page? Would you like to be editor or be responsible for a particular topic?

I would be willing to edit such a magazine (at least in the short term) if I have support.

Please reply to the newsgroup so everybody can debate this and so I can gauge reaction. Tell us if you think it's a crap idea, but try to be constructive in criticism - enough time and money is wasted sending flame wars and arguments around the world.

Thank you for your attention.

Cheerio.

+---+
| Stuart Brown BSc Computer Science IV, Heriot-Watt University |
| e-mail: sbrown@cee.hw.ac.uk WWW: http://www.cee.hw.ac.uk/~sbrown/ |

+--+

5036. Atari ST games sale-very cheap

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 17:58:51 UTC
From: jamesd@cg57.esnet.com
Message-ID: <3ca5sr$rtf@cg57.esnet.com>
Source record: 174918
Cross-posted to: misc.forsale,comp.sys.atari.st,rec.games.video.marketplace,rec.games.misc,ca.forsale

I have the following Atari ST programs for sale. They are all
original disks but, with exceptions noted, are parted from
their documentation.

I pay postage at the prices shown to anywhere in the US.

Their Finest Hour, The Battle for Britain, on 2 disks. $9.

The Black Cauldron: Sierra Software, Walt Disney, on 2 disks. $9.

Falcon: Spectrum Holobyte, on 4 disks, $13.

King's Quest: Sierra Software, 2 disks plus a 360 page book
"King's Quest Companion," all for $10.50 (The book by itself is cover
priced at $14.95)

King's Quest II: Sierra Software, 2 disks $9.

Flight Simulator II, 3 disks (2 are scenery disk) $10.

High Roller: Mindscape, 2 disks, $11.

--------the following programs are each on a single disk----

STWars: Miles Computing $7.50

Outrun: Sega $7.50

Hades Nebula: Gamebusters (requires color monitor) $7.50

Airball: Microdeal $7.50

Super Cycle: Epyx 7.50

MadLibs, World's Greatest Party Game: Price/Stern/Sloan $7.50

ALSO

PrintMaster Plus: Kyocera Unison Inc. $13.

--

jamesd@cg57.esnet.com

"To be born in a certain faith is good,
to die in it is unfortunate."
The Initiate, Some Impressions of a Great Soul

5037. Atari ST PrintMaster+ for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 18:01:42 UTC
From: jamesd@cg57.esnet.com
Message-ID: <3ca626$s4f@cg57.esnet.com>
Source record: 174919
Cross-posted to: misc.forsale,comp.sys.atari.st,rec.games.video.marketplace,rec.games.misc,ca.forsale

PrintMaster Plus: Kyocera Unison Inc. $12.
Original disk.
No docs..

--

jamesd@cg57.esnet.com

"To be born in a certain faith is good,
to die in it is unfortunate."
The Initiate, Some Impressions of a Great Soul

5038. Database Development

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 18:49:32 UTC
From: rgmccall@dux.dundee.ac.uk
Message-ID: <3ca8rs$pcv@dux.dundee.ac.uk>
Source record: 174999

I am interested in developing a GUI based relational database for the ST or more so Falcon whcih will take advantage of the DSP and fast processing power.

However I am not sufficiently 'clever' to do it myself so I'd be very grateful to hear from other interested parties.

Rod

5039. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 18:51:18 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3ca8v6$2c0@m.ehd.hwc.ca>
Source record: 174902

PerOlof Bengtsson (pi92pob@pt.hk-r.se) wrote:

...
: OK, I see that there sometimes is a reason, but since atari made that
: enormous flaw with the DMA chip in early STe's (personal experience of it,
: too), ...

I got nailed by this as well, but the DMA chips in the early STe's were
not flawed. They were left over chips from the production of the STfm
in which they worked very well, and still do. They just didn't work in
the STe's. That _was_ soon corrected with the new DMA chips.

Just in case there might still be someone out there that needs to know,
the "bad" chip is part # C025913-38. The "good" chip in an STe is part #
C398739-001 or later.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

5040. Wanted: Borland Email Address

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 19:02:09 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ca9jh$pmf@dux.dundee.ac.uk>
Source record: 175000

Does anyone have this? If you do could you please email it to me.

-- Rod
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==========

5041. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 19:22:31 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3caapn$2tn@terminator.rs.itd.umich.edu>
Source record: 174903

re: Marathon on the Power Mac.

Seen it. Played it. Deleted it. Not impressed enough. If I hand't played AvP, I might have gotten into it. It's a nice game, but even on the Power Mac when you compare it to it's predecessors it's just rates up as a DOOM clone for the Mac. Same thing goes for Castle Wolfenstein, thought it sounded like a neat idea, but compared to the pure speed and instant gratification of the Jag version it just didn't cut it. If I were a pure Mac head, I would probably love Marathon, since I'm a litle more objective, and since you brought it up. Count me as at least one person that is underwhelmed.

Dan Ackerman
baldrick@terminator.rs.itd.umich.edu

5042. Re: MAGIC and NVDI

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 19:46:00 UTC
From: christian.mittendorf@space.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2ee8b484_Christian.Mittendorf@ct.se>
Source record: 174882

In a message of <02 Dec 94 22:29:34>, Hendrik Mylius (2:200/427.3) writes:

Hej!

HM> There is one tiny exception to this. In *Nuremberg* MultiTOS runs faster
HM> than light and is more stable than Mag!X. But that's a completely
HM> different story and
HM> somewhat an /insider/ joke if you will ;-) All the German MausNetters
HM> probably know what I'm talking about ...

Does the solution begin with *H*?

mvh,
Christian

+++
Internet: christian.mittendorf@space.ct.se
Fido: 2:203/202.11

5043. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 20:09:23 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <3cadhj$m28@usenet.INS.CWRU.Edu>
Source record: 174904

My dream Atari would be a Falcon clone, with a 68040 and up; Tower or desktop case. CD ROM built in configurations as well as different internal HD options would be available.

It would also have to be cheaper than the current Falcon. Also, give me stereo RCA or 1/4" outputs and a 1/4" mike input in the back. Beef up the A/D converters or offer an optical in/out. Then advertise it as bundled with a few Falcon specific programs, especially Cubase Audio Falcon. Advertise it in Keyboard Mag, Electronic Musician, etc.

Then send a demo unit to these magazines for review.

. . . Then take my money, as I would gladly part with it.

5044. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 20:14:28 UTC
From: contacts@mits.mdata.fi
Message-ID: <3cadr4$b0i@prime.mdata.fi>
Source record: 174905
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3c8dph$ndv@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>
>One Big problem with German ones is the lack of good spelling/Thesaurus
>support...

They can be taught.

>The other problem is these later version need a high res monitor and
>4 megs of Ram and a hard disk....

High res monitor is the minimum requirement for any word processing
anyway (you cannot distinguish the letters if you use 80 columns or
more in ST-Med or ST-low). Also the SM 124 & 144) have 70Hz rate, which
is good for your eyes.

Better still, get SM 194 (I had it for 3 years, it was wonderful) or
Falcon with 17" :-)

>How about a good FAQ on Word Processers/Document Processers and lets
>distinquish the differences here...

Yes, it would be great.

>Please don't list German ones like Script 3.5, that are only German,
>the German only ones can be in their own section...

No, please do list of all available programs and their abilities, and
tell there if it's available only in German Language (or in Swahili).
No discrimination, please.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5045. VGA -> CMYK - what cable?

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 20:22:47 UTC
From: contacts@mits.mdata.fi
Message-ID: <3caean$b28@prime.mdata.fi>
Source record: 174906

Ok, I have this MAG multisync monitor, which has Mac and PC VGA-
connectors, as well as colour coded CMYK+sync -connectors (BNC).
There's a cable available (it's quite expensive) that has VGA
in the other end, and 5 BNC's in the other.

Does this cable give me RGB-output from Falcon to MAG (I have
the VGA-adapter in my Falcon)?? Is the PC-cable compatible with
Falcon's VGA-adapter?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5046. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 20:28:58 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412091932.AA00282@ilmen.lanl.gov>
Source record: 174907

In article i27@matrix.fwi.uva.nl, mdekker@fwi.uva.nl (Martijn Dekker) writes:
>
>You seem to think all PC users use DOS/Windows.

Regardless of your personal preferences, the VAST majority of PC users DO use DOS and Windows because Microsoft flooded the market with it by making deals with the resellers to include it with every new machine sold. It doesn't matter that the DOS/Windows combination may be inferior to OS/2 or OS/2 Warp, it's the momentum that counts and MS -certainly- has that.

>The only thing that is important is that a 486 running whatever OS, is WAY
>faster than a falcon.

No, what matters is that in THIS newsgroup, no one really cares what your 486 can do. Take it to .advocacy where it belongs. :)

-Hutch- @ Fair Dinkum Tech

5047. Re: Jaguar Vs SNES Vs PC

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 20:54:05 UTC
From: ve1@ritz.wustl.edu
Message-ID: <3cag5d$693@bigfoot.wustl.edu>
Source record: 174868

Atari Man (atariman@aol.com) wrote:
: The Atari Jaguar is the best investment I've ever made! I had the chance
: to see the much touted SNES Donkey Kong Country over the weekend. I have
: to admit its cute, but the SNES itself is far inferior to the Jaguar. I
: firmly believe that Atari has a one year jump on the comptetition and they
: are determined to STAY in that position from this point forward. Tell
: your friends that they no longer need a $2000 PC to play DOOM, we have it
: for our Jag's, IN our living rooms, on our 27"+ SVHS TV's and in FULL
: surround sound! Way cooler than 14" PC monitors! Tempest 2000, Alien vs
: Predator and DOOM are reason enough NOW to invest in 64-bit future power.
: Tell your friends that more software is on the way. Guess I'm just one
: happy camper... And the $149 CD-ROM player is coming soon.

Well there are problems, The Atari Jaguar will mostlikely not make it at the the end of 1995 or the begining of 1996. Tempest 2000 and Doom are also PC games as well now (Tempest 2000 was anounced last month for the PC), Aliens vs Predator (wow, a Wolfenstien clone, big deal), I can modify doom to do Aliens Vs Predator, its a simple hack, in fact with my scanner, I can take pictures of your AvP and scan them in and use them in Doom or Doom][, Wow! Also for 90 US dollars you can put the PC's video to a 30 Inch TV, but my question is why? PC 's can also do more than play games, a lot more things than play silly games, thats why you get more and therfore have to pay more, games are a plus for the PC, but there is more to life than just to play games.

The Jaguar has been said to be 64 bit, but I really doubt it, I really thing think its just hype... I dont care what Atari advocates say, I just dont believe it is 64-bit, if it was it would be more expensive and more powerfull. The 3-D games it plays now should not be bogging down the game system, but yet they are, if the Jag was TRUE 64-bit, it would fly through all the graphics and such, but sadly its not much faster than a 486-25....

Don't believe the hype!

5048. Looking to buy a TT or Mac 2CI

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 21:03:02 UTC
From: dgilden@kora.pn.com
Message-ID: <H.ekBL.QzGmTg0DdMQ@kora.pn.com>
Source record: 174916

HI, I am happy Mega ST user, I've added more RAM and a hard Drive
even got an accelerator that runs at 25MHZ, but its time to move
to a newer/faster computer like a TT, I was also looking at
a MAC 2 CI <you can find them used for around $500 w/4 Megs>
is their a used market for the TT <Read who wants to sell their TT (: >
Any input on this?
Thanks
--
. . Dave Gilden . .
. . . . dgilden@kora.pn.com . . . .
. . . .
. . . .
. . . .

5049. Re: A bit of Falcon w/powerPC chat (was something else with a bit of Falcon w/powerPC chat)

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 21:15:54 UTC
From: ve1@ritz.wustl.edu
Message-ID: <3cahea$693@bigfoot.wustl.edu>
Source record: 174870

Kristoffer Lawson (krlawson@xgw5.xgw.fi) wrote:
: Mark Baker (mnb20@cam.ac.uk) wrote:

: : >The Falcon is about 50% cheaper here then a PC with the
: : >same capabilities, ie. Direct-to-disk, 16 Ch. 50Khz/16 Bit
: : >and all the fun extras like LAN, SCSI-II, Video....And so on...

: : A moderate speed PC with scsi hard disc and a good sound card can do all this
: : and costs the same or less than the falcon, at least here.

: You'd need a pretty powerful PC soundcard to beat the Falcon. I haven't seen
: any worth buying which could do this. And don't make me laugh with the sound
: 'quality' of the GUS or SB.. :P

The REAL Good soundcards are the AWE-32 and the GUSMAX. The AWE-32 for the PC
just kills the falcon (its $200.00) and it just blows the falcon away in just
about every aspect. At this point, I would not go for the Falcon using MIDI or
anything else unless you are an Atari advocate, you would get ripped off...

: --
: **
: ** Kristoffer Lawson **
: ** krlawson@xgw.fi **
: ** -=-= KASVUA =-=- **
: ** For more info mail: **
: ** kasvua@freenet.hut.fi **
: **

5050. '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 21:33:30 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELKKAFUSUp@stingray.manawatu.gen.nz>
Source record: 174912
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I was just wondering after seeing all the posts about 040 boards for the Falcon...

Why aren't they making an '060 board for the Falcon instead??? I don't know the specs of the '060, but if it's out - why don't companies drop any '040 board and work on an '060 board?

I guess that the data lines will probably be 64 bit instead of 32? (This is just a presumption). Would that create problems with current Falcons?

Or is it that the '060 chip is more expensive than an '040? I don't think this would matter as if you are going to buy an accelerator board, surely most would go for an '060 as it is bound to be faster than any '040 (unless someone made a _serious_ mistake).

Do you all agree/disagree?

Richard =8-]

--

```
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/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

5051. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 21:35:10 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELJVFCUW43UP@galaxy.owl.de>
Source record: 174933

In <3c5itb$5hl@whitbeck.ncl.ac.uk> Craig Graham wrote :

>?????? DAME & Cubase Audio both demand a SCSI HD, but that doesn't mean
>you cann't use an IDE drive for D2D - WinRec records quite happily on even
>my slow hard drive, as do several other comercial programs.
>DMA isn't really the important thing, sustainable data rate is what is

Falcon-IDE is faster than Falcon-SCSI when you compare the same drive models.
The SCSI-DMA is somewhat crappy.

>>Get your facts straight. The Falcon comes *with* a SCSI2 port. No acsi
>>in sight. All you need is the scsi drive.

>True, but wouldn't you have preffered to be able to stick a SCSI drive
>inside the case? I never understood why the f030 came in the case it
>did, when they already had a nice pro case in the TT/MegaSTE box.

You can fit a SCSI-drive inside the Falcon. All you need is the right cable.

--
/Hendr!K/
``'``
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.---+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/

5052. hard drives and the Link II

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 22:24:35 UTC
From: michael@cs.umass.edu
Message-ID: <3calf3$js5@kernighan.cs.umass.edu>
Source record: 174913
Cross-posted to: comp.sys.atari.st,comp.ys.atari.st.tech

I recently bought a Link II to replace my old ICD host adaptor, and I wanted to have a chain of SCSI devices instead of just my old 85 meg drive. I bought the Link II so I wouldn't be locked into using the 85 meg with the Atari. Well, since it already had it's resistor packs for termination, I figured I would make that the end of the chain and connect the other drive in from of it (a SyQuest). The SyQuest was SCSI id 4 and the 85 meg was SCSI id 0.

When I hooked the Link II directly to the 85 meg and had no other drives connected, it worked fine. When I put the SyQuest into the chain, I couldn't reliably access the 85 meg; it wouldn't make it through a boot. The light on the interface was on, so it was getting *some* termination power at least, but I trashed my C partition real good trying to access it.

Since then, I've gone back to my old host adaptor, and used the new ribbon cable to make the 85 meg the first on the chain. I've also taken the resistor packs off of it and slap a terminator onto the external connector if it's going to be the only drive, and it works fine with the chain or not.

My question is, what sort of requirements and restrictions are there when using the Link II? I don't remember seeing anything that would apply to my situation in the docs, but I'll look again. Anyone else have similar problems?

Michael Kieras
michael@cs.umass.edu

5053. Re: SozobonX C

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 22:39:03 UTC
From: alpldbia@w251zrz.zrz.tu-berlin.de
Message-ID: <3cama7$mf5@brachio.zrz.TU-Berlin.DE>
Source record: 174914

In article <D0JL01.FpG@cee.hw.ac.uk>, Stuart Brown <sbrown@cee.hw.ac.uk> wrote:
>I wonder if anyone can tell me how I can contact the Sozobon X team. I've
>tried to e-mail Jerry Geiger at jerry@zelator.zelator.de, who is listed
>in the documentation as the man to contact. However, after about four days
>I had a message back saying the mail had failed.

Try contacting Jerry at: Jerry_Geiger@b.maus.de
Make sure not to send him more than 16KB because of the MausNet limit.

Andre

5054. Re: MacMagic Info?

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 22:42:45 UTC
From: alpldbia@w251zrz.zrz.tu-berlin.de
Message-ID: <3camh5$mgk@brachio.zrz.TU-Berlin.DE>
Source record: 174915

In article <3c9ico$g1i@news.iesd.auc.dk>,
Henrik Lunardi Weide <chainxor@kom.auc.dk> wrote:

>Is MagiC v.3 for the Falcon out yet?????

It is expected to be released by the middle of January 1995 (together
with MagicMaC -- I've seen this today here in Berlin. I'm impressed!)

Andre

5055. Re: File-formats for Atari ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 22:43:13 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <D0KF41.LCw@cix.compulink.co.uk>
Source record: 174917

Christian Nieber writes:
>Our concept for Papyrus is therefore to provide a really reliable RTF
>import/export and in addition import filters for a few ATARI-specific

Does the Papyrus RTF export still generate tabs as CHR$(9) and paragraph ends as '\',LF,CR? This causes problems for other RTF readers. Why not produce the more normal \tab sequence and \par ?

John.

[Playing with v3.55 UK demo]

5056. Re: Fax Software

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 22:46:16 UTC
From: Martin.Stacey@f1.n200.z777.fidonet.org
Message-ID: <98a_9412120658@centron.com>
Source record: 174824

Once in roman times bseburn@vaxxine.com hailed All

> From: bseburn@vaxxine.com (Brian Seburn)
> Date: Wed, 7 Dec 1994 04:23:47 GMT
>
d >> There's at least one shareware fax program, but I can't recall
d >> name at the moment (BATFAX. or something??)
>
> Close.. I think its BTFAX never tried it though. I use STraightFAX
> and love it! :-)
>
>

BTFAX is a fax recieve module only it does not transmit faxes.

It works fine here on my BBS where if the modem returns the fax connect string
the mailer runs BTFAX and in comes the fax ready for later manipulation.
--
|Fidonet: Martin Stacey 777:200/1
|Internet: Martin.Stacey@f1.n200.z777.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

5057. Re: Do you need a QWK...?

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 22:49:12 UTC
From: Martin.Stacey@f1.n200.z777.fidonet.org
Message-ID: <98b_9412120658@centron.com>
Source record: 174821

Once in roman times bd@st-andrews.ac.uk hailed All

> From: bd@st-andrews.ac.uk (Brian Duff)
> Date: 7 Dec 1994 17:16:43 GMT
>
> Hi.
> As some of you may (or not) know, I'm trying to write a new QWK offline
> reader
> for the ST, featuring a nice GEM interface, among other things.
> I'd like to try to make sure that the program is exactly what you want,

I don't use qwk from a BBS users perspective but ...

> Information on the location of other Share/Freeware QWK readers would
> also be

MTQWK , IMHO amongst others available from +44 (0)1454 881095

> Overall, is it worth bringing out a QWK reader? Do people still use QWK
> OLRs out there? I know I used to, a couple of years ago, when I had a

HoloQwk the qwk packer software by WaluSoft runs on my BBS and users do use it,
some to pack and download online, others (sensible people) use the batch pack
facility and call once aday/week to download thier prepacked qwks so guess they
must all be using an OLR with the downloaded files :-)
--
|Fidonet: Martin Stacey 777:200/1
|Internet: Martin.Stacey@f1.n200.z777.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

5058. Re: The dream atari...Medusa?.

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 22:54:02 UTC
From: Martin.Stacey@f1.n200.z777.fidonet.org
Message-ID: <98c_9412120658@centron.com>
Source record: 174822

Once in roman times MarkG@Scot1.ucsalf.ac.uk hailed All

>
> Has anyone heard of the Medusa which is apparently a cobbling
> together by a third party (Swiss I think) of bits and pieces of the
> Atari? I think this might be the 'dream Atari' you're looking for. I
> came across a short article on it a while back in ST Format (or some
> such magazine) - if I can find it I'll post more details.
>

MEDUSA a powerfull Atari 'clone' indeed I belive from the swiss firm.
By all accounts a very powerfull faster machine with a price tag to match.
--
|Fidonet: Martin Stacey 777:200/1
|Internet: Martin.Stacey@f1.n200.z777.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

5059. Re: Looking for scanning-SW

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 22:56:42 UTC
From: Martin.Stacey@f1.n200.z777.fidonet.org
Message-ID: <98d_9412120658@centron.com>
Source record: 174823

Once in roman times der@astrakan.hgs.se hailed All

> From: der@astrakan.hgs.se (Daniel Eriksson)
> Date: 07 Dec 1994 09:54:29 GMT
>
> Are there any good scanning-software for the Atari that would let me
> use a scanner connected via SCSI?

CGS ComputerBild did the DTP package Didot and IIRC one of the associated
programs supported the epsom GT9000 scanner.

Sorry can't remember details of the costs etc but you could try them on
+44 (0)181 679 7307
--
|Fidonet: Martin Stacey 777:200/1
|Internet: Martin.Stacey@f1.n200.z777.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

5060. Re: Zmodem Accesory

Newsgroup: comp.sys.atari.st
Date: 1994-12-09 23:23:32 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELKABDUS43UP@galaxy.owl.de>
Source record: 174942

In <Pine.SUN.3.91.941208030958.15093D-100000@tyrell.net> Michael Wray wrote :

>Yes, the documents say that you get a much better throughput when using
>an external protocol, especially with xyz. (I found this to be true as

Could you please define "much better throughput" for me?

The internal CoNnect-ZModem gives me about 1620cps with pre-compressed stuff
and a 14k4 modem (DTE 57k6).

This is very close to the physical limit of this kind of connection. If an
external protocol would allow me to d'l with about 1625cps, I wouldn't say
that is a dramatic improvement at all.

--
/Hendr!K/
```'```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.---+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/
```

5061. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 00:06:14 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3cardm$5io@golem.wcc.govt.nz>
Source record: 174920

] From: mdekker@fwi.uva.nl (Martijn Dekker)
] The only thing that is important is that a 486 running whatever OS, is WAY
] faster than a falcon.

Duh - Processor speed means nothing. Try getting a 486 to outperform
a Falcon as far as sound & graphics operations go.....

The machines are badly constructed, not the manufacturers fault, but
IBM's fault for making them badly in the first place & hence damning
all other companies to have to make them backwardly compatible with
the original XT architecture, rather than something that might have
worked properly....

Anyone seriously saying that Windows is faster than GEM (on a comparable
machine) obviously either doesn't know what they are talking about,
or are just trying to cause trouble.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

5062. Re: STARDUST FINALLY FINISHED!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 00:06:54 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3careu$5io@golem.wcc.govt.nz>
Source record: 174921

] Does it work on Falcon VGA/multisync?

Yes.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

5063. FlexDisk (RamDisk)

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 00:25:46 UTC
From: ace@ars.ath.forthnet.gr
Message-ID: <01782PUOAFMTBLILSGJ@ars.ath.forthnet.gr>
Source record: 174854

I have heard that there is a shareware ramdisk, called <<flexdisk>> that is
being given free with the Ease desktop package. I wonder, if any of you, have
see this ramdisk in any ftp site, or have it and can upload it anywhere....

Thank you very much guys
ST FANATIC

ÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛÛ
Û Friendly : Û
Û Dimitris Soyrmelidis, Û
Û Athens, Greece. Û
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5064. Re: sound converting program for the ATARI ST/TT/F

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 00:40:58 UTC
From: Kim@dksoft.ping.dk
Message-ID: <ELKADGUSUp@dksoft.ping.dk>
Source record: 174940
Cross-posted to: alt.binaries.sounds.d,comp.sys.atari.st

In <3c4a0aE96f@uni-erlangen.de> Harald Schoenfeld wrote :

>525 will be available at atari.archive.umich.edu and other german ftp sites.
>A version for OS/2 will be available soon, too.
>

Could you tell us the directories and filname it'll be available at German
ftp sites ?

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\--/-
\--/

5065. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 01:32:10 UTC
From: frank@theshack.demon.co.uk
Message-ID: <787023130snz@theshack.demon.co.uk>
Source record: 174856

In article <786854566.0@mettav.exnet>
Colin.Campbell@mettav.exnet.com "Colin Campbell" writes:

> :(We all knew something like this would happen - and I too am very annoyed at
> what Future has done. I'm also rather confused as to why the mag was sold to
> them in the first place...?

STR's publishers actually approached Future with the idea of buying STR,
and not the other way around...

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
: Frank.Charlton@ooh.embassy.co.uk
= PGP 2.6 Public Key available on request

5066. MagiC

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 01:52:38 UTC
From: 3ws5@qlink.queensu.ca
Message-ID: <3cb1l6$dau@knot.queensu.ca>
Source record: 174928

A simple question... I don't seem to understand what MagiC is? Can anyone explain this to me. Also, what is mint.

waheed

5067. Re: File-formats for Atari ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 01:52:39 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3cb1l7$omo@brachio.zrz.TU-Berlin.DE>
Source record: 174922

In article <D0KF41.LCw@cix.compulink.co.uk> jwatkins@cix.compulink.co.uk
("John Watkins") writes:

>Does the Papyrus RTF export still generate tabs as CHR$(9) and paragraph
>ends as '\',LF,CR? This causes problems for other RTF readers. Why not
>produce the more normal \tab sequence and \par ?

According to Microsoft's specification both representations are allowed.
But while playing around with MS Word 5.1 on a Mac I noticed that it
messed up many things at import. Obviously they are not capable
of properly implementing their own specification :-(
Since version 3.60, Papyrus now uses a different way to represent
paragraphs and tabs (\par and \tab) and paragraph attributes
(preceded by \pard every time they change) in RTF export. Though this
makes RTF files slightly bigger, it makes it more compatible
with sloopy RTF readers.

Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|
Raschdorffstr. 99, 13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |

5068. Re: Multimedia software

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 02:03:58 UTC
From: Matija.Grabnar@ijs.si
Message-ID: <1994Dec10.020358.1576@cathy.ijs.si>
Source record: 174943

> : Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> : : Is there a Multimedia authoring package for the Falcon?

At the Bonn proTOS, Overscan were showing off their multimedia package called
Overlay. Very nice, package indeed. You can import graphics, sounds, clips,
and use Speedo texts. You can make objects responds to the mouse, etc.

They plan to combine it with an experimental IR transciever, which could control
external devices, like CD players and VCRs.

"My name is Not Important. Not to friends. But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and an Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
I speak for no one but myself.

5069. Re: Fax Software

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 02:18:43 UTC
From: Matija.Grabnar@ijs.si
Message-ID: <1994Dec10.021843.1577@cathy.ijs.si>
Source record: 174944

In article <3c24h2$a7i@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> The budget doesn't really extend to STreaight Fax at present. I recently
> used CoMA a german shareware program, as it suggests it was all in german
> and I didnt understand a thing. Is their an English version of it?
>
In the initial dialog, notice a small button that says something like
"english messages" (lower-rightish). Click that, and all communication with
COMA will be in English. The DOCs are still in german, however, they promise
an english translation for the next version.

Looks like a nice program. In fact, as soon as I get myself a zyxel, I intend
to register the puppy. I especialy like the option to have a fax-responder and
an answering machine active at the same time and automaticaly recognising which
one should answer the call.

"My name is Not Important. Not to friends. But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and an Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
I speak for no one but myself.

5070. need mail order phone

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 02:20:33 UTC
From: lewis@laminar.ph.utexas.edu
Message-ID: <LEWIS.94Dec9202033@laminar.ph.utexas.edu>
Source record: 174923

About one month ago someone sent me info from some
big mail order Atari dealer. Just when I wanted to
buy something I lost the phone number.
Can some send me it again via e-mail. I want
to buy someone a XMAS present and need it soon.

Thanks Greg Lewis

lewis@laminar.ph.utexas.edu
--

Gregory S. Lewis | Phone: (512) 471-3105
Center for Nonlinear Dynamics | FAX: (512) 471-1558
University of Texas at Austin | e-mail:
Austin, TX 78712 USA | lewis@chaos.ph.utexas.edu
|

5071. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 02:38:41 UTC
From: sammcgee@crl.com
Message-ID: <3cb4bh$k5o@crl8.crl.com>
Source record: 174924
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: I was just wondering after seeing all the posts about 040 boards for the
: Falcon...

: Why aren't they making an '060 board for the Falcon instead??? I don't
: know the specs of the '060, but if it's out - why don't companies drop
: any '040 board and work on an '060 board?

I have heard that the 060 is MOSTLY compatible with the 040 but it is not
DIRECTLY pin compatible. There may be an upgrade board that will allow
an 060 too be used in a 040 slot on any platform.

I was wondering the same thing... The only way I'll get an 040 accelerator
for my Falcon is if there is a upgrade path to the 060.

Please correct my info if it's inaccurate.

Sam

5072. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 02:40:58 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0912941843580001@tsb-44.ucsc.edu>
Source record: 174925

In article <3ca1ca$2oa8@sat.ipp-garching.mpg.de>,
krasel@alf.biochem.mpg.de (Cornelius Krasel) wrote:

> But it's not much work (my PC came with a nice uninstall program) and
> costs you maybe 60,- DM for floppy disks. And, BTW, I got manuals for
> all the programs which came preinstalled on my PC (and which I deleted
> after uninstalling them to make enough space for Linux, but that's an
> entirely different story :-)

If you don't get manuals and some kind of install disk, it's likely that
the dealer in question was including the software illegally.

Some vendors, like Gateway, practically force you to get a certain set of
software with the system. Gateway is so standardized on DOS, Windoze, and
a set of MS apps that their licensing agreement allows them to put it all
on a system install CD that they always include with the computer.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

5073. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 02:59:25 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0912941902160001@tsb-44.ucsc.edu>
Source record: 174926

In article <3c5m53$9ta@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) wrote:

> Of course, you'd be seriously crippled by the Mac hardware and underlying
> OS. I wouldn't be surprised if a Quadra emulating a TT couldn't keep up
> with a real TT.

I disagree with all of the above statements. The Quadra I have is faster and more capable in just about any respect than the TT my friend used to own, to the extent that its cooperative multitasking works better than MultiTOS did. (It goes almost without saying that the STe I had was extremely far behind the Quadra and the TT.)

Probably the most noticeable difference would be in graphics. With the chunky-pixel format and the use of dual-ported VRAM, Quadra built-in video has tremendous speed advantages over TT video. CPU access to VRAM is not blocked by DAC access because of the dual-ported nature of VRAM, and chunky pixels are far more efficient for drawing than the interleaved bitplane format. Since Magic Mac doesn't try to map Atari hardware registers to Mac registers - it is an actual operating system - there should be no overhead.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

5074. Looking for TT030?

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 03:11:56 UTC
From: hing@csulb.edu
Message-ID: <3cb69s$rps@garuda.csulb.edu>
Source record: 174927

If you are looking for an Atati TT030, may be tou can find it at Goodman Music in Universal City. They have TT 2Mb St/50Mb Hd for $1,200, and the 605 Laser printer for $399.
--

---------- --O\ Houn-Nam Ing
---------- -\ <, hing@csulb.edu
---------- (*)/(*)

5075. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 03:17:12 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0912941920010001@tsb-44.ucsc.edu>
Source record: 174929

In article <3c5lfh$9ta@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) wrote:

> Even MIPS ratings for Morotola and Intel processors would be meaningless
> because 1 MIPS on one CPU may be a lot less than 1 MIPS on another.
>
> For example, 1 MIPS on a PPC would be much slower than 1 MIPS on a 68000,
> although on a PPC, with the design philosophy behind RISC, you'd never
> run it that slow.

Not really true, for many reasons. For example, a RISC processor tends to be able to do more work in its registers rather than accessing external memory.

> 1 MIPS on a 486, also, would be noticably slower than 1 MIPS on a 68040,
> because, for one thing, the 68040 instructions tend to do more, and
> secondly the 68040 instruction set is much better organized than the 486
> kludgy piecemeal crap instruction set, so it's easier to write good
> efficient assembly and easier to write a compiler to take good advantage
> of the instruction set.

680x0 instructions do tend to do more - but they are also slower. It's a known fact that the 486, clocked at the same rate as a 68040, is faster at integer operations (but not at floating point).

The 386 instruction set is quite different in protected (32-bit) mode than in other modes. Don't fall into the trap of believing that the design of the 386 is completely asinine. It's not. (The 486 and Pentium use essentially the same instruction set as the 386.)

> In reality, even the 386 is NOT a slow processor. The problem is that
> most companies, expecially Microsoft, don't want to put in the time to
> develop a compiler that is capable of properly optimizing for the
> instruction set.

Untrue. All the major compilers out there support optimization for the Pentium (which, incidentally, also speeds code up on the 486 and 386, though the benefit is less than that on the Pentium). OS/2 is a pretty nice example of a major program that is Pentium optimized.

Curiously enough, said optimization consists in large part of avoiding the more complex instructions and trying to use a core set of simpler instructions which execute very quickly on the Pentium. (The other major part, which probably doesn't benefit the 386 and 486 at all, is playing with instruction ordering so that integer instructions come in pairs that nicely feed the Pentium's dual pipelines.)

> The easiest kind of processor to develop a compiler for is a RISC
> processor because there aren't any weird nuances to a very complicated
> instruction set. Instead, there are only primitives. Too bad that even
> that is beyond the intelligence of Microsoft programmers.

You couldn't be more wrong! Developing a RISC compiler is much harder
than developing a CISC compiler. RISC compilers have to do all sorts of
things to get the expected performance out of the processor; they usually
have to actually know about many of the internal design details of the
CPU, in order to avoid emitting a sequence of instructions that could
cause the pipeline to stall. One part of the advantage of RISC design is
that you get to shift some of the responsibility for high performance off
to the compiler writers.

Another advantage of RISC is that compiled code will generally come closer
to hand-coded assembly performance than compiled CISC code can, but, on
the other hand, writing assembly yourself is not as easy if you want to do
it really well.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

5076. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 03:34:43 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0912941937390001@tsb-44.ucsc.edu>
Source record: 174930

In article <H.eg.yjOK1B4pXnM@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca wrote:

> In <bwanga-0312942304540001@tsa-10.ucsc.edu>, Tim Seufert writes:
> >Now how about this: Design extremely high-density, low-cost DRAM that has
> >a very slow access time - say, on the order of 500 ns. Use it for swap
> >space. I don't know how low-cost you could get it, though - it might
> >still be an impractical amount of money for a reasonably large swap space.
>
> Who knows. The big problem would probably be making it a SCSI device...

Nah - it's already been done. You can buy RAM drives that are SCSI
devices. However, they all use conventional DRAM, as far as I know - it's
too much of a niche market at the present to try to design a part
specifically for such purposes.

I saw one such device a few years back that looked like nothing other than
a bunch of SIMM sockets in a 5.25" half-height drive case. Just slap it
in a free drive bay, connect power and a SCSI cable, and you've got *fast*
(and expensive) swap space. Seagate also sold (and maybe still does)
these monstrous drives on an 8" drive frame; they could hold hundreds of
megabytes of RAM, plus a 3.5" drive or two (controlled by the onboard
processor via its own SCSI bus) for permanent storage. In effect, I
suppose you could call it a hard drive with a cache the size of the
drive. All I/O requests would be fulfilled the RAM, while it chugged away
in the background at writing all changes out to the drive(s).

The best thing would be to have it local to the CPU: a memory bank plus a
memory copier (which would allow it to operate as efficiently as DMA
driven disk I/O with respect to allowing the CPU to do work during swaps).

> >IDE is fine. It is slightly faster than SCSI for most low-end purposes -
^^^^^^^^^^^^^^^^
> >no SCSI command and bus arbitration overhead (which add a few milliseconds
> >to the average access time), and the raw bus performance is roughly the
> >same. (Both well exceed the performance capabilities of most drives under
> >1 GB.) And given the number of compatability problems that many SCSI
> >implementations have on the PC, it's easier to use IDE.
>
> Now, throw in multitasking and multiple devices. Oh, sorry, normal IDE
> can't handle more than two devices... SCSI does DMA, and IDE requires
> the CPU to push all the bits across the bus... painful on an ISA system.

Not true. As far as I know, IDE has no requirements with respect to the
I/O method. Also note the emphasis I added to my original words...

> That's not what I've seen. *Everyone* I know that has a PC with a
> CD-ROM has the CD connected to either SCSI (the smart ones) or its own
> interface card. They all bought the cheaper SoundBlaster that doesn't
> have the SCSI or IDE interface on it. I only know one person with a
> tape drive on his PC; most PC owners don't seem to backup their data at
> all.

Hmmm.... all I know is that most people I know of go for a higher end
SoundBlaster and a CD with such an interface.

> Gee, that's certainly expensive! Sheesh. But they'll pay $700 every
> year to upgrade their CPU.

Only the kind of person willing to spend a lot on a fast SCSI card would
do that. I don't think most people pay $700 every year to upgrade their
CPU.

> It'd be nice if more motherboards had SCSI on the motherboard...

It certainly would, since as far as I know, those are also often the
fastest SCSI implementations for the PC available (and they cost the
least, too).

> IMHO IDE is fine for DOS. As soon as you start multitasking (especailly
> if you're on a system with virtual memory) IDE becomes a HUGE, HUGE
> loss.

Even if you have a single drive?

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

5077. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 03:42:22 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0912941945220001@tsb-44.ucsc.edu>
Source record: 174931

In article <H.eg.vyVDbPTlH6Y@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca wrote:

> Oh, and I guess your new DOS 6.22 is '486-optimised? All of your DOS and
> Windows apps require a '486 or better? Yah, right. I'll bet 95% of
> your DOS apps run fine on an 8088 (drag out those old XTs!) and *all* of
> your Windows apps run fine on a '286.

Though you seem reasonable in the other post, this is absolutely wrong,
unless you define the word "fine" to include running at molasses speeds
and, in many cases, not running at all. :-) (A DOS app might be compiled
for / written in 8086 code, but if it requires a significant amount of
free RAM, like anything approaching 600 K, it's pretty much toast without
a 386 or better and a memory manager.)

Though 16-bit Windows apps don't need a 386 or better, Windows itself
really does.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

5078. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 03:50:14 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0912941953130001@tsb-44.ucsc.edu>
Source record: 174934

In article <ELIOBEUT43UP@galaxy.owl.de>, neptune@galaxy.owl.de (Hendrik Mylius) wrote:

> >> What technical improvment we've gone through.
> >Hey cool! Somebody who doesn't recognize that having more pixels to
> >calculate and more complex algorithms to calculate them dictates a faster
> >CPU!
>
> Perhaps some more intelligent programming?

These games *are* written by very intelligent programmers. You didn't get the point, did you?

Let's put it this way: Can any amount of awesome programming make the old Atari 8-bit series processor, a 6502 at 1.79 MHz, display graphics at a reasonable speed at ST resolutions (320x200x16 for starters)? Gimme a break - we're talking about a screen whose memory footprint is about half of the address space of the 6502.

> >If you don't want to play new games with graphics that are impossible on
> >slower CPUs, or don't want to use any kind of new technology to do things
>
> I don't play at all.
>
> The point is, that I dislike the idea of buying a superfast machine onl yto
> make a stupid game work. IMHO that's rediculous. I'd never buy an Intel (yuck!)
> anyway ;-)

Who says it has to be games? The new generation of fast processors (Pentium, PowerPC) makes all sorts of other kinds of things possible. For an example, look at the graphing calculator demo program that comes with Power Macs. (Actually, though it's billed as a demo, it's a useful program.)

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

5079. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 03:54:28 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0912941957280001@tsb-44.ucsc.edu>
Source record: 174935

In article <3c8rgt$pmv@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz wrote:

> I find it hard to believe that this chip is THAT inaccurate (The result
> I get on my non-scientific digital diary I had handy was something
> to the effect of 13.2*10^10+ (13.2 * 10 to the power of something
> larger than 10). If this is true, then I'm not buying a pentium until
> the P6's come out, by which time I might be able to afford one! :)

The fix for the FDIV bug was actually in the works long before it became
public knowledge. (Which is a big part of why people are so mad at Intel
- it is a bug they should have let people know about, but they tried to
keep it a secret.)

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

5080. Re: 040 Board for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 04:05:30 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0912942008300001@tsb-44.ucsc.edu>
Source record: 174936

In article <3c9jdo$g1i@news.iesd.auc.dk>, chainxor@kom.auc.dk wrote:

> The 55 Mhz DSP in your machine is a relatively slow DSP, I don't remember the name of
> the type, but it only performs half the instructions per clock cycle as the 56001
> in the Falcon does. So it isn't really faster, it's just clocked at a higher freqency.

�omparing the AT&T DSP3210 (which is what is used in the 660AV and 840AV) and the Motorola 56001 is tough. Although the raw MIPS values are probably similar, the 56001 operates on 24-bit integer or fixed point quantities, while the 3210 does 32-bit floating point math (somewhat unusual for a DSP). Also, because of the 24-bit word size, the interface between the 56001 and the Falcon is somewhat clumsy - the 56001 cannot directly access main memory; a comparatively slow DMA channel is used to load data to the 56001 memory and retrieve results. In contrast, the 3210 in an AV Quadras can directly address main memory. This has tradeoffs of its own: you then get bus cycle contention between the DSP and the CPU (mitigated by cacheing).

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

5081. Re: IS ATARI OUT OF THE COMPUTER BUSINESS??

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 04:19:26 UTC
From: krlawson@myhost.subdomain.domain
Message-ID: <3cba8e$e0o@t4.xgw.fi>
Source record: 174891

Pekka Saarinen (contacts@mits.mdata.fi) wrote:

: >Well MiNT would seem to be the answer to most OS problems, if only Atari
: >unerstood that and build a nice GUI around it..

: Would you please give a some sort of a description of MiNT, as many of
: us have no idea of it's capabilities (graphics, programs for it, hardware
: requirements, SCSI? etc.). Thanks!

Ok, just a quick description:
MiNT is a multitasking operating system for the ATari ST series of computers
(including TT and Falcon etc.) which reminds of unix in many ways. It is
pretty fast (I think it slowed the system down on average 4% or somethng).
With a complete MiNT system you can make everything look exactly like
Unix running a shell. Then again you don't have to use it like that.
It supports all atari resolutions, all Atari programs in theory plus
many compiled unix programs, runs on any St basically and supports all
Atari peripherals. Sounds like an OS I would use (and I do :)

Oh, and it's freeware.
--

****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** Organizations: **
** Falcon Owners Group SF **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

5082. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 04:20:17 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3cbaa1$g3h@cxc1.cl.msu.edu>
Source record: 174937

vlefevre@ens-lyon.fr (Vincent Lefevre) writes:

>>TWO internal 1.44 drives, PLEASE!
>Why TWO ??? With a HD, it's useless.
>I think very few people need 2 1.44 drives, so they could add an external one.

Not true. I, and many others I'm sure, maintain a public domain disk library
and it's exceptionally inconvenient having to swap disks to make copies.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

5083. Re: Stardust

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 04:51:44 UTC
From: krlawson@myhost.subdomain.domain
Message-ID: <3cbc50$e0o@t4.xgw.fi>
Source record: 174892

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
: Anyone know what the current status of the game "Stardust" is for
: the ST(e)? Going by the demo, I _want_ this game! Even one of me
: usually computer-indifferent friends was impressed. ^y

According to what I've heard it should be out just about now..

: This is all assuming of course, that it isn't going to cost me a small
: fortune! :)

Twenty something pounds, I can't remember exactly how much.
(brittish pounds)

--

****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** Organizations: **
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** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

5084. Re: utilities for Atari on internet

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 04:54:51 UTC
From: krlawson@myhost.subdomain.domain
Message-ID: <3cbcar$e0o@t4.xgw.fi>
Source record: 174893

Francois.Delaby (delaby@lifl.fr) wrote:
: Where can I find utilities for Atari on Internet ? - Freeware please !!!

try the following FTP sites:

ftp.funet.fi, atari.archive.umich.edu, ftp.uni-kl.de, micros.hensa.ac.uk

I can't remember the directories exactly but the atari parts are pretty easy
to find.
--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** Organizations: **
** Falcon Owners Group SF **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

5085. Re: Xperience demo

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 05:03:27 UTC
From: krlawson@myhost.subdomain.domain
Message-ID: <3cbcqv$e0o@t4.xgw.fi>
Source record: 174894

Vincent Lefevre (vlefevre@ens-lyon.fr) wrote:

: I don't think so. The demo works on my TV without any problem.
: But perhaps your TV can't do 50 Hz (if I remember, the programmers
: told me that the demo runs at 50 Hz, even on a VGA).

Well that's the werid thing. I have a PAL TV so it does work in 50 Hz. I think
it runs at a higher rate in VGA. I got a funny split screen with me TV but
then it seemed to slow down even though with my RGB monitor it doesn't.

--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** Organizations: **
** Falcon Owners Group SF **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

5086. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 05:06:28 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3cbd0k$jto@terminator.rs.itd.umich.edu>
Source record: 174938
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- baldrick 27230 Dec 3 11:14 ./Games/0index
-rw-r--r-- baldrick 332215 Nov 30 10:37 ./Games/Puzzle/take2_xv.lzh
-rw-r--r-- weiner 4267 Dec 3 11:25 ./Sound/0index
-rw-r--r-- baldrick 123659 Dec 3 11:33 ./0ls-lR.Z
-rw-r--r-- baldrick 123519 Dec 3 11:34 ./0ls-lRc.Z
-rw-r--r-- baldrick 9982 Dec 3 11:22 ./Falcon/0index
-rw-r--r-- baldrick 1257883 Nov 30 10:29 ./Falcon/Games/boompre2.zip
lrwxr-xr-x baldrick 30 Dec 3 11:22 ./Falcon/Games/yukoneng.zip ->
../../Games/Cards/yukoneng.zip
-rw-r--r-- baldrick 752147 Dec 3 10:33 ./Falcon/Games/colums_d2.zip
-rw-r--r-- baldrick 155547 Dec 3 11:31 ./0compind.Z
-rw-r--r-- baldrick 384765 Dec 3 11:31 ./0index
-rw-r--r-- baldrick 123841 Dec 5 21:04 ./0ls-lR.Z
-rw-r--r-- baldrick 123399 Dec 5 21:06 ./0ls-lRc.Z
-rw-r--r-- baldrick 10060 Dec 5 19:27 ./Falcon/0index
-rw-r--r-- baldrick 639429 Dec 5 17:59 ./Falcon/Games/zodiax.lzh
-rw-r--r-- baldrick 155588 Dec 5 21:02 ./0compind.Z
-rw-r--r-- baldrick 384843 Dec 5 21:02 ./0index
-rw-r--r-- baldrick 123757 Dec 7 13:36 ./0ls-lR.Z
-rw-r--r-- baldrick 108588 Dec 5 07:24 ./Programming/purschem.zip
-rw-r--r-- entropy 6831 Dec 7 11:57 ./Programming/0index
-rw-r--r-- baldrick 123697 Dec 7 13:39 ./0ls-lRc.Z
-rw-r--r-- baldrick 10281 Dec 7 11:15 ./Falcon/0index
-rw-r--r-- baldrick 51801 Dec 5 17:53 ./Falcon/Graphics/indy_pnt.lzh
-rw-r--r-- baldrick 200423 Dec 5 18:00 ./Falcon/Programming/dsp_kurs.zip
-rw-r--r-- baldrick 273977 Dec 5 17:54 ./Falcon/Programming/nt_dsp1.lzh
-rw-r--r-- baldrick 196274 Dec 5 17:55 ./Falcon/Programming/nt_dsp2.lzh
-rw-rw-r-- weiner 3722 Dec 7 12:19 ./Printing/0index
-rw-r--r-- baldrick 165866 Dec 7 05:21 ./Printing/idea3511.zip
-rw-r--r-- baldrick 125354 Dec 7 05:21 ./Printing/idea3512.zip
-rw-r--r-- baldrick 77455 Dec 7 05:22 ./Printing/idea351e.zip
-rw-r--r-- baldrick 125912 Dec 7 05:22 ./Printing/idea351g.zip
-rw-r--r-- baldrick 106626 Dec 7 05:22 ./Printing/idea35tl.zip
-rw-r--r-- baldrick 87424 Dec 4 18:01 ./Magazines/Cain/cain1194.zip
-rw-r--r-- baldrick 155675 Dec 7 13:33 ./0compind.Z
-rw-r--r-- baldrick 385511 Dec 7 13:33 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

5087. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 05:37:48 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELKGCAVK43UP@galaxy.owl.de>
Source record: 174859

In <3c7lbk$2f3m@sat.ipp-garching.mpg.de> Cornelius Krasel wrote :

>I have not been at the latest ProTOS but at the ProTOS in Ulm and this
>even consolidated my opinion stated above. I do _not_ doubt that there

The proTOS in Hennef was _way_ better than the one in Ulm!!

>I still would like to see a demo of MagicMac on our PowerMac 6100 :-)

As I've probably written before, a 680x0 with a PMMU is required to run
MagicMAC!

Possible combination would be:

68020 with an external PMMU
68030
68040
68LC040

I believe there's a crippled 040-version (EC?) available, which _cannot_ be
used to run MagicMAC.

I think ASH are preparing a FAQ about this. I'll let ya' all know when I get
hold of it ;-)

--
/Hendr!K/
```'```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.---+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/
```

5088. Re: Re: The dream atari (forwarded reply)

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 05:41:57 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <129178@cup.portal.com>
Source record: 174939
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

clausb@hpbbrd.bbn.hp.com (Claus Brod) wrote:

>Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
>> >What would you want in it??? (No going "interstellar" in your ideas here -
>> >let's just see what we could come up with ok?)
>> A PowerPC processor (602 or 603).
>
>While a PowerPC certainly would be nice, note that a PowerPC computer
>which does not adhere to the PREP standard (or its successor) would
>probably not be accepted by the marketplace. At least it would be
>a difficult marketing feat.

Oh, DEFINITELY, it would have to conform to whatever "standard" was
appropriate... now if Atari CAN conform to "standards", thats another issue :-)

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
technology, n. domesticated natural phenomena

5089. Falcon for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 06:38:56 UTC
From: elvis@watserv.ucr.edu
Message-ID: <3cbie0$deb@galaxy.ucr.edu>
Source record: 174941

Hi,
As you may have guessed from the subject, I have a Falcon for sale.
I've found that I'm not using the features that the Falcon offers over
my ol'1040, and the money wouldn't hurt, so...
Its a Falcon 4/0 that I bought a little over a year ago. I can throw in
with it the VGA adaptor, a SCSI-II cable and the Falcon version of ISHAR.
I'd like to get $800 for it, but am open to offers. I'm also open to
suggestions for the best way to handle the sale, since $800 is a lot for
COD, but its also more than I'd want to ask to someone to send before they
have the Falcon, and I certainly don't want to send it without any
assurances about getting paid.

Thanks,
Andrew

--

Andrew Cullum "Whoo-oa! Don't go on the
elvis@watserv.ucr.edu Wild Mouse Ride, its not
acullum@ucrac1.ucr.edu s-a-f-e!"

5090. Re: Fax Software

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 10:25:00 UTC
From: christian.mittendorf@space.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2ee98238_Christian.Mittendorf@ct.se>
Source record: 174883

In a message of <07 Dec 94 11:37:34>, Hendrik Mylius (2:200/427.3) writes:

Hi!
>> Try STraight FAX from Newstar Technology. Toad Computers carries it.
>> There's at least one shareware fax program, but I can't recall its
HM>
HM> JuniorOffice comes to my mind. It's shareware and should be available
HM> from any ftp servers. Works fine with Class 1 and Class 2 style modems.
You could also use CoMa which should be available on different ftp-servers.
It's cripple-ware - you could only send 500 lines but you could receive
a fax without problems. It costs about 100,- DM to get the key. (It also
supports voice modems and allows the user to run a small ftp-server.)

HM> It's in German, though :-)
It's in English (and German - if you want to ;-)

HM> lbh'ir | | Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de
^^^
Das find ich ja doll!!!

(Sorry for this german comment - but I'm a ex-OWL'er ;-)

mvh,
Christian

+++
C. Mittendorf
Mejerigatan 2-1333
41276 Goeteborg/Sweden
Internet: christian.mittendorf@space.ct.se
Fido: 2:203/202.11

5091. Re: Problem with HD disks, PLEASE HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 11:53:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3cc4sj$b3j@golem.wcc.govt.nz>
Source record: 174948

In article <3c9ud7$atd@nippur.irb.hr>, npetrlik@public.srce.hr (Neven Petrlik) writes:
>
>
> Hi to all !
>
> I have 1040STFM, HD 60, and a DD disk drive.
> Recently, I bought 100 HD noname
> disks already formatted to 1.44MB and tested.
> I format them with Fastcopy Pro to 11 sectors,

You can't use HD floppy disk on a DD only disk drive,
you will have to replace the drive with a HD one, then you
can format them to DD track standards....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5092. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 11:58:25 UTC
From: niteowl@studbox.uni-stuttgart.de
Message-ID: <niteowl-1012941258250001@rusxppp06.rus.uni-stuttgart.de>
Source record: 174878
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

In article <3c8r69$pmv@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz wrote:

> Yeah, um, thanks for that - shouldn't this be in the binary groups!?

Note : both files are a mere 18K in size.

5093. Looking for Personal Pascal

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 13:30:42 UTC
From: e9325692@stud1.tuwien.ac.at
Message-ID: <3ccai2$1r2@news.tuwien.ac.at>
Source record: 174949

Hi Everybody!

Does anyone know where I can get Personal Pascal from an FTP-Mail Server?

What kind of distribution ist it?

5094. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 13:51:38 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3ccbpa$a2p@osiris.wu-wien.ac.at>
Source record: 174950

Joan O'Bryan (obryan@gumby.cc.wmich.edu) wrote:

: The key point being that MagicMac doesn't "emulate" a TT, or any other
: hardware. It provides an Atari-compatible AES/VDI/GEMDOS/etc environment
: for applications to run in, at the full speed of the host processor.

: Opposite to your evaluation, I wouldn't be surprised to see a Quadra
: (depending on the model) running ST software at 2-3x the speed of a TT.

After a talk with the developers at CCD in Germany, who produce the
TEMPUS editor, it is their experience with Mac Magic, that it is about
10% slower than an Atari model with comparable processor and clock speed
(i.e. a 68030 Mac will be slower than a TT, and the Quadra will be much
faster).

Compatuibility in the first version is already high, although it will
allow only for very well written GEm and TOs applications to run (do not
forget, no ST/TT emulator, but an OS)

If you would have been at the ProTOS fair in Germany, you would be amazed.

: - Mark

: --
: Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
: Western Michigan University
: Kalamazoo, MI 49008

5095. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 16:15:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Z79rUCiHQao@semprini.waterloo-rdp.on.ca>
Source record: 174858

In <3c0ivp$quu@t4.xgw.fi>, Kristoffer Lawson writes:
>Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
>
>: >Why should it be made by Atari? Are all the PCs made by IBM today? And can you
>: >_really_ say that Medusa T-60 with 68060 processor (yes, it _is_ reality!)
>
>: Where can I see one? How many thousands more than a similar Pentium
>: system would it cost, without approaching Pentium performance?
>
>The 060 is faster than a Pentium as it is. No upgrade needed.

I really doubt that. Last I heard, the '060 was slower than a
PowerPC-601, which is (Mhz-for-Mhz) the same integer speed as a Pentium,
and somewhat faster on floating-point.

>Unfortunately or not most people buy PCs because everyone else has one.

Yup. Especially people who know nothing about computers, which is very
bad, because you _need_ to know something about computers to maintain a
DOS/Windows system.

>: I'd definitely be satisfied with my ST if it had reasonable graphics for
>: 1994, and a reasonable amount of RAM (enough to compile C++ code), and
>: reasonable speed (enough to compile C++ code in less than a few minutes
>: for a trivial object, and enough to render an image with POV-Ray in less
>: than a few hours).
>
>Isn't there a DSP version of Povray? SHould be fast enough..

No there isn't, and how would it run on my ST? :-\

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

5096. Re: Atari Laser Printer

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 16:31:30 UTC
From: Lawrence Wright <ylwm0118@yvr.cyberstore.ca>
Message-ID: <BK.BW.787077090.1103527590.ylwm0118@yvr.cyberstore.ca>
Source record: 174855

Reply:

>
> I have the original atari laser printer. It has worked fine, but
> now I get paper jams more than 50% of the time. These are not
> "real" printer jams.. before the paper even reaches the drum
> something must tell the printer that the paper has jammed, but in
> reality it is just sitting there not crumpled not jammed 'not
> nothin''..... by the way the hand feed works fine .....
> any help would be appreciated
> Thanks

I had the same problem with mine, it would take up the feed a second
or two after the printer 'clicked' into motion, causing the paper to
be a second or so behind where it should be. When the printer says
"OK, paper should be here, let's print" the paper isn't, and it stops.

It doesn't do it any more, not since I dropped my monitor on the single-feed
tray and broke off both the mounting arms. Go figger.

L.

Mega Drive Atari TT Wombat@cyberstore.ca So
Sega CD Atari Jaguar (604) 762.5485 Far
PC Engine SNES So
Turbo Duo Soon-> NEO GEO Good!

5097. Re: STARDUST FINALLY FINISHED!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 17:14:41 UTC
From: kkallio@vipunen.hut.fi
Message-ID: <kkallio.787079681@vipunen.hut.fi>
Source record: 174857

contacts@mits.mdata.fi (Pekka Saarinen) writes:

>In article <3c0j81$77d@freenet.hut.fi>,

>Does it work on Falcon VGA/multisync?

Yes it does. Try a demo from atari.archive, file is called sdtunnel.lzh.

>Best Regards,

>----Pekka Saarinen

>Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)
>---
>Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
>CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
>PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
>---

Kiia Kallio
Lance/Aggression
kkallio@vipunen.hut.fi

5098. Great Games for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 17:22:15 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D0Lux3.JLG@ssbunews.ih.att.com>
Source record: 174861

Here's some great games for the ST line. All have docs, package suitable for gift giving - unless otherwise noted. (Shipping not included for single item purchases - will probably be $2.90) Want several - let's talk turkey (got any Jag games to offer in trade?)

Gunship (helicopter simulator) Microprose $7.50
Carrier Command (Strategy simulation) Rainbird $7.50
Pirates of the Barbary Coast (Strategy Action) Starsoft $7.50
Test Drive (driving simulation - 5 car choice) Accolade $7.50
SimCity (City simulation) Broderbund $15.00
The Hunt for Red October (submarine combat) DataSoft $7.50
Falcon (F-16 Flight simulator) Spectrum $10.00
Shadowgate (heroic fantasy) Mindscape $10.00
GATO (submarine simulator) package split Spectrum $5.00
Populous (world simulation - 4 scenarios) Bullfron $15.00
ST Star Raiders Atari $15.00
Kennedy Approach (air traffic control sim) MicroProse $10.00

Cyber Texture (turn Degas, NeoChrome,
Cyperpaint pictures into Cad-3D objects) Antic $12.00

Wayne Booth at trek@intgp1.ih.att.com

5099. ST Magazine sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 17:23:20 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D0Luyw.JMn@ssbunews.ih.att.com>
Source record: 174862

HELP, please! I'm running out of room in my bookcases. Please make
me offers:

Atari ST Users/with disk: 4/91 (#62); 6/92 (#76); 3/94 (#98)
Atari ST Users/no disk: 12/90 (#58); 3/91 (#61)
Atari ST User-JUST disk: 11/91 (#69); 1/92 (#71); 10/93 (#92)

Atari ST Formats/no disk: 2/90 (#7); 4/91 (#21); 5/91 (#22);
7/91 (#24); 8/91 (#25); 9/91 (#26)
Atari ST Formats/with disk: 10/91 (#15 -1 disk-missing DPAINT);
2/91 (#19)
Atari ST Format-JUST disk: 3/90 (#8); 11/91 (#28)
1/92 (#30 - both disks);
12/92 (#41 - 1 disk - Protext v4.3)

ST Log 1/87 (#10); 2/87 (#11); 3/87 (#12)

ST Journal 4-5/90

STart Sp88 (V2#5); Su88 (V3#1); 10/89 (V4#3);
4/90 (V4#9); 5/90 (V4#10); 6/90 (V4#11);
7/90 (V4#12); 10/90 (V5#2); 11/90 (V5#3);
12/90 (V5#4); 1/91 (V5#5); 2-3/91 (V5#6)

Current Notes: V9#5; V10#6, #7, #8, #9;
V11#3, #4, #6, #7
CN Disk of the Month: 2/94 (#0-ST Zip, LZH); 3/94 (#1);
4/94 (#2)

Atari Interface (AIM) 10/90(V2#9); 11/90(V2#10); 1/92(V4#1);
2/92(V4#2); 3/92(V4#3); 4/92(V4#4);
5/92(V4#5); 6/92(V4#6)

Compute 7/86(I74); 10/86(I77); 11/86(I78);
12/86(I79)

Wayne Booth - trek@intgp1.ih.att.com

5100. ST Games for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 17:24:40 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D0Lv14.Jnv@ssbunews.ih.att.com>
Source record: 174863

I have somehow accumulated several banks of game disks for the ST
for which I don't have manuals. Still good games - and would be
nice stocking stuffers for the Atarian in your family. All are
the original disks. (Shipping not included for single item purchases
- will probably be $2.90) Want several - let's talk turkey (got any
Jag games to offer in trade?)

S.D.I. (2 disk) (simulation) Mindscape $5
Shanghai (tile removal game) Activision $5
Shanghai (tile removal game-label obscured) Activision $3
Major Motion (arcade game) Michtron $5
F-19 Stealth Fighter (3 disk - simulation) Microprose $8
Test Drive (2 disk - driving simulation) Accolade $5
Silent Service (sub simulation) Microprose $5
Stunt Car Racer (driving simulation) MicroStyle $5
Rogue (adventure) Epyx $5
Time Bandit (arcade game) Michtron $5
Hex (good graphic strategy game) Mark of Unicorn $5
War Zone (shoot em up) Eidersoft $5
Leaderboard (Pro gold simulation) Access SW $5
World Games (2 disk) Epyx $8

Wayne Booth at trek@intgp1.ih.att.com

5101. Application SW for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 17:25:33 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D0Lv2L.JqD@ssbunews.ih.att.com>
Source record: 174865

I have somehow accumulated several banks of application software for the ST for which I don't have manuals (happens when you buy used systems.) Maybe they would be useful to you. All are the original disks. (Shipping not included for single item purchases - will probably be $2.90) Want several - let's talk turkey (got any Jag games to offer in trade?)

Thunder! (comm software) Batteries Included $4
Word Writer ST (program and dictionary) Timeworks $4
Data Manager ST (database) Timeworks $4
Wercs (resource construction set) Michtron $4
Cornerman (desktop accessory) Michtron $4
Utilities Plus (utilities package) Michtron $4
Publishing Partner (v1.03) SoftLogik $6
Turbojet (printer software) Neocept $4
VIP Professional (integrated spreadsheet) VIP $4
Universal Item Selector (V3.0) A&D $4
GIST (sound tool) Antic $4
Personal Pascal (v2-) O.S.S. $4

Wayne Booth at trek@intgp1.ih.att.com

5102. Get Stereo on your 520/1040

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 17:26:32 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D0Lv48.Jt2@ssbunews.ih.att.com>
Source record: 174864

Need Stereo from your 520/1040 ST. Add the Tweety Board (very small - solderless installation because of use of socket) This is a brand new one that has never been installed. Box, Documentation, and Tweety Board. How about $10 - or lets talk.

Wayne Booth at trek@intgp1.ih.att.com

5103. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 18:39:55 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3ccslr$4pg@mother.usf.edu>
Source record: 174860

I just have to say that I can't stand to use a Mac.

I was in a computer lab trying to use a Mac LCII to use MS Word. It was so slow, I couldn't get any work done. The responce was awful.

When I asked to be moved to one of the Quadras, it was an order of magnitude faster at processing, but the interface wasn't any better. It took just as long for windoes, dialogs and menus to do anything. It was still unbearably slow.

Ironically, I ended up going to a 386-25 to actually get work done.

I don't know how they did it, but Apple did an impresive job of destroying the performance of the 68040.

5104. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 18:49:40 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3cct84$4pg@mother.usf.edu>
Source record: 174866

NORMAN S L (cc103@city.ac.uk) wrote:
: Steven Whatley (swhatley@blkbox.com) wrote:
: : Hutch (hutch@ilmen.lanl.gov) wrote:
: : : Q: What's another name for the "Intel Inside" sticker they put on
: : : Pentiums?
: : : A: The warning label.

: : : -Hutch- @ Fair Dinkum Tech

: : In somebody's .Sig, I saw the following funny statement.

: : "Intel inside, idiot outside."

: How about the IBM name:

: It's better manually.
: Installed by Massacists(who knows how to spell, not me!!!!)

Incredible Bowel Movement
Incredibly Bad Machine

5105. Re: STARDUST FINALLY FINISHED!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 19:07:01 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3ccu8l$f9o@golem.wcc.govt.nz>
Source record: 174869

] >: Stardust is available for STE and Falcon. It requires at least 1Mb of
] >: memory and a colour monitor/TV. EMail me for more information...
]
] >Is there a demo available?
]
] Yes, at most FTP sites.It's a pretty small one though.

Filename: sdtunnel.lha

The demo itself is one of the intermediate bonus-type levels from what
I can make out. The file is around 200-250Kb.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

5106. Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 19:26:24 UTC
From: Don.Schmidt@p480.f79.n105.z1.fidonet.org
Message-ID: <787117546.AA03190@jina.rain.com>
Source record: 174879

GG> The Pentium says:

GG> 4195835-(4195835/3145727)*3145727 = 256

On my HP-19C it comes out to 0.

... 355/113, a recipe for a pretty good pi.
___ Mountain Reader II - #Beta 001

5107. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 20:38:52 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <3cd3ks$9s8@acmey.gatech.edu>
Source record: 174867

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <3c0ivp$quu@t4.xgw.fi>, Kristoffer Lawson writes:

>>Unfortunately or not most people buy PCs because everyone else has one.

>Yup. Especially people who know nothing about computers, which is very
>bad, because you _need_ to know something about computers to maintain a
>DOS/Windows system.

And people who do know something about computers don't buy Atari systems because they are systems with a history but NO FUTURE. The best thing that could happen for Atari users is that someone (Darek M.?) develop a TOS subsystem optimized to run under modern multitasking OSes on modern CPUs (Pentium, PPC, maybe Alpha).
--
David Forrai
Internet: gt1448b@prism.gatech.edu

5108. Re: Cubase questions....

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 21:48:06 UTC
From: contacts@mits.mdata.fi
Message-ID: <3cd7mm$g3m@prime.mdata.fi>
Source record: 174871

In article <3c90m9$o59@draco.bison.mb.ca>,
Paul Linton <pgl@draco.bison.mb.ca> wrote:
>What's the latest version of Cubase?

3.1 is the latest Atari-version. There's also Score 2 r.2 (maybe r.4).
You can get update from 3.01 to 3.1 from ftp mcc.ac.uk

>Does it require more than one meg?

It works in 1 meg. 2 Mb is recommended (and needed for Score 2)
You have to have also a B/W-monitor (SM124, SM144, SM194 etc)

>Does it have a hardware dongle?

All Atari-Cubases have the dongle (red or black plastic with
Steinberg logo)

>Is there a mailing list?

subscribe: send Email to majordomo@mcc.ac.uk
text: subscribe cubase-users your@emailaddress
the list itself is cubase-users@mcc.ac.uk

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5109. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 22:29:07 UTC
From: aa113@cfn.cs.dal.ca
Message-ID: <D0M94K.1nC@cs.dal.ca>
Source record: 174872

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
:] 4195835-(4195835/3145727)*3145727 = 256
:]
:]
:] --- But is it right? Hmm, figure it out in your head, and
:] you more accurate than the Pentium.... ---

: I find it hard to believe that this chip is THAT inaccurate (The result
: I get on my non-scientific digital diary I had handy was something
: to the effect of 13.2*10^10+ (13.2 * 10 to the power of something
: larger than 10). If this is true, then I'm not buying a pentium until
: the P6's come out, by which time I might be able to afford one! :)

I have a P-5 90, and that is the answer I get, but I will be getting a
replacement from intel!

```
====================================
= AA113@cfn.cs.dal.ca =
====================================
= You wake up in the morning =
= Get something for the pot =
= Wonder why the sun makes the =
= rocks feel hot... =
= -Roger Waters =
====================================
```

5110. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 23:10:32 UTC
From: ben@sv.span.com
Message-ID: <101294231032.gem3i@sv.span.com>
Source record: 174874

IR>Imagine we as members of comp.sys.atari.st[.tech] are designing the
IR>new Atari range.

IR>What would you want in it???

Well I think the most important thing is to have loads of expansion slots
so the user can customise the machine to suit his needs. This IMO is the
main fault with the falcon, along with the desktop/tower case it should
have come in. As for the technical specs of the slots, I think PCI is
probably a good one to go for, and possibly (I'll probably get flamed for
this) a couple of ISA compatible slots so normal PC cards can be plugged in.
I know the ISA bus is a bit pathetic, but it's quite adequate for things
such as serial/parallel ports and sound cards, and means that these
devices would not need to be developed from scratch for this new machine.

I don't think anything should be standard on the motherboard (apart from
the obvious necessary things like keyboard controller etc, as if the user
decides to upgrade then the motherboard stuff would just be a redundant
waste of space. Just sell a 'standard' configuration machine with all
the necessary cards included, with the stuff that you would have put
on the motherboard.

The actual processor used is not really important. Well, it is, but
what's more important
is designing a decent OS (a development of TOS and GEM possibly), and
a good system, with obvious things such as using a 32 bit bus
with a 32 bit processor (!) and SIMM memory slots etc.
Plus a nice big memory map so we can add things like 64 serial ports for
big BBSs, 2nd 3rd and 4th monitors for DTP and CAD etc, 5 parallel ports
for those plotters, printers and computer controlled
beer pouring devices, etc etc etc..!! Oh and don't forget
the 128 Megs of RAM. (Well, remember when 128K was enormous? And
you often see file servers with 64Mb or more these days...)
You get the idea.

Thats what I reckon anyway!

--
|)
|)en
* GEM-News * Be alert - your country needs lerts.

5111. Re: MagiC

Newsgroup: comp.sys.atari.st
Date: 1994-12-10 23:33:50 UTC
From: alpldbia@w251zrz.zrz.tu-berlin.de
Message-ID: <3cddsu$otd@brachio.zrz.TU-Berlin.DE>
Source record: 174873

In article <3cb1l6$dau@knot.queensu.ca>,
Sangrar Waheed <3ws5@qlink.queensu.ca> wrote:
>A simple question... I don't seem to understand what MagiC is? Can
>anyone explain this to me. Also, what is mint.

MagiC is a replacement operating system for Atari ST(E)/TT computers.
It provides a preemptive ("true") multitasking environment in a very
fast way. A new version is to be released in 1995 which will run on
the Falcon030 and on 68030/68040 Apple Macintosh computers, thus making
it possible to use Atari programs (probably no games) on the Mac.

MiNT is a operating system extension for Atari computers. It provides
multitasking capabilities in a unix-like way for TOS- and TTP-programs.
If the AES knows about MiNT you can run several GEM applications at the
same time as well. You then have MultiTOS.

Andre

5112. Re: Xperience demo

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 00:32:40 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <3cdhb8$2e7@cri.ens-lyon.fr>
Source record: 174875

In article Andersson@ct.se, christian.andersson@tnogobl.ct.se (Christian Andersson)
writes:
> > I don't think so. The demo works on my TV without any problem.
> > But perhaps your TV can't do 50 Hz (if I remember, the programmers
> > told me that the demo runs at 50 Hz, even on a VGA).
>
>Well, I can't Run the Demo on My TV, perhaps you have a newer version which is
>fixed?

I saw one of the programmers yesterday. He told me that the demo doesn't
work on TVs which don't send a RGB signal (there are also problems with
some multisync monitors), and that he won't fix it (for now) since he
doesn't have much time.

Vincent Lefevre

5113. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 00:53:24 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1012941656250001@tsb-54.ucsc.edu>
Source record: 174876

In article <ELKGCAVK43UP@galaxy.owl.de>, neptune@galaxy.owl.de wrote:

> As I've probably written before, a 680x0 with a PMMU is required to run
> MagicMAC!
>
> Possible combination would be:
>
> 68020 with an external PMMU
> 68030
> 68040
> 68LC040
>
> I believe there's a crippled 040-version (EC?) available, which _cannot_ be
> used to run MagicMAC.

As far as I know, no Mac uses the 68EC040. I don't think I've seen any
accelerator boards with them, either. The EC040 lacks a MMU, and you need
one to do System 7 virtual memory.

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

5114. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 02:00:35 UTC
From: jonaeson@algonet.se
Message-ID: <3cdmg3$ivc@aristotle.algonet.se>
Source record: 174877

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
:] 4195835-(4195835/3145727)*3145727 = 256
:]
:]
:] --- But is it right? Hmm, figure it out in your head, and
:] you more accurate than the Pentium.... ---

: I find it hard to believe that this chip is THAT inaccurate (The result
: I get on my non-scientific digital diary I had handy was something
: to the effect of 13.2*10^10+ (13.2 * 10 to the power of something
: larger than 10). If this is true, then I'm not buying a pentium until
: the P6's come out, by which time I might be able to afford one! :)

The correct answer is 0 (zero), You should get a better calculator, I
sincerely hope you don't make your home-budget on that one...

The problem in the Pentium is, as far as I can tell, a faulty algoritm,
which causes errors when calculating numbers with certain bit-series.

Regards, Tommy

5115. ST synths?

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 02:25:37 UTC
From: control@u.washington.edu
Message-ID: <3cdnv1$q1d@nntp1.u.washington.edu>
Source record: 174697

short of getting a replay cartridge thingy is there anything i can get that will turn my dusty old 520stfm into a multi-timbral sound source? i seem to remember hybrid arts or someone making some kind of synth software/hardware...any help appreciated, M.C.

5116. Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 02:59:54 UTC
From: Don.Schmidt@p480.f79.n105.z1.fidonet.org
Message-ID: <787117549.AA03197@jina.rain.com>
Source record: 174880

GG> The Pentium says:

GG> 4195835-(4195835/3145727)*3145727 = 256

On my HP-19C it comes out to 0.

... 355/113, a recipe for a pretty good pi.
___ Mountain Reader II - #Beta 001

5117. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 04:12:03 UTC
From: mneitzel@delphi.com
Message-ID: <JM63+hT.mneitzel@delphi.com>
Source record: 174881

Is there a English version of the Vofa Docs. What are the prices for the VOFA 4100? And what is the current due date and any more info you can give me.

thanks, Matthew Neitzel

5118. Re: AV protocol docs req'd

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 06:10:24 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D0MuHE.56A@cix.compulink.co.uk>
Source record: 174884
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> Has anyone got the docs for AV protocol in any language
> or do you know any ftp sites where I can get it from?
>
>This document is part of the gemini distribution, which is on
>ftp.uni-muenster.de /pub/atari/Gemini/gmn1999a.tos
>But the Docs are in german, so better learn that first :)

English docs of the AV protocol are included with the English version of
ST-Guide.

Ofir ogal@cix.compulink.co.uk

5119. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 07:07:37 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D0Mx4p.6Hu@cix.compulink.co.uk>
Source record: 174885

>Papyrus Gold is equal to any Windows/Mac word processor. And it can use
>truetype and Adobe Type 1 fonts (with Speedo5).
>Truth is by no means sad.

Papyrus is an excellent program, the best WP processor for the Atari IMO.
It still lacks many features that are available on leading WP for PC and
Mac. Word count, thesaurus, macros, colour graphics support, grammer
checker.

On the other hand it has the best interface and an excellent font panel.

Ofir ogal@cix.compulink.co.uk

5120. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 07:07:40 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D0Mx4s.6IG@cix.compulink.co.uk>
Source record: 174886

>After a talk with the developers at CCD in Germany, who produce the
>TEMPUS editor, it is their experience with Mac Magic, that it is about
>10% slower than an Atari model with comparable processor and clock speed
>(i.e. a 68030 Mac will be slower than a TT, and the Quadra will be much
>faster).

This is correct. Don't forget that a Quadra or LC475 has very nice and
fast video built in. The Quadra 800 (040@33MHz) is almost 3 times fast
than a TT. And it runs in colour.

>Compatuibility in the first version is already high, although it will
>allow only for very well written GEm and TOs applications to run (do not
>forget, no ST/TT emulator, but an OS)
>
>If you would have been at the ProTOS fair in Germany, you would be amazed.

Agreed.

Ofir ogal@cix.compulink.co.uk

5121. Re: Future Publishing can kill Atari

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 07:07:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D0Mx4w.6J3@cix.compulink.co.uk>
Source record: 174887

> The subject may sound a little extreme.
> But believe me its very true.
>
> The superb magazine - ST Review - was recently sold off and purchased
> by Future Publishing. From what I hear Vic Lennard tried to put in a
> bid for Review but it failed.
>
>So, will FP keep on two Atari magazines? I don't think so. This has
> a few bad effects

Sorry for commenting to a comment but I didn't read the original post. STR will be "incorporated" into STF.

> (1) There is now only one Atari magazine, ST Format. This means
> whatever they say goes - there will be no other publication to give
> alternative views or opinions. This is a bad thing indeed. They have
> never been that good on their coverage of the PD scene, while Review
> were incredible in that department. Will Format carry on Ofir Gal's
> excellent HiSoft Basic tutorials? I doubt it - maybe Ofit would like
> to comment here, I would be pleased if he does.

Nice to know someone actually reads my BASIC tutorials :-)

So far STF editorial have not contacted any of STR's main writers. I spoke with Nial Grimes and he is looking at writing for PC mags. Since I own and use a Mac I will be looking at a similar direction. We all have to make a living. One of my first articles in a Mac mag will be about MagiC Mac :-)

I do think that losing an ST mag in the UK is a serious blow to the market, as do all the Atari retailers I spoke to since the news of STR's death. I have said here before that I thought the same about STF, I would not like to see it closed either. Competition is healthy. Another thing is that you could get two points of view with two mags. Most major packages were reviewed in both mags. I believe this is important for the consumer. Also, STR had an up-beat POV, trying to encourage development by having both C and BASIC tutorials. A certain optimism that STF possibly lacks.

I think I'll go and run GEMBench (again) on MagiC Mac :-)

Ofir ogal@cix.compulink.co.uk

5122. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 10:58:35 UTC
From: ee91mds2@brunel.ac.uk
Message-ID: <19941211.105835.74@mipc-08.brunel.ac.uk>
Source record: 174888
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

In article <niteowl-1012941258250001@rusxppp06.rus.uni-stuttgart.de>,
niteowl@studbox.uni-stuttgart.de (Werner J. Lilie) wrote:

> Note : both files are a mere 18K in size.

That makes no difference. It is bad netiquette to post binaries in
discussion groups. Also, if you are downloading via a dial-up SLIP link, it
takes a while to download 18K, time which the recipient is paying for.

--
Mark Smith - Microelectronics Student & Acorn Software Developer.

All comments reflect my personal thoughts only. I reserve the right to be wrong.

.. Answers: $1, Short: $5, Correct: $25, dumb looks are still free.

5123. Re: ST-Review...!! [nearly gone]

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 11:15:55 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D0n8MJ.E5H@cix.compulink.co.uk>
Source record: 174890

> Article: 45429 of comp.sys.atari.st
> In article <786854566.0@mettav.exnet>
> Colin.Campbell@mettav.exnet.com "Colin Campbell" writes:
> > > :(We all knew something like this would happen - and I too am very
> annoyed at> what Future has done. I'm also rather confused as to why the
> mag was sold to> them in the first place...?
> > STR's publishers actually approached Future with the idea of buying
STR,
> and not the other way around...
That's not what STR say......

Iain

5124. Re: A bit of Falcon w/powerPC chat (was something else with a bit of Falcon w/powerPC chat)

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 12:04:31 UTC
From: contacts@mits.mdata.fi
Message-ID: <3cepsf$ikg@prime.mdata.fi>
Source record: 174889

In article <3cahea$693@bigfoot.wustl.edu>,
>Kristoffer Lawson (krlawson@xgw5.xgw.fi) wrote:
>: Mark Baker (mnb20@cam.ac.uk) wrote:
>
>: You'd need a pretty powerful PC soundcard to beat the Falcon. I haven't seen
>: any worth buying which could do this. And don't make me laugh with the sound
>: 'quality' of the GUS or SB.. :P
>
>The REAL Good soundcards are the AWE-32 and the GUSMAX. The AWE-32 for the PC
>just kills the falcon (its $200.00) and it just blows the falcon away in just
>about every aspect. At this point, I would not go for the Falcon using MIDI or
>anything else unless you are an Atari advocate, you would get ripped off...

You have no idea what the Falcon is for. The DSP-port itself makes it
incomparable with those cheap PC-cards. Realtime automated digital effects,
D2D (up to 16 channels) running in a same screen with top-class MIDI sequencer
is not something you get for 200$.

Also, Falcon is not a synth and it does not even try to be. If you need Midi
voices get some real Midi instruments with separate outputs and internal
high-quality effects. They do not die away with your platform, and they give
quality that surpasses every cheap PC-card (I've heard them).

BTW: some comments from various newsgroups about AWE: it makes a click after
each WAW played, the ROM-sound are poor and the user support sucks...

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5125. Re: dream atari

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 14:00:33 UTC
From: chainxor@kom.auc.dk
Message-ID: <3cf0m1$fmn@news.iesd.auc.dk>
Source record: 174895

In article orv@pith.uoregon.edu, shall@oregon.uoregon.edu (Stanley Wayne Hall) writes:
> What I'd like is a way to upgrade, Like a more modular system, and
> real video out for animation or titling to videotape.
> I'd like to see built-in emulation for macs and PC's. Hey, we're dreamin.
> Also, the ability to run World Wide Web in full color, stock.
> I need something (and maybe it already exists, I just have an STe)
> that could run a graphics pad and paint simulating oil or watercolor,
> real time.

These things that you`re mentioning here is in fact the features most Falcon's have.
Oil and watercolors are features of a painting package called CHAGALL which runs on all
Atari, but only makes sense on a TT or Falcon with at least 256 colors.
>
> Real time video?
>
Falcon and the program APEX MEDIA with the EXPOSE framegrabber. 25 Frames/sec. in
65536 Colors in 512x384 resolution.

> Everything I've read can already be done on some other systems. Come on,
> folks, let's dream a little. What about virtual reality, the real stuff
> where you would be able to fly through the Smithsonian in truecolor, or
> climb the Himalayas on your stairwalker? Interactive CDs and VR.

Okay, here you mention something that we Falcon-owners miss.

> What we really need are as many programmers as do PC software,

You said it...

but as
> clever and dedicated as Atari programmers.

There are a few actually, especially on the Falcon.

Keep Cool and FLying...

ChainXOR...

5126. Re: Elite II & Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 14:08:18 UTC
From: chainxor@kom.auc.dk
Message-ID: <3cf14i$fmn@news.iesd.auc.dk>
Source record: 174896

[No readable article body recovered]

5127. Re: Elite II & Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 14:09:44 UTC
From: chainxor@kom.auc.dk
Message-ID: <3cf178$fmn@news.iesd.auc.dk>
Source record: 174897

In article 786634752snz@chowgar.demon.co.uk, smoore@chowgar.demon.co.uk (Simon Moore) writes:
> In article <3bsr92$92u@dux.dundee.ac.uk>
> rmccall@mcs.dundee.ac.uk "Rod McCall" writes:
>
> > Does Elite II run on the Falcon. Also does it have inproved graphics?
> >
> > Rod
>
> It runs fine using backward. The graphics are no better but it does run a bit
> faster and smoother.
>
> --
> Simon Moore
> smoore@chowgar.demon.co.uk

Runs fine without BackWard, just start it from STLOW.
And by the way it runs VERY MUCH smoother than on the STE. It`s unplayable on the ST/STE.

Keep Cool and Flying...

ChainXOR...

5128. Re: 030-LaTeX for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 14:17:17 UTC
From: chainxor@kom.auc.dk
Message-ID: <3cf1ld$fmn@news.iesd.auc.dk>
Source record: 174899

[No readable article body recovered]

5129. Re: 030-LaTeX for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 14:20:28 UTC
From: chainxor@kom.auc.dk
Message-ID: <3cf1rc$fmn@news.iesd.auc.dk>
Source record: 174900

In article b9d@ugle.unit.no, josk@lise.unit.no (Jo Even Skarstein) writes:
> Have anybody compiled LaTeX for Falcon? I've got the TT-version, but it does
> not work on my Falcon. I would really like to see a version with 030- and
> perhaps even DSP-support.
>
>
Well the reason why it doesn`t run on the Falcon is propably because it uses the
co-processor. And you have to install a co-processor in the Falcon, or else you
have to run the normal 68000-version.
I use MultiTEX myself and it runs perfectly on my Falcon, but I haven`t got a
co-pro. so I use the 68000-version of the LaTEX compiler.

I don`t know of any DSP-version - yet.

Keep Cool and Flying....

ChainXOR...

5130. Looking for Personal Pasc

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 14:27:17 UTC
From: larserik@oslonett.no
Message-ID: <3cf285$pjp@hasle.oslonett.no>
Source record: 174801

In message #29, e9325692@stud1.tuwien.ac. writes:

> Does anyone know where I can get Personal Pascal from an FTP-Mail Server?

Personal Pascal 2 is a commercial product (at least I was when I bought it)
ICD had the rights when I got my copy, but know I think it is HiSoft

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

5131. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 14:33:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.s5BdEBQe9Js@semprini.waterloo-rdp.on.ca>
Source record: 174809

In <3c9e9c$i27@matrix.fwi.uva.nl>, Martijn Dekker writes:
>cherborth@semprini.waterloo-rdp.on.ca wrote:
>:
>:Oh, and I guess your new DOS 6.22 is '486-optimised? All of your DOS and
>:Windows apps require a '486 or better? Yah, right. I'll bet 95% of
>:your DOS apps run fine on an 8088 (drag out those old XTs!) and *all* of
>:your Windows apps run fine on a '286.
>
>how was talking about DOS? I do not use DOS.

Uh, 95% of PC owners do. AFAIK, that's what we're talking about here.

>And who is talking about being '486 optimized'? Anyhow, the 486 + DOS/Windows (an upgraded

Uh, we are. I was making a point that almost _nothing_ in the PC
industry is optimised to take advantage of the '386, '486 or Pentium.

>8088 according to you) beats the falcon, so it is obvious what happens
>when you do NOT use DOS/Windows....

I don't claim _anything_ running DOS/Windows "beats" a Falcon. You seem
to be comparing Apples to Oranges. I don't think I was saying anything
about "foo is better than an Atari bar!" in this thread; I was mainly
just complaining about how the technology is underused, and how
expensive a decent TT or Intel-based system would be.

>The only thing that is important is that a 486 running whatever OS, is WAY
>faster than a falcon.

Gee, the '486 is only about 2x the speed of an '030 at the same clock
speed (AFAIK), and I don't see too many 16Mhz '486 systems... I _do_
see most '486 systems running brain-dead DOS, which means they might as
well be 100Mhz 8088 chips...

>:I know all the DOS apps I run at work are 8088, and all the Windows apps
>:(including FrameMaker 4 and CorelDraw 3) would run on a '286. At least
>:I'm running Os/2 to get _some_ use out of the Protected Mode of the
>:'486...
>:
>:You seem to think that Atari users have absolutely no experience with
>:other, more modern systems.
>
>You seem to think all PC users use DOS/Windows.

I seem to _know_ that 95% of PC users use DOS/Windows. When _I_ am I PC
user, I use OS/2 or Linux. But OS/2 users, [UNIX varient] users, and
Windows NT users are a very, very small group compared to the DOS users.

And only those small groups are using the "full" potential of their
systems.

--
------------------=======================================------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

5132. BBS Packages for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 14:34:34 UTC
From: artoj@mits.mdata.fi
Message-ID: <3cf2lq$irt@prime.mdata.fi>
Source record: 174898

> I don't like the QWK format - NOT at all !!!
> The format I use is after an idea uses in another norwegian BBS program
> for MS-DOS called MBBS... The GRAB-file is pure ASCII-text and the
> offliner makes an index when it reads the file - easier than QWK (if
> all else fails you can read your messages inside a text-editor...)

Hmm, I see your point. But QWK is well spreaded and other computer platforms may have trouble to find a reader that understands your format. And I really like QWK:s index system since it speeds things up as reader doesn't have to do those index files. And index files take very little space.

> Besides... The offliner needed (ReadMail ST) is much faster - and free.

I hope there is also ReadMail PC, Amiga & Mac :-). And that much faster point of view makes me ask, does it run with MultiTOS?

---
* Kivi 1.10 *

5133. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 14:37:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.NAMUNGawN6Q@semprini.waterloo-rdp.on.ca>
Source record: 174810

In <bwanga-0912941937390001@tsb-44.ucsc.edu>, Tim Seufert writes:
>> IMHO IDE is fine for DOS. As soon as you start multitasking (especailly
>> if you're on a system with virtual memory) IDE becomes a HUGE, HUGE
>> loss.
>
>Even if you have a single drive?

Yup. As soon as you start swapping, or even just accessing the drive a
lot (say, during compiles or running something like Windows that hits
the disk constantly even when it's not swapping), you're losing CPU
cycles to the IDE transfers, when they should be going to the running
processes.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

5134. Re: Calling .ACCs without a menu bar

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 14:48:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.2loYvYoe8Ag@semprini.waterloo-rdp.on.ca>
Source record: 174811
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3c5j7l$5ij@whitbeck.ncl.ac.uk>, Craig Graham writes:
>
>Don't know how to find out which accs are loaded, but
>calling them is easy - use appl_write() to send an AC_OPEN
>message to the accessory.

If you know the name of another running application (be it an ACC under normal TOS or a ACC or application under MultiTOS), you can find it's application ID via:

```
int id = appl_find( "NAME\0\0\0\0" );
```

Note how the application name is padded out to 8 characters with NULLs.

If you're using Warwick's fine GEM++ C++ class library, you'd use:

```
GEMapplication other_app( "NAME" );
```

There doesn't appear to be any way of finding out what applications are actually running though. Very bozotic. If MultiTOS is running, you could find the process ID of the AES, and then find it's children...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

5135. Re: File-formats for Atari ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 14:51:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.izC_8wfcxJ6@semprini.waterloo-rdp.on.ca>
Source record: 174812

In <3c4p98$ea7@percy.cs.bham.ac.uk>, Chris Ridd writes:
>It usually costs a lot of money to chisel file formats out of people
>like Word Perfect and Microsoft (eg try to get the Powerpoint file
>format - it is NDA'd!) Things like RTF are freely available
>'standards', so those get implemented instead.

Strangely enough, Microsoft has never AFAIK implemented RTF properly.
Their import/export routines eat plenty of formatting, which can make
transferring between word processors HELL. But that's their plan...
stick with MS apps only, and everything will work fine.

NeXT has AFAIK the only complete implementation of the RTF spec.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

5136. Re: Gemini2/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 14:53:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.JrEJ183fnFI@semprini.waterloo-rdp.on.ca>
Source record: 174813

In <3c52ck$5v2@golem.wcc.govt.nz>, Steve Wells writes:
>] d) How do I get Universal Item Selector III running under Geneva?
>
>You don't - Geneva uses better hooks and kicks out any other replacement
>selector.

That sounds like a bug to me. I absolutely HATE IT when applications
insist on using their own fileselector instead of the one I've got in my
AUTO folder... it reminds me too much of Windows and OS/2.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

5137. Backward

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 15:17:36 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <787159056snz@chowgar.demon.co.uk>
Source record: 174802

Does anybody know if the author of Backward has an Email address??

Thanks.

--

Simon Moore
smoore@chowgar.demon.co.uk

5138. For sale (and some things asked) (Netherlands)

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 16:53:23 UTC
From: avg@cwi.nl
Message-ID: <avg.787164803@news.cwi.nl>
Source record: 174803

I would like to sell/am thinking about offering the following:

PC/GENERAL:

- SVGA video board VG-5500, ISA/ET4000 based. 1024x768 at 87Hz interlaced,
800x600 at 60Hz non-interlaced. 256 6bit colours. 1MB DRAM.
Price indication: NLG 45.

- CTX multiscan monitor (CVP-5468NI). Pretty standard 14 inch PC VGA
monitor. 30-38/47-50KHz horizontal scan. 1024x768 non-interlaced
up to 60Hz.
Price indication: NLG 220.

ATARI:

- Spektrum 1 graphics board. 1MB memory. 1024x768x256 at 72Hz
non-interlaced (80MHz pixel rate). 1152x900x256 at 56Hz
non-interlaced, still pretty good when done interlaced at 90Hz.
Maximum 256 6bit colours. NVDI ET-4000 accelerator included. Price
indication: NLG 500 (new 1000). Better deals possible when combined
with the CTX monitor.

- SOFTWARE, Unused: First word Plus 4. The latest word processor
package, currently best selling; Dutch version (which is why I
must sell it).
Price (fixed): NLG 160 (200 in the shops).

SEEK:

- Atari TT VGA/ECL switchbox (switches between standard modes and
TT high resolution monitor). Note that such a switchbox is no longer
necessary if you are using the combination of a TTM194 and a VGA
connected to the Spektrum graphics board. Current price new is
NLG 100. I'd offer 50.

- cheap 1meg ISA-based S3 video board (or any accelerated chipset
reasonably compatible with Linux X386). Current price new is 250.
I'd offer 160.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

5139. BEST Electronics adress wanted

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 16:54:06 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELLRFDUQ43UP@galaxy.owl.de>
Source record: 174805

Hi folx!

Subject says it all ;-)

TNX!

--
/Hendr!K/
```'```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.--+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/
```

5140. Audio CD Master

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 16:55:42 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELLRFDUS43UP@galaxy.owl.de>
Source record: 174806

Ho!

Can s. o. give me some details about Audio CD Master 3.3?

I've read s. th. about it in AEO 3.13 and I'd like to get some more details.

Bye.

--
/Hendr!K/
``'``
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.--+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/

5141. Re: Developer Package Deal for sale (repost)

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 17:07:37 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3cfbkp$t2u@whitbeck.ncl.ac.uk>
Source record: 174804

In article <9412072141.AA53003@saturn.caps.maine.edu>, wjones41@mail.caps.maine.edu (William B. Jones) writes:
>For Sale:
>
>Here's a great package for the programming Atarian!
>
>*HiSoft Lattice C Version 5

- cost 40gbp

>*HiSoft Devpac 3 Assember (ST, Falcon & TT)

- cost 60gpb

>*Official Atari Developer's Kit with
> bound documentation & original disks

- expensive, but the atari compendium is more use.

>$250 +shipping

I think this is overpriced.

>wjones41@mail.caps.maine.edu

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

5142. Re: Bad News

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 17:53:15 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D0nr0r.Awo@cix.compulink.co.uk>
Source record: 174808

In response to hutch@ilmen.lanl.gov's message:

> I just heard last night that 'Gadgets by Small, Inc.' has declared
> bankruptcy.
>
> I have no other information to share about their situation other than
> to say I'm really sad to see this happen. It is a drastic measure
> to take and I can only wish Dave and Sandy Small the best in any of
> their future endeavors.

Of course it's sad, but did they produce any product in the last five
years? At all?

We can hardly be surprised, beyond wondering how they lasted as long as
they did 8^{<

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #

5143. Re: Backward

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 18:58:22 UTC
From: cynic <chrishinds@delphi.com>
Message-ID: <pAy3W-e.chrishinds@delphi.com>
Source record: 174807

Simon Moore <smoore@chowgar.demon.co.uk> writes:

>Does anybody know if the author of Backward has an Email address??

In the docs for version 2.80, he mentions that he does not have an
E-mail address.

--c

5144. SPACE

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 19:12:52 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <b95_9412120138@flight.org>
Source record: 174707

To all Atarians (makes no difference what type you have); you are welcome at the next SPACE meeting held in the Falcon Heights City hall the second Friday in January at 7:30 pm. We are restructuring the club to accomodate Atarians not just a specific machine type.

```
--------------------------- -//- ---------------------------
| Internet: Michael.Fitzpatrick@flight.org
| The FlightLine [MSP] 612-544-5118 Aviation & Simulator Resource |
| note: the views of this user are strictly his own..... |
--------------------------- -//- ---------------------------
```

5145. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 19:34:28 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <ELLTDDUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 174718

In <3c8rgt$pmv@golem.wcc.govt.nz> Steve Wells wrote :

>] 4195835-(4195835/3145727)*3145727 = 256
>]
>]
>] --- But is it right? Hmm, figure it out in your head, and
>] you more accurate than the Pentium.... ---
>
>I find it hard to believe that this chip is THAT inaccurate (The result
>I get on my non-scientific digital diary I had handy was something
>to the effect of 13.2*10^10+ (13.2 * 10 to the power of something
>larger than 10). If this is true, then I'm not buying a pentium until
>the P6's come out, by which time I might be able to afford one! :)
>
>
Unfortunately, it really is. I have done that exact calculation,
and that is the result.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

5146. Re: MagiCMAC infos available at:

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 21:35:13 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D0o1Ap.474@cix.compulink.co.uk>
Source record: 174814

In response to neptune@galaxy.owl.de's message:

> Information about _commercial_ questions regarding MagicMAC (i. e.
> availability, price, distributors, shipping etc.) are available at:

Being offered at the UK Atari shows at 129ukp

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #

5147. Re: A bit of Falcon w/powerPC chat (was something else with a bit of Falcon w/powerPC chat)

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 23:00:59 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.787186859@txfs1.hfb.se>
Source record: 174815

In <3cahea$693@bigfoot.wustl.edu> ve1@ritz.wustl.edu (Vladimir Elberg) writes:

>The REAL Good soundcards are the AWE-32 and the GUSMAX. The AWE-32 for the PC
>just kills the falcon (its $200.00) and it just blows the falcon away in just
>about every aspect. At this point, I would not go for the Falcon using MIDI or
>anything else unless you are an Atari advocate, you would get ripped off...

Hmm does it?

Do it use DMA? Can it play >100 Midi tracks simoultaneously while
playback 8 channels of sampled sound? (and so on, and so on....)

Does it have digital output?

(Do you get a computer whith the AWE card for 200????)

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

5148. Re: Power Supply Board

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 23:18:30 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-ELLXEFUW@ttgk.textlitho.nl>
Source record: 174722

In <D0CLM8.61G@eunet.ch> Kurt Mueller wrote :

>: Sometimes only the rectifier went belly-up or one of the capacitors is
>: leaking (they dry-out during the years).
>
>There is about 300V on the primary cirquit. So the rectifier is ok.
>But the leaking might be an issue. I'll try that
>
Hi Kurt,
Check all resistors out in the primary circuit, I'll bet there is one
(about 100k to 500k) which is defect. This resistor 'starts' up the
switching transistor on power up. It's connected to the +300V and the base
of the transistor. If you replace this one I bet it runs OK.
Good luck, and watch out for the capacitors voltage, with this resistor
being 'gone' the voltage will stay on the cap for quite some time.
Discharge it through a suitable resistor (100 ohm 'till 1 K or so)

Gert

--

-- --
Atari TT-Point
-- --

5149. Re: Internal SCSI adapter for MegaSTE

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 23:54:25 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0o7qq.Evx@cix.compulink.co.uk>
Source record: 174817

In message <D0Iu39.2HG@cix.compulink.co.uk>, sidcelery@cix.compulink.co.uk said:

> Having spoken to Tom Harker at ICD it seems the AdSCSI Micro isn't
> directly compatible with the Mega STE but apparently can be 'made
> to work' and I know someone who has done it but don't know exactly
> how. So it seems the only choice you have is the Atari effort, which
> I've just seen a someone is advertising for sale in here.
>
> I'd lie to be proved wrong in this if anyone can come up with some
> supplier details and costs.

I bought a MSTE in 1992 with an internal ICD AdSCSI Micro host adaptor internal. This drove a 105Mb Quantum HD and worked fine. I've since sold the machine (to get a TT), but the dealer I bought it from was 'Ladbroke Computing' (0772) 203166 (uk phone)

:-)

Roland.

@CiX

5150. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 23:54:27 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0o7qs.EwI@cix.compulink.co.uk>
Source record: 174816

In message <3c33mu$i9u@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au said:
> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>
> > 1) Compatibilty. PC software which gets 'clever' still get a IDE
> > drive to play with.
>
> Such as? Viruses is all I can think of.

If I knew - then I wouldn't have to take this form of insurance.

> If you already have a SCSI controller, you may as well buy SCSI drives.
> They are faster under multitasking operating systems (eg. Linux).
> This goes for 680x0 Linux equally.

Well actually I didn't have a SCSI controller already. I was in the
situation of buying a basic (but reasonably) decent working PC and adding
a few bits myself. I had no intention of buying a SCSI controller from my
dealer as I was sure I could get one cheaper. Also I had no intention of
buying anything less than a working PC. Finally I was getting an IDE
interface for free as it was on the multifunction peripheral card.
Therefore I decided a small IDE drive was in order.

Now as it happens I bought a rather larger IDE drive as it didn't really
add much to the cost. And also as it happens I aquired a decent SCSI card
very quickly. So yes I could dispense with the IDE drive. However as I said
before its cheap and it works - and I fully intend to hang eveything else
of the SCSI bus.

Roland.

@CiX

5151. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-11 23:54:29 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0o7qt.Ex7@cix.compulink.co.uk>
Source record: 174818

In message <3c3418$ivd@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au said:
>
> I thought that too. But in reality, I've hardly used DOS/Windoze AT

I hardly use Windows. But then as I currently only use the PC for games
I've still got 340Mb of disk space *unformated* on it, letalone full up!

> > You read my mind. Appart from the initial IDE drive *everyhting*
> > else will be SCSI.
>
> What a waste! DAT and CD-ROM have no use for the SPEED of SCSI - only
> hard drives need it.

Its those pesky IRQs and DMA channels. I only need one set for a SSCI card.
And also don't forget I have a TT as well (this is the Atari conference
;-).

A propreitry tape or cd-rom drive doesn't help my TT much.

> Unlike hard-drives, it is quite realistic to buy tape drives
> second-hand. (it is foolish for hard drives, since you are buying

I know - I'm on the look out!

> > A Colorado Jumbo 250 PC tape drive (250Mb with compression) costs
> > under 100ukp. (all prices *excluding sales tax (VAT)).
>
> These things are useless. 250M is NOTHING these days. And the tapes
> cost a fortune compared to DAT tapes (2Gb DAT tapes are AU$30).

For relatively small HDs they are still quite cost effective. However once
over the 250Mb mark the cost of the media (DC2120s @ 15ukp approx) start
to outway the cost savings of the drive. 60m DAT tapes are available in
the UK for 6ukp (+VAT) in bulk. Really I would like a DAT drive!

:-)

Roland.

@CiX

5152. 1040STfm memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 02:50:00 UTC
From: ernie.medori@canrem.com
Message-ID: <60.56648.4514.0N1C34B7@canrem.com>
Source record: 174839

A friend of mine has an Atari 1040STfm with 1M of memory. He wants to expand the memory if possible to 2M or more and has heard of a mod to do this. The memory is the original soldered-in type. Can anyone help or point him in the right direction? Thanks.

---
* KWQ/2 1.2g NR * Internet: ernie.medori@canrem.com

5153. 1040STfm memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 03:06:00 UTC
From: ernie.medori@canrem.com
Message-ID: <60.56650.4514.0N1C34CE@canrem.com>
Source record: 174840

A friend of mine has an Atari 1040STfm with 1M of memory. He wants to expand the memory if possible to 2M or more and has heard of a mod to do this. The memory is the original soldered-in type. Can anyone help or point him in the right direction? Thanks.

---
* KWQ/2 1.2g NR * Internet: ernie.medori@canrem.com

5154. Re: Atari newbie request chess programs for ST1040

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 03:10:18 UTC
From: Bill Repetto <brepetto@delphi.com>
Message-ID: <p80U+la.brepetto@delphi.com>
Source record: 174819

Battle Chess is not all that bad, either. The entertainment aspect of it aside, it's also a pretty good chess program. I have the ST version and the Windows version. The Atari version is FAR superior.
Bill R.

5155. Re: What's the latest version of Mark Williams C?

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 08:26:30 UTC
From: evgaster@hvsae01.ns-nl.att.com
Message-ID: <D0ovG6.7Gs@nntpa.cb.att.com>
Source record: 174825

selick@acs2.bu.edu wrote:

: I just got a 1040STF and it came with Mark Williams C v2.1.7 with a 3.0.6
: update set. Is there a newer version available? Are there any files I should
: know about - pd libraries, must have accessories, etc.? Will it work with
: Mint, and can I use the pd mint libraries?

I use 3.0.5. There is a 3.0.9 but as far as I know no newer version
beyond that. I use it on my Falcon to continue MicroEMACS development. I
am not aware of any 'need to have' PD additions. MWC comes as a very
complete package on it is own.

I can't get the linker to work with mint, it always bombs. The rest
works well in a TOS window.

You could try to compile the mint libraries for use with MWC, but there
will be quite a bit of handwork involved.

regards,
ed.m.van.gasteren@ns-nl.att.com

5156. Re: Should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 09:09:18 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.787223358@wheatley>
Source record: 174827

>I'd be brief and say this: if you get Cubase Audio, the sound capabilities
>of Falcon are "sufficient", like they say in Mercedes-Benz specs :-)
>You'll get quality up to DAT-rates (48Khz in 16-bit) and this in 8-16
>simultaneous tracks with realtime manipulation.

And a quick plug for Logic Audio Falcon too (sorry, Pekka, couldn't
resist! :-) CD quality DA with Time Stretching/Pitch Shifting, Audio
Groove and Audio to Score streamer. And a wonderful (IMHO) sequencer, too.

Cubase & Logic are _the_ Falcon music applications... check them out :-)

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

5157. To all at the London Atari show

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 09:33:11 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.787224791@wheatley>
Source record: 174828

Great show!

It was nice meeting so many guys and gals in the Atari community, and
although many people were feeling a bit let down about the state of Atari
in general, it was nice to see that people in the Atari scene are still
supporting it fully.

And the Vic-bashing-Trenton debate was good too, although Neal O'Nions
capably stopped any fists flying :-) :-)

Hope the next one goes down equally as well.

C ya next year,
--
```
-------------------------------------------------------
|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
-------------------------------------------------------
```

5158. Re: SLIP emulator for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 09:46:02 UTC
From: knarf@nasim.cube.net
Message-ID: <3ch64q$9um@nasim.cube.net>
Source record: 174838

Steven Whatley (swhatley@blkbox.com) wrote:

> I would like to make sure my quesiton was clear. I am talking about a
> psuado-SLIP. I have a shell account. I want a pair programs. One runs
> on the host which transfers any socket request it receives from my ST to a
> socket on the host. The other sends socket requests to the host
> program.

The thing you are looking for is called `term'. The latest version
ported for MiNT and MiNT-Net is 2.2.4. Be sure to install the same
version on the `other' side in order to avoid compatibilty problems.

> So, my ST will be using the host's IP address. I understand that Iwill
> not be able to run servers on my ST. I'm only interested in using the
> clients, especially ncftp.

You have to relink ncftp with the libtermnet.a on your ST in order to
use the term connection for ftp.

Bye,
Knarf
--
Frank Bartels | UUCP/ZModem: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

5159. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 09:57:59 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ch6r7$hj8@percy.cs.bham.ac.uk>
Source record: 174829

ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>Papyrus is an excellent program, the best WP processor for the Atari IMO.
>It still lacks many features that are available on leading WP for PC and
>Mac. Word count, thesaurus, macros, colour graphics support, grammer
^^^^^^^
It but a speeling checker has.

;-)
--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5160. Re: Problem with HD disks, PLEASE HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 10:03:52 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.61.000A10CF@lobby.ti.com>
Source record: 174850

In article <3cc4sj$b3j@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.)
writes:
>From: sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.)
>Subject: Re: Problem with HD disks, PLEASE HELP!
>Date: 10 Dec 1994 11:53:55 GMT

>In article <3c9ud7$atd@nippur.irb.hr>, npetrlik@public.srce.hr (Neven Petrlik)
>writes:
>>
>>
>> Hi to all !
>>
>> I have 1040STFM, HD 60, and a DD disk drive.
>> Recently, I bought 100 HD noname
>> disks already formatted to 1.44MB and tested.
>> I format them with Fastcopy Pro to 11 sectors,
>
>
>You can't use HD floppy disk on a DD only disk drive,
>you will have to replace the drive with a HD one, then you
>can format them to DD track standards....
>***
>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
>* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
>***

Not true, you can format them and use them, provided your floppy drive does
not have the auto density detector (I am not sure what it is called but it
automatically detects the density of the disk inserted).

The trick is to trick it to see a DD disk instead of a HD disk. Do this by
covering the hole at one of the corner, which is on the other side of the
read/write hole. This hole does not have the slider to close it, so you can
use some sticky tape. Just make sure that light cannot go through it, as the
detector works on light.

William

==
William Wong, M/S: 4271
Factory System, Internet Email: wongck@lobby.ti.com
Texas Instruments Singapore MCI Email: 4673356@mcimail.com
========== Disclaimer: I don't speak for TI; TI doesn't speak for me ========

5161. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 10:06:59 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3ch7c3$gd@matrix.fwi.uva.nl>
Source record: 174830

cherborth@semprini.waterloo-rdp.on.ca wrote:

:In <3c9e9c$i27@matrix.fwi.uva.nl>, Martijn Dekker writes:
:>cherborth@semprini.waterloo-rdp.on.ca wrote:
:>:
:>:Oh, and I guess your new DOS 6.22 is '486-optimised? All of your DOS and
:>:Windows apps require a '486 or better? Yah, right. I'll bet 95% of
:>:your DOS apps run fine on an 8088 (drag out those old XTs!) and *all* of
:>:your Windows apps run fine on a '286.
:>
:>how was talking about DOS? I do not use DOS.
:
:Uh, 95% of PC owners do. AFAIK, that's what we're talking about here.

no, we were talking about PC's. Not PC+DOS+Windows. I don't care what most
users do with their PC, what interests me is: what are PC's capable of
and what are Ataris capable of.

:
:>And who is talking about being '486 optimized'? Anyhow, the 486 + DOS/Windows (an
upgraded
:
:Uh, we are. I was making a point that almost _nothing_ in the PC
:industry is optimised to take advantage of the '386, '486 or Pentium.
:
:>8088 according to you) beats the falcon, so it is obvious what happens
:>when you do NOT use DOS/Windows....
:
:I don't claim _anything_ running DOS/Windows "beats" a Falcon. You seem
:to be comparing Apples to Oranges. I don't think I was saying anything
:about "foo is better than an Atari bar!" in this thread; I was mainly
:just complaining about how the technology is underused, and how
:expensive a decent TT or Intel-based system would be.

lets assume most of the pc technology is underused. Then _still_ the PC's
are the faster machines. So what why do you want a TT?

:
:>The only thing that is important is that a 486 running whatever OS, is WAY
:>faster than a falcon.

I still think this is true.

:
:Gee, the '486 is only about 2x the speed of an '030 at the same clock
:speed (AFAIK), and I don't see too many 16Mhz '486 systems... I _do_

:see most '486 systems running brain-dead DOS, which means they might as
:well be 100Mhz 8088 chips...

that maybe true but who cares about this? it is the potential of the
hardware that counts (as long as there are OS`s around that use this
potential, these OS's are around BTW)

:
:>:I know all the DOS apps I run at work are 8088, and all the Windows apps
:>:(including FrameMaker 4 and CorelDraw 3) would run on a '286. At least
:>:I'm running Os/2 to get _some_ use out of the Protected Mode of the
:>:'486...
:>:
:>:You seem to think that Atari users have absolutely no experience with
:>:other, more modern systems.
:>
:>You seem to think all PC users use DOS/Windows.
:
:I seem to _know_ that 95% of PC users use DOS/Windows. When _I_ am I PC
:user, I use OS/2 or Linux. But OS/2 users, [UNIX varient] users, and
:Windows NT users are a very, very small group compared to the DOS users.
:And only those small groups are using the "full" potential of their
:systems.

so? does this make an expensive TT setup desirable?

(note the follow up line)
--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| Mail for info about Ishido
Math department |
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

5162. Re: File-formats for Atari ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 10:09:07 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ch7g3$hvd@percy.cs.bham.ac.uk>
Source record: 174832

neptune@galaxy.owl.de writes:
>In <3c4p98$ea7@percy.cs.bham.ac.uk> Chris Ridd wrote :
>
>>It usually costs a lot of money to chisel file formats out of people
>>like Word Perfect and Microsoft (eg try to get the Powerpoint file
>>format - it is NDA'd!) Things like RTF are freely available
>
>That's exactly the problem.
>
>But OPENDOC is a standard which everybody has agreed upon. That would perhaps
>be the solution for the future.

Except by Microsoft :-(

Who would bet on the rest of the world winning against Microsoft?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5163. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 10:17:32 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3ch7vs$i6l@percy.cs.bham.ac.uk>
Source record: 174833

obryan@gumby.cc.wmich.edu (Joan O'Bryan) writes:
>The key point being that MagicMac doesn't "emulate" a TT, or any other
>hardware. It provides an Atari-compatible AES/VDI/GEMDOS/etc environment
>for applications to run in, at the full speed of the host processor.
>
>Opposite to your evaluation, I wouldn't be surprised to see a Quadra
>(depending on the model) running ST software at 2-3x the speed of a TT.
>
>But, we'll just have to wait to see what information filters in from
>Germany (and the UK) when actual testing is done (and how much compat-
>ibility MagicMac has achieved).

MagicMac is *fast*! I was using it on Saturday at an Atari show on a
Mac portable (a 170), and Papyrus was working faster than MS Word on
the same machine with the same file... It seemed equal to my TT, and
this was only a lowly 25Mhz 030 machine :-)

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5164. Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 10:18:59 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ch82j$hlt@dux.dundee.ac.uk>
Source record: 174831
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Okay, here it comes...again!!!

Atari Falcon 030 Specifications

CPU: Motorola 68030 32-bit microprocessor @ 16MHz w/ 32-bit bus
FPU: Motorola 68881/68882 @ 16MHz (optional)
DSP: Motorola 56001 Digital Signal Processor running in parallel @ 32MHz
w/ 32kWords (24-bit) of local zero wait state static RAM
ROM: 512kB
RAM: 1, 4 or 16MB(14MB usable) on daughterboard (RAM is 32-bit wide)

Expansion bus: Internal 'Processor-Direct' slot for 386SX emulation
(third party 386SX emulator nearly completed) or other
co-processors/etc.

Video: (See below for specific video modes/resolutions.)
16-bit BLiTTER @ 16MHz (also handles hard drive access)
Accepts external video sync to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan support
Hardware-assisted horizontal fine scrolling
VIDEL (video controller) sits on 32-bit bus

Audio: Stereo 16-bit Analog-to-Digital DMA input
Stereo 16-bit Digital-to-Analog DMA output
Eight 16-bit audio DMA record/playback channels
SDMA sound/DMA co-processor

Ports: 128kB cartridge port
2 9-pin mouse/joystick ports
2 15-pin STe enhanced analog/digital controller ports (Atari also
has new analog controllers w/ a joystick, 3 fire buttons, and a
12-key keypad)
MIDI IN, OUT/THRU
Bi-directional parallel port
RS232C serial port
SCSI II w/ DMA
Analog RGB/VGA/composite video connector
Stereo headphone out (1/8" mini-jack)
Stereo microphone in (1/8" mini-jack)
DSP port (up to 1MHz data transfer rate)
RF modulator for TV hookup
Localtalk compatible LAN (up to 250kbaud transfer rate)

Misc: Internal 1.44MB 3.5" HD floppy
Internal IDE 2.5" hard drive (optional)
Pre-emptive mulitasking OS (MultiTOS) w/ adaptive prioritization
and inter-process communication (also 68040 compatible)
Realtime clock and battery backed up RAM
1040ST-style case w/ internal fan
North American availability in mid-October

Price: 1MB/no HD - $799 list
4MB/65MB - $1399 list

Resolutions available on the Atari Falcon030 (c) 1992 Atari Corp.
Written by John Townsend
==========
This document may be re-printed again and again as long as the Atari
copyright remains intact.
==========

A couple of notes: Unlike previous machines, there are just too many
resolutions to give each resolution a name. Therefore, I will do my best
to describe what the resolution is and which monitor it is on.

- NOTE: TV and a Color Monitor are the same.. by Color Monitor, I am
talking about the standard SC1224. By VGA, I mean a standard VGA
Monitor.

40 column modes ("column" means the number of x pixels divided by 8)
---
4 color, normal, TV: 320x200, 4 colors, 2 planes
16 color, normal, TV: 320x200, 16 colors, 4 planes
256 color, normal, TV: 320x200, 256 colors, 8 planes
True color, normal, TV: 320x200, true color

4 color, interlace, TV: 320x400, 4 colors, 2 planes
16 color, interlace, TV: 320x400, 16 colors, 4 planes
256 color, interlace, TV: 320x400, 256 colors, 8 planes
True color, interlace, TV: 320x400, true color

4 color, normal, VGA: 320x480, 4 colors, 2 planes
16 color, normal, VGA: 320x480, 16 colors, 4 planes
256 color, normal, VGA: 320x480, 256 colors, 8 planes
True color, normal, VGA: 320x480, true color

4 color, line-doubling, VGA: 320x240, 4 colors, 2 planes
16 color, line-doubling, VGA: 320x240, 16 colors, 4 planes
256 color, line-doubling, VGA: 320x240, 256 colors, 8 planes
True color, line-doubling, VGA: 320x240, true color

80 column modes
---
2 color, normal, TV: 640x200, 2 colors, 1 plane
4 color, normal, TV: 640x200, 4 colors, 2 planes
16 color, normal, TV: 640x200, 16 colors, 4 planes
256 color, normal, TV: 640x200, 256 colors, 8 planes

True color, normal, TV: 640x200, true color

4 color, interlace, TV: 640x400, 4 colors, 2 planes
16 color, interlace, TV: 640x400, 16 colors, 4 planes
256 color, interlace, TV: 640x400, 256 colors, 8 planes
True color, interlace, TV: 640x400, true color

2 color, normal, VGA: 640x480, 2 colors, 1 plane
4 color, normal, VGA: 640x480, 4 colors, 2 planes
16 color, normal, VGA: 640x480, 16 colors, 4 planes
256 color, normal, VGA: 640x480, 256 colors, 8 planes

4 color, line-doubling, VGA: 640x240, 4 colors, 2 planes
16 color, line-doubling, VGA: 640x240, 16 colors, 4 planes
256 color, line-doubling, VGA: 640x240, 256 colors, 8 planes

and lastly.. there are compability modes for ST Low, ST Medium, and ST High on both VGA monitors and SC1224 monitors. (On a color monitor, ST High is achieved by using the interlace mode).

Also, the ST Monochrome monitor (the SM124) will work with Falcon030 as well. However, it only supports one resolution: ST High Resolution.

All modes on a TV can be overscanned. This means multiplying the X and Y resolution by 1.2. For example, modes with 320 pixels of horizontal resolution (X res) will become 384 pixels across, and modes with 640 pixels will become 768 across. Overscanning is done in the X and Y resolution. You can't do them independently. Special Note: On a VGA monitor, overscan is "faked".. since the video hardware doesn't have the capability to do overscan on a VGA monitor, we made it so that if a overscan mode is set on a VGA monitor, you still see the normal size screen, but the screen is a window onto the bigger overscanned image. Make sense? We did this for compatibility. This way if a game that has an overscanned starup picture can use the same pic on both the VGA monitor and the TV monitor. Pretty cool, eh? <grin>

BTW.. Overscan can NOT be set from the desktop. The AES and Desktop will work just fine with it, but because you can't see the parts of the screen, we thought that that option shouldn't be available from the desktop. We don't want to confuse people. However, Overscan can be set using a new XBIOS call (Vsetmode()).. so it is still available.

I hope I haven't made any mistakes. I triple-checked this document in search of errors and I couldn't find any. If you do find some, send me Email on GEnie (to TOWNS) or CIS (70007,1135) and let me know.

-- John Townsend, Atari Corp.

P.S. Anyone who would like to reprint this message, please do so! The smaller the number of times I have to type that message, the more my fingers with thank you! ;-)

After looking at this one more time.. one point to clear up: By saying SC1224 Color Monitor, I mean any Color Monitor that Atari

have manufactured for the ST/Mega/STE/MegaSTE computers. Clear
as mud? ;-)

Article: 33384 of comp.sys.atari.st
Path: i2unix!corton!mcsun!sun4nl!alchemy!piet
From: piet@cs.ruu.nl (Piet van Oostrum)
Newsgroups: comp.sys.atari.st
Subject: Re: The REAL Falcon specs wanted!
Keywords: Falcon specs.
Message-ID: <1992Sep1.120211.6162@cs.ruu.nl>
Date: 1 Sep 92 12:02:11 GMT
References: <1992Aug31.123840.1064@ludd.luth.se>
<1992Aug31.195705.18207@athena.cs.uga.edu>
Sender: network-news@cs.ruu.nl
Reply-To: piet@cs.ruu.nl (Piet van Oostrum)
Organization: Dept of Computer Science, Utrecht University, The Netherlands
Lines: 470
In-Reply-To: kjohnson@castor.cs.uga.edu (Kristopher Johnson)

I found this file on the local ATARI Company's BBS : (original in Dutch)

This article is written by Wilfred Kilwinger (Support Manager) for
Atari Briefing, the newsletter by Atari (Benelux) B.V. for the Atari
user groups. It was specifically stated that it could be reproduced. I have
translated it in English with the assumption that an English translation
would be considered the same as the original.

The original also contained a description of all the features of the Falcon
which have been reproduced here a zillion of times so I did not include
these.

Atari custom chips

VIDEL

The VIDEL takes care of the video functions of the system including
overscan, overlay mode and true color graphics

COMBEL

The COMBEL is the system manager of the Atari Falcon030. This chip controls
all system functions. Also the BLITTER is built in in this chip.

SDMA

The SDMA is the Sound DMA and controls the sound part. We have built in a
unique matrix switch function in this chip (more details in the second part)

KEYBOARD PROCESSOR

The keyboard processor has been improved and is now also suitable for high
resolution mice.

Besides the above custom chips the Atari Falcon030 has a number of standard chips like the Motorola 68030 and 56001 DSP. Another important chip is the CODEC in which the 16 bit AD and DA converters are located.

Video modi

As you can see in the survey of Operating System calls
the video hardware is complete sotware controllable. The following
combinations can a.o. be chosen:

Mode Resolution Bit planes Colors Palette

ST LOW 320x200 4 16 4096
ST MED 640x200 2 4 4096
ST HIGH 640x400 1 2 4096

True Color 640x480 8 256 262144
320x200 15bpp 32768 N/A

The last mode asks for some explanation. Here there is no color palette but
15 bits per pixel to describe the pixel itself. The format is
RRRRRGGGGGXBBBBB. VDI supports this mode thus programs that have not been
written for this mode specifically can use it nevertheless.
X is the overlay bit and can be used for video titling and special effects.

320x200 16bpp 65 N/A

This mode is called the slideshow mode, is not supported by the VDI, you
are on you own. X is an extra green bit.

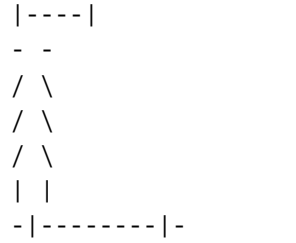
True Color in 640x480 is not possible because of the bandwidth of VGA monitors.

Mode Resolution Bit planes Colors Palette

VGA 320 of 640 1,4,8 2,16,256 262144 (Overscan
Video 200 of 400

With Video we mean the Atari SC-monitors, the TV modulator and/or the
composite video output.

All modes can be gegenlocked. With adaptors we convert
the 15-pole video bus to thee standard Atari or VGA connections.



Matrix coupling

To make the system performance in the audio part as good as possible Atari
designed a miniature 'telephone exchange' that can easily connect the
source devices to the receiving devices. Also it is possible to make more

than one connection at a time.

Source devices

EXT INPUT ---*-------*------*------*
CHANNEL | | | |
| | | |
DSP ---*-------*------*------*
TRANSMIT | | | |
| | | |
ADC ---*-------*------*------*
| | | |
| | | |
DMA ---*-------*------*------*
PLAYBACK | | | |
DMA DAC DSP EXT OUTPUT
RECORD RECEIVE CHANNEL

Receiving Devices

Ports andn interfacing

DSP CONNECTOR (DB26 Female)

Pin Signal Pin Signal

1 GP0 14 GND
2 GP1 15 SRD
3 GP2 16 GND
4 P_DATA 17 +12V
5 P_CLK 18 GND
6 P_SYNC 19 R_DATA
7 n/c 20 R_CLK
8 GND 21 R_SYNC
9 +12V 22 EXT_INT
10 GND 23 STD
11 SC0 24 SCK
12 SC1 25 GND
13 SC2 26 EXCLK

SCSI CONNECTOR (flat 50 pins SCSI II Female)

Pin Signal Pin Signal

1-10 GND 37 Not Connected
11 +5V 38 +5V
12-14 Not Connected 39 Not Connected
15-25 GND 40 GND
26 SCSI 0 41 ATN
27 SCSI 1 42 GND
28 SCSI 2 43 BSY
29 SCSI 3 44 ACK
30 SCSI 4 45 RST

31 SCSI 5 46 MSG
32 SCSI 6 47 SEL
33 SCSI 7 48 C/D
34 Parity 49 REQ
35-36 GND 50 I/O

SERIAL PORT (DB9 MALE)

Pin Signal

1 Carrier Detect 5 GND
2 Receive 6 Data set ready
3 Transmit 7 Request to Send
4 Data Terminal Ready 8 Clear to Send
9 Ring Indicator

PARALLEL PORT (DB25 Female)

The parallel port has extra signal to ease the connection of scanners.

Pin Signal

1 Strobe 8 Data 6
2 Data 0 9 Data 7
3 Data 1 10 Acknowledge
4 Data 2 11 Busy
5 Data 3 12-16 Not Connected
6 Data 4 17 Select
7 Data 5 18-25 GND

MONITOR CONNECTOR (DB19 Male)

Pin Signal Pin Signal

1 Red 11 GND
2 Green 12 Composite Sync/Video
3 Blue 13 Horizontal Sync
4 Mono/Overlay 14 Vertical Sync
5 GND 15 External Clock Input
6 Red GND 16 External SYNC Enable
7 Green GND 17 +12V
8 Blue GND 18 M1
9 Audio out 19 M0
10 GND

SCC LAN-port CONNECTOR (8-pin Mini DIN Female RS-422)

Pin Signal

1 Handshake Output (DTR RS 423) 5 - Received Data
2 Handshake Input or External Clock 6 + Transmitted Data
3 - Transmit Data 7 General-purpose Input
4 GND 8 + Receive

ENHANCED JOYSTICK (DB15 Male)

Port A Port B

Pin Signal Pin Signal

1 UP 0 1 UP 1
2 DOWN 0 2 DOWN 1
3 LT 0 3 LT 1
4 RT 0 4 RT 1
5 PAD0Y 5 PAD1Y
6 FIRE 0 / LIGHT GUN 6 FIRE 1
7 VCC (+5 VDC) 7 VCC
8 Not Connected 8 Not Connected
9 GND 9 GND
10 FIRE 2 10 FIRE 3
11 UP 2 11 UP 3
12 DOWN 2 12 DOWN 3
13 LT 2 13 LT 3
14 RT 2 14 RT 3
15 PAD0X 15 PAD1X

MIDI PORT (DIN 5 Female)

MIDI OUT MIDI IN

Pin Signal Pin Signal

1 Thru Transmit 1 Not Connected
2 GND 2 Not Connected
3 Thru Loop Return 3 Not Connected
4 Out Transmit 4 In Receive
5 Out Loop Return 5 In Loop Return

New Operating System calls

This information is not complete, maybe subject to change and is certainly
not meant as documentation for programmers

DSP-calls

Dsp_DoBlock(a,b,c,d) (void) xbios(500,a,b,c,d)
Dsp_BlkHandShake(a,b,c,d) (void) xbios(501,a,b,c,d)
Dsp_BlkUnpacked(a,b,c,d) (void) xbios(502,a,b,c,d)
Dsp_InStream(a,b,c,d) (void) xbios(503,a,b,c,d)
Dsp_OutStream(a,b,c,d) (void) xbios(504,a,b,c,d)
Dsp_IOStream(a,b,c,d,e,f) (void) xbios(505,a,b,c,d,e,f)
Dsp_RemoveInterrupts(a) (void) xbios(506,a)
Dsp_GetWordSize() (int) xbios(507)
Dsp_Lock() (int) xbios(508)
Dsp_Unlock() (void) xbios(509)
Dsp_Available(a,b) (void) xbios(510,a,b)
Dsp_Reserve(a,b) (int) xbios(511,a,b)
Dsp_LoadProg(a,b,c) (int) xbios(512,a,b,c)
Dsp_ExecProg(a,b,c) (void) xbios(513,a,b,c)
Dsp_ExecBoot(a,b,c) (void) xbios(514,a,b,c)

```
Dsp_LodToBinary(a,b) (long) xbios(515,a,b)
Dsp_TriggerHC(a) (void) xbios(516,a)
Dsp_RequestUniqueAbility() (int) xbios(517)
Dsp_GetProgAbility() (int) xbios(518)
Dsp_FlushSubroutines() (void) xbios(519)
Dsp_LoadSubroutine(a,b,c) (int) xbios(520,a,b,c)
Dsp_InqSubrAbility(a) (int) xbios(521,a)
Dsp_RunSubroutine(a) (int) xbios(522,a)
Dsp_Hf0(a) (int) xbios(523,a)
Dsp_Hf1(a) (int) xbios(524,a)
Dsp_Hf2() (int) xbios(525)
Dsp_Hf3() (int) xbios(526)
Dsp_BlkWords(a,b,c,d) (void) xbios(527,a,b,c,d)
Dsp_BlkBytes(a,b,c,d) (void) xbios(528,a,b,c,d)
Dsp_HStat() (char) xbios(529)
Dsp_SetVectors(a,b) (void) xbios(530,a,b)
```

De volledige beschrijving van bovenstaande functie's staat in de Falcon030 Developers Documentation.

VIDEO SETMODE

```
int setmode( int modecode );
```

The setmode(int modecode) call is used to place the Falcon/030 SHIFTER into a specific mode. A bit-encoded value (called a "modecode") is passed to setmode() to set the mode. setmode() returns the previous mode that was set.

To help make the building of modecode values easier, here is a table of defines:

```
#define VERTFLAG 0x100
#define STMODES 0x80
#define OVERSCAN 0x40
#define PAL 0x20
#define VGA 0x10
#define TV 0x0

#define COL80 0x08
#define COL40 0x0
#define NUMCOLS 7

#define BPS16 4
#define BPS8 3
#define BPS4 2
#define BPS2 1
#define BPS1 0
```

Using these defines, you can build a modecode for any possible mode. For example:

```
For True Color Overscan:
modecode = OVERSCAN|COL40|BPS16;

For ST Medium Compatibility mode on a Color Monitor/TV:
modecode = STMODES|COL80|BPS2;

For ST Low Compatibility mode in PAL on a Color Monitor/TV:
modecode = STMODES|PAL|COL80|BPS2;

For 256 color, 80 column mode on a VGA monitor:
modecode = VGA|COL80|BPS8;

If you have a modecode and wish to know how many bits per pixel it
has, use the following:

if( modecode & NUMCOLS ) == BPS16 )
do_something_cool(); /* You have true color mode */

The setmode() call will return the previous modecode set. You must use
this value to get back to whatever mode you were in before you made your
setmode call.

int mon_type(void)

The mon_type() function will return the kind of monitor that is currently
in use. Here are the possible return values:

0 = ST monochrome monitor
1 = ST color monitor
2 = VGA monitor
3 = Television.

void ext_sync( int flag )

This function sets or clears external sync. If flag is set, external
sync is enabled. If flag is clear, then internal sync is used.

SOUND-calls

locksnd();
Used as a semiphore to lock the sound system. From other applications.

unlocksnd();
Used to release the sound system for other applications to use.

soundcmd(mode,data);
This command is used to get or set the following sound parameters.
If a negative number is used as the input then the current setting us
returned.

MODE OPERATION MEANING

0 LTATTEN Sets the current left channel output

1 RTATTEN Sets the current right channel output

2 LTGAIN Sets the current left channel input gain.
```

3 RTGAIN Sets the current right channel input gain.

4 ADDERIN Set the output of the 16 bit signed adder to
receive it's input from the ADC, Matrix or
both.

5 ADCINPUT Set the input the the ADC. The input can either
be the left and right channel of the PSG or the
left and right channel of the microphone.

6 SETPRESCALE Used for compatability. This prescale value
is used when the DEVCONNECT() internal
prescale value is set to zero.

setbuffer(reg,begaddr,endaddr);
This function is used to set the play or record buffers. REG selects
playback or record, while begaddr and endaddr are the buffers beginning
and ending locations.

(int) reg - (0) Sets playback registers.
- (1) Sets record registers.
(long) begaddr - Sets the beginning address of the buffer.
(long) endaddr - Sets the ending address of the buffer.

setmode(mode);
This function is used to set record or playback mode. The modes are as
follows:

MODE OPERATION
(int) 0 8 Bit Stereo
(int) 1 16 Bit Stereo
(int) 2 8 Bit Mono

settracks(playtracks,rectracks);
This function is used to sets the number of record or playback tracks.

setmontracks(montrack);
This function is used to set the output of the internal speaker to one of
the four tracks currently playing. The internal speaker is only capable of
outputing ONE track at a time.

setinterrupt(src_inter,cause);
This function is used to set which interrupt that will occur at the end of a
frame. If the frame repeat bit is on, this interrupt is used to allow for
double buffering the playing or recording of sound. Interrupts can come from
TimerA or the MFP i7.

buffoper(mode);
This function is used to control the operation of the play or record buffers
in the sound system. The input to this function is a bitmap. If mode is set
t0 -1 then the current status of the buffer operation bits is returned.

NOTE: The sound system contains a 32 byte FIFO. When transferring data to
the record buffer, software MUST check to see if the record enable (RE) bit
was cleared by the hardware. If the bit was cleared then the FIFO is flushed,

if not then software must flush the FIFO by clearing the record enable (RE)
bit.

dsptristate(dspxmit,dsprec);
This function is used to tristate the DSP from the data matrix.

gpio(mode,data);
This is used to communicate over the General Purpose I/O on the DSP connector.
Only the low order three bits are used. The rest are reserved. This call,
depending on the mode, can be used to set the direction of the I/O bits, read
the bits, or write the bits.

devconnect(src,dst,srcclk,prescale,protocol);
This function is used to attach a source device to any of the destination
devices in the matrix. Given a source device, this call will attach that one
source device to one or all of the destination devices. This call also sets
up the source clock and prescaler, protocol and protocol source if used.

sndstatus(reset);
This function gets the current status of the codec.

buffptr(pointer);
This function returns the current position of the play and record data buffer
pointers. These pointers indicate where the data is being read/written within
the buffers themselves. This function is also used to determine how much
data has been written to the record buffer. See buffoper().

The above is not yet complete. Atari has also routines for
JPEG and andio conversion.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

Article: 6027 of comp.sys.atari.st.tech
Path: i2unix!corton!mcsun!uunet!van-bc!jonh.wimsey.bc.ca!jhenders
From: jhenders@jonh.wimsey.bc.ca (John Henders)
Newsgroups: comp.sys.atari.st.tech
Subject: Re: DSP in the Falcon
Message-ID: <H.op5odQJVpyw@jonh.wimsey.bc.ca>
Date: 1 Sep 92 01:20:24 GMT
References: <H.H8xksAVnXI6@kynes.bison.mb.ca> <469@muller.loria.fr>
Reply-To: jhenders@jonh.wimsey.bc.ca
Organization: One of these days for sure
Lines: 27
X-Software: HERMES GUS 1.03 Rev. Apr 14 1992

In <469@muller.loria.fr>, Steven Eker writes:
>
>Things which the 56001 should be useful for include software sound synthesis
>& matrix*vector multiplcation (the basis of 3D vector games).
>

>If the DSP DMA is implemented right (does anyone have a programmer eye view of
>this yet?) is should be possible to use it as an extremely fast graphics
>processor for polygons/phong shading/texture mapping (I wonder if anyone
>will bother to write an "Ultima Underworld" type game for the Falcon?).
>I worry about this though - the DSP is 24 bits and the 68030 is 32 bits
>so there's plenty of room for Atari to screw up...
>
For anyone who hasn't seen the latest AEO, the Falcon appears to
have been design as a 24 bit computer, partly to maintain compatability
with existing software. This doesn't mean third party boards etc can't
extent that, but it explains the 14 meg memory limit. The other captures
from Jim Allen posts to GEnie say that the Falcon chips all seem to talk
at 16mhz. Another poster mentioned here that there's an 8bit processor to
dsp channel, I guess for uploading code into the dsp, though I don't
know if that means you can't tell the dsp to load a program from a memory
location itself, which would be faster, I'd guess.
Motorola says the top speed the 56001 is clocked at is 33mhz, so the
ad/da converters must be the parts clocked at 50mhz.

--
jhenders@jonh.wimsey.bc.ca

Article: 6050 of comp.sys.atari.st.tech
Path: i2unix!corton!mcsun!sunic!dkuug!imada!micro
From: micro@imada.ou.dk (Klaus Pedersen)
Newsgroups: comp.sys.atari.st.tech
Subject: Re: DSP in the Falcon
Message-ID: <1992Sep3.182630.19435@imada.ou.dk>
Date: 3 Sep 92 18:26:30 GMT
References: <H.H8xksAVnXI6@kynes.bison.mb.ca> <469@muller.loria.fr>
<H.op5odQJVpyw@jonh.wimsey.bc.ca> <262@artech.UUCP>
Sender: news@imada.ou.dk (USENET News System)
Organization: Dept. of Math. & Computer Science, Odense University, Denmark
Lines: 20

clint@artech.UUCP (Clinton Keith) writes:

>The adc/dac channel is driven off the DMA clock, which is driven off a
>sub-divided horizontal scan rate. The 525 scan line rate sub-divided
>by 12, 24, 48 and 96 give the 6250, 12500, 25000 and 50000 bytes per
>second DMA/CODEC rate. This is the same as the STE/TT.

In the very techie "test" of the Falcon in the German C'T you can read a
differend story:

"[external/internal clock, prescale 4-24 or 128]. Internally there is a
27.175MHz clock to select the for the STe known sampling rates of
12.5KHz, 25KHz and 50KHz, or 32MHz in order to use the full bandwidth of
the memory transfer, with an sampling rate of 62.5KHz on eight 16bit
channels. This is also the upper limit for the external clock."

(if the about dosn't make any sense then it is probaly because my german
is even worth than my english)

-Klaus

--
-- Rod
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

5165. Re: RGB vs VGAaargh!

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 10:19:33 UTC
From: sanders@sci.kun.nl
Message-ID: <D0p0oL.28n@sci.kun.nl>
Source record: 174837

In <D0J8x5.LEH@cix.compulink.co.uk> dcohen@cix.compulink.co.uk ("Daniel Cohen") writes:

>In message <3c2o17$9rr@josie.abo.fi>, THIETAVUO@FINABO.ABO.FI said:
> > In <D0DyE8.CtH@sci.kun.nl> sanders@sci.kun.nl writes:
> >
> > > Hello.
> > >
> > > First, let me tell you I like my Falcon. A lot. But what *really*,
> > > *REALLY* annoys me is the fact that I can't show it off to my
> > > friends. I used to have it connected to an old TV, and thus was
> > > able to show them rotating, texture mapped cubes, real-time fractal
> > > flights and all that. But now, since I (apparently) `downgraded'
> > > to this whimpy 17" trinitron multisync, I get SICK AND TIRED of
> > > all those demos and games refusing to work. The only demo thus
> > > far I was still able to run was qad3dvga, and that doesn't really
> > > take my Falcon to the limit, does it?
>
> > > there used to be `scanners' allowing for ordinary TV on monitors,
> > > but I sadly guess that these monitors would have to be able to sync
> > > downto 15 kHz, like the NEC 3D. Do such things still exist? I'm

>So how low does your Trinitron sync? I have the NEC 3D. A simple hardware
>switch (easy to build if one is competent, but I paid 20 pounds to System
>Solutions, London for one) lets me use it in both modes (I think, if your
>monitor syncs sufficiently low, it is just a matter of which pin is
>detecting a contact).

Well, the NEC 3D is one of the exceptions. It can sync downto 15 kHz
and can thus display TV. I was fiddling with my BlowUP settings and
got downto about 18 kHz, and the monitor still worked.

Anyhow, I just downloaded the X-perience demo, which I'm told will
work on VGA. We'll see...

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

5166. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 10:27:49 UTC
From: hofman@alcatel.nl
Message-ID: <3ch8j5$11e@btmplq.god.bel.alcatel.be>
Source record: 174834

In article <ELIVBBUW43UP@galaxy.owl.de>, neptune@galaxy.owl.de (Hendrik Mylius) writes:
>In <3c3s7v$ldb@btmplq.god.bel.alcatel.be> Peter Hofman wrote :
>
>>I do not agree. Custom chips make a system inflexible and hard to
>expand.
>>Look at the Atari 1040STf: a computer that is very hard to expand,
>>because it has e.g. a ROM port. Why not an expansion port??????????
>
>Isn't the ROM-port an expansion port of some sort?
>
>You can pug in scanners, EPROM-boards, ETHERNET-cards, and even a CD-ROM
>adaptor is available for the ROM-port.
>

Yes, but do you know how it works?
A read is done on the ROM port. The lower bytes of the address are used
to pass on information to the board connected to the ROM-port.

>You can customize your Atari with more RAM, Grafix-boards, MIDI, hardware-
>accelerators like PAK, SCSI-stuff, [HD|ED]-floppies, VME-boards in some
>models, and still more and more ...
>
>I don't get your point.

My point is:
It would have been much easier to expand the Atari ST when you would have
a REAL expansion bus on the outside in stead of a ROM-port.

By te way: Not everybody can afford TT or Falcon, so not everybody has
VME, SCSI etc. Also: we are not all hardware cracks.

>
>>Lets take a car as an example: FORD Capri. There were about 600 different
>
>Comparing apples with pears here, aren't you?
>
>--
>/Hendr!K/
> ``!``
> (☺ ☺)
>+-----------.oooO--(_)--Oooo.---
>---+
>| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, Ibh'ir
>|

>| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg
>bhg! |
>| D-32049 Herford Phone: +49-52 21-85 55 45
>|
>| Germoney .oooO PGP-Key: Send mail to subject:
>|
>| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key
>|
>+--------------\ (----(
>)--+
> _)) /
> (_/
>
>

--

That will be all

5167. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 10:45:44 UTC
From: contacts@mits.mdata.fi
Message-ID: <3ch9ko$lrl@prime.mdata.fi>
Source record: 174835

In article <3c9mu2$7f6@btmplq.god.bel.alcatel.be>,
Chris Gray <cgra@se.bel.alcatel.be> wrote:
>In article <3bs74b$err@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka Saarinen) writes:
>> (especially Englishmen who live next
>> to Germany)
>
>Are you talking about me by any chance?

Did I mention any names? :-)
I wasn't talking about English citizens who live in Belgium, but
about *all* people in England (England is near Germany: just across
the channel and to the left a bit...).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5168. Re: Multimedia software

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 10:45:48 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ch9ks$jd0@dux.dundee.ac.uk>
Source record: 174836

Henrik Lunardi Weide (chainxor@kom.auc.dk) wrote:
: In article 92u@dux.dundee.ac.uk, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
: > Is there a Multimedia authoring package for the Falcon?
: >
: > Rod
: >
: >
: > --
: > --
: > ===
: > Roderick McCall
: > Dept Maths & Science Fiction, University of Dundee, Saturn
: > President, Lip Theatre Co, Dundee University.
: > Tel: (01382) 644546
: > ===
: >

: APEX MEDIA, a totally new program that uses both processors to it's full.
: 25 frames/sec. in 512x380 65536 colors grabbing, high-speed morphing, real-time-zooming, realtime block-rotating etc.etc.etc.

Is there a deom of this or overlay available?

-- Rod
===
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
===

5169. Re: ST-Review...!! [nearly gone] NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 11:20:59 UTC
From: nj1@ukc.ac.uk
Message-ID: <10507@falcon.ukc.ac.uk>
Source record: 174841

Is there any chance of the ST Review team starting up another ST Mag - perhaps digging ST User out of it's grave???? Future have only bought the rights to ST Review - they can't stop the writers migrating to another mag!!!

Also, does this move mean there may not be any more of those UK Atari shows??? Unfortunately I missed the one in London yesterday (Darned trains :( ) but I would definately be annoyed it Future killed those off as well....

Neil.
--
Neil Jones-Rodway
University Of Kent

5170. Re: test

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 11:43:31 UTC
From: rstolk@intgp12.ih.att.com
Message-ID: <D0p4KJ.99@nntpa.cb.att.com>
Source record: 174842

In article <e7a_9412070753@satlink.oau.org>,
Carey Sparks <Carey.Sparks%239@satlink.oau.org> wrote:
>If you receive this message dave email me back! thanks,carey alert amb008
>--
>|Fidonet: Carey Sparks 1:363/239
>|Internet: Carey.Sparks%239@satlink.oau.org
>|
>| Standard disclaimer: The views of this user are strictly his own.
>| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).

Yep, we alll got this masage just like in alt.test

cheers Richard

5171. Re: File selector "message"

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 11:48:13 UTC
From: cc103@city.ac.uk
Message-ID: <1994Dec12.114813.23794@city.ac.uk>
Source record: 174844
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

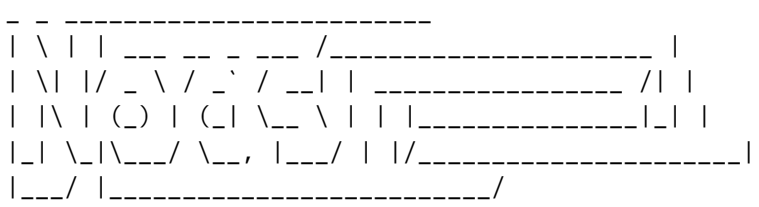
Brian Duff (bd@st-andrews.ac.uk) wrote:
: In article <ELFLABUSUp@stingray.manawatu.gen.nz>,
: Richard MORRIS <richard@stingray.manawatu.gen.nz> wrote:
: >Can anyone please tell me how to add a message to the file selector
: >(e.g. "Select file to LOAD"), from TOS 1.02? I am using UIS 3, and have
: >several proggies that use it, but have no idea how it is done.
: >

: With most languages, such as C wtc, you use fsel_exinput, but this only works
: for TOS versions >1.4. Most programs get round this by putting a box with
: text in it on the screen under the fileselector, but this causes problems
: with oddly sized selectors such as UIS, in that you can't actually see the
: text.

: I don't think there's a way to put text in the fileselector in TOS 1.02, but
: I may be wrong with regards to UIS...

If you are using Lattice C then you can use fsel_exinput no matter what TOS you are using, they have their own routines I think.

--



Stephen Norman - Nogssoft Software
E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Treat her like a lady and she'll always bring you home

5172. Atari FTP List

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 11:57:09 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3chdql$rqd@mserv1.dl.ac.uk>
Source record: 174843

```
Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -

Last edit: 12-December-1994
Additions/changes since last list: 2

- ftp.upjs.sk (158.197.16.30) (new site)
- ftp.inf.tu-dresden.de (141.76.1.11) (new site)

- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -

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// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :
-----------------------------------
USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
-------
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

CZECH REPUBLIC:
---------------
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

SLOVAKIA:
---------
```

```
ftp.upjs.sk.........(158.197.16.30)........./pub/systems/atari

NETHERLANDS:
------------
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)........./pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)........./pub/erikjan/Atari

FINLAND:
--------
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
-------
ftp.cnam.fr.........(163.173.128.6)........./pub/Atari/

GERMANY:
--------
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)...... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server...........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server............archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari
ftp.inf.tu-dresden.de....(141.76.1.11) ...../pub/atari/
```

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/
email server......archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)........ /pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)......... /pub/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)............/atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on

which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after
uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available
at your site. If you don't, ask your local system operator how to transfer
files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for
"low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from
disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- -
Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Smith (msh@dl.ac.uk) with permission from Hallvard

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with all data intact.

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5173. FS: Atari ST Color Monitor...

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 12:37:03 UTC
From: bensmith@teleport.com
Message-ID: <3chg5f$q38@linda.teleport.com>
Source record: 174845

I have an SC1224 Color ST Monitor for Sale or Trade for other ST Equipment! I'm looking for an ST Computer with at least One MEGabyte. Like a 1040ST. Or you can buy it for $100.. U.S.

For Best Results, E-Mail me at bensmith@teleport.com or for Faster Results, call Ben, Anytime at (503)256-9974 (VOICE/VOICE MESSAGING)

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

5174. Re: "Network" under MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 12:47:29 UTC
From: krlawson@myhost.subdomain.domain
Message-ID: <3chgp1$o42@t4.xgw.fi>
Source record: 174848

uel035r2a@tferi4 wrote:

: 2. Can I run more GEM applications at once under MiNT? I have downloaded kernel
: and TOSwin and I can run only TOS programs.

As far as I know you can only multitask many programs with Multitos, MagiC or
Geneva.. Multitos runs under MiNT.

--
****
** Kristoffer Lawson **
** krlawson@xgw.fi **
** Organizations: **
** Falcon Owners Group SF **
** -=-= KASVUA =-=- **
** For more info mail: **
** kasvua@freenet.hut.fi **
****

5175. Re: ST-Review...!! [nearly gone] NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 13:07:36 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.787237656@coombe>
Source record: 174847

nj1@ukc.ac.uk (N.Jones-Rodway) writes:

>Is there any chance of the ST Review team starting up another ST Mag - perhaps
>digging ST User out of it's grave???? Future have only bought the rights to
>ST Review - they can't stop the writers migrating to another mag!!!

Remember, Review bought out User, so STFormat owns the rights to both of
those names.

Vic Lennard has moved onto a Mac magazine (and is heavily pluggin MagiC Mac).

Trenton (St Format editor) has also moved on, so the Format editor space
is vacant at the moment.

>Also, does this move mean there may not be any more of those UK Atari shows???
>Unfortunately I missed the one in London yesterday (Darned trains :( ) but I
>would definately be annoyed it Future killed those off as well....

No - we had a vote on it in the meeting, and there will definately be more
shows (with a longer discussion forum next time). I think most exhibitors
had a pretty good weekend at the shows.

And did the trains _really_ run a whole day late...? That's pretty bad
service...

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

5176. Re: Xperience demo

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 13:09:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2eec4bb3_Christian.Andersson@ct.se>
Source record: 174716

```
>> Well, I can't Run the Demo on My TV, perhaps you have a newer version
>> which is fixed?
>
> I saw one of the programmers yesterday. He told me that the demo doesn't
> work on TVs which don't send a RGB signal (there are also problems with
> some multisync monitors), and that he won't fix it (for now) since he
> doesn't have much time.

So it would be possible dfor me if I connected my TV to the FGalcon Via SCART
instead of the RF?

Chris.
```

5177. DMA problems (was: Re: The dream atari...)

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 13:14:17 UTC
From: pi92pob@pt.hk-r.se
Message-ID: <1994Dec12.131417.10476@nomina.lu.se>
Source record: 174846

In article 000E3BB0@lobby.ti.com, wongck@lobby.ti.com (William Wong) writes:
> In article <3ca8v6$2c0@m.ehd.hwc.ca> bdean@hpb.hwc.ca (BLAIR DEAN) writes:
>
> >Just in case there might still be someone out there that needs to know,
> >the "bad" chip is part # C025913-38. The "good" chip in an STe is part #
> >C398739-001 or later.
>
> What were the problems -- was it HD access problems?
Yes, that was it!

This is what I made out of it when trying to analyse the problem.

When writing the DMAchip did some sort of systematic displacement of the data in the stream (something like 16 bytes OK add 4 unknown write 12 of the 16 supposed to follow etc.). Well, partitioning the HD with and ol STf all was OK, and then the STE could read it (a little) but soon (I think when writing) it trashed the partitions. For every time starting up the computer one or more partitions couldn't be found.

Well, I unsoldered the old DMA chip placed a holder there (good move if I may say so myself, since I got old one when ordering the first time :( ), plugged in the new chip and now everything works just fine. :)

/PO
~~~~~~
pi92pob@pt.hk-r.se Villa Flora | Musicians have more fun?!?
+46 (0)457 26165 372 36 Ronneby |
~~~~~~
~~~~~~~~~~~~ WWW homepage http://www.pt.hk-r.se/~pi92pob ~~~~~~~~~~~~
~~~~~~~~~~~~

5178. Re: ST-Review...!! [nearly gone] NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 14:17:07 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <3chm13$34q@olivea.ATC.Olivetti.Com>
Source record: 174849

HALL B J (cb170@city.ac.uk) wrote:
: nj1@ukc.ac.uk (N.Jones-Rodway) writes:

: >Is there any chance of the ST Review team starting up another ST Mag - perhaps
: >digging ST User out of it's grave???? Future have only bought the rights to
: >ST Review - they can't stop the writers migrating to another mag!!!

: Remember, Review bought out User, so STFormat owns the rights to both of
: those names.

: Vic Lennard has moved onto a Mac magazine (and is heavily pluggin MagiC Mac).

: Trenton (St Format editor) has also moved on, so the Format editor space
: is vacant at the moment.

And what will happen to our ST-Review Subscriptions ?????

Savino Grillo - Olivetti - ITALY - grillo@iconet.ico.olivetti.com

5179. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 15:17:27 UTC
From: subbarao@concorde.fc.hp.com
Message-ID: <3chpi7$ncs@tadpole.fc.hp.com>
Source record: 174702
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

```
In article <19941211.105835.74@mipc-08.brunel.ac.uk>,
Mark Smith <ee91mds2@brunel.ac.uk> wrote:
>In article <niteowl-1012941258250001@rusxppp06.rus.uni-stuttgart.de>,
> niteowl@studbox.uni-stuttgart.de (Werner J. Lilie) wrote:
>
>> Note : both files are a mere 18K in size.
>
>That makes no difference. It is bad netiquette to post binaries in
>discussion groups. Also, if you are downloading via a dial-up SLIP link, it
>takes a while to download 18K, time which the recipient is paying for.

Quit your damn whining. Nobody's putting a gun to your head saying you have
to read news. Watch more discussion be generated about this than the
actual innocuous posting!

-Kartik
```

5180. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 15:49:12 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.JsiPHfRW4LQ@semprini.waterloo-rdp.on.ca>
Source record: 174766

In <bwanga-0912941945220001@tsb-44.ucsc.edu>, Tim Seufert writes:
>In article <H.eg.vyVDbPTlH6Y@semprini.waterloo-rdp.on.ca>,
>cherborth@semprini.waterloo-rdp.on.ca wrote:
>
>> Oh, and I guess your new DOS 6.22 is '486-optimised? All of your DOS and
>> Windows apps require a '486 or better? Yah, right. I'll bet 95% of
>> your DOS apps run fine on an 8088 (drag out those old XTs!) and *all* of
>> your Windows apps run fine on a '286.
>
>Though you seem reasonable in the other post, this is absolutely wrong,
>unless you define the word "fine" to include running at molasses speeds
>and, in many cases, not running at all. :-) (A DOS app might be compiled
>for / written in 8086 code, but if it requires a significant amount of
>free RAM, like anything approaching 600 K, it's pretty much toast without
>a 386 or better and a memory manager.)

Again, you've missed the point. The _applications_ are all 8088. The
memory managers, which those appliations _might_ use to access > 640k of
memory via extended (or is that expanded?) memory, can use '386
instructions all they want, but the _applications_ don't bother.

>Though 16-bit Windows apps don't need a 386 or better, Windows itself
>really does.

"Enhanced" mode Windows requires a '386, "Standard" mode runs on a '286.
You wouldn't want to, though, if you had access to a better machine.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

5181. Re: 8MHZ 68000 vs Pentium

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 16:12:01 UTC
From: "V. Minder" <vmin@urba.ulg.ac.be>
Message-ID: <19941212.174917.366961.NETNEWS@VM1.ULG.AC.BE>
Source record: 174712

Hi,

This might interest you - though not exactly Atari-related.

ARDI (Abacus Research & Development, Inc -questions@ardi.com) has
a Macintosh emulator that runs under DOS, Linux and NEXTSTEP. They
have programmed what they call a "synthetic CPU" which gets them
plain Quadra performance on a 486 DX4/75 and over Quadra specs
with a Pentium90.

Their code is so efficient (esp. when compared to PowerMac-based
emulation) that Apple Computer itself has showed interest (you may
know that through the MAE project, Apple is thinking about encouraging
the use of MacOS on foreign platforms).

The emulator is called "Executor" and these performance matters have
been discussed on the executor@nacm.com mailing list a while ago.

Bye,

Vincent Minder
vmin@urba.ulg.ac.be

5182. Is Spectre GCR still supported ? Where can I find it ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 16:24:49 UTC
From: "V. Minder" <vmin@urba.ulg.ac.be>
Message-ID: <19941212.175052.880758.NETNEWS@VM1.ULG.AC.BE>
Source record: 174713

Hi,

Does GCR still exist ?
From what store can I buy it ? (It'd have to be sent to Belgium)
How much would it cost ?
Do I have to buy the Mac ROMs separately ? (If not, how much $)
What are the latest Mac ROMs supported ?
Will it run fine on a TT with SCSI drives ?

Thanks for E-mailing me your information if possible (I'll try
and keep an eye on this group anyway).

Vincent Minder
vmin@urba.ulg.ac.be

5183. Jaguar

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 16:39:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <787250340snz@chowgar.demon.co.uk>
Source record: 174726

Does anybody want to swap my brothers copy of Alien Vs Predator for any other Jaguar game ?

--

Simon Moore
smoore@chowgar.demon.co.uk

5184. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 17:02:34 UTC
From: sinclair@ins.infonet.net
Message-ID: <3chvna$aqr@insosf1.infonet.net>
Source record: 174701

In article <3ccslr$4pg@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
>I just have to say that I can't stand to use a Mac.
>
>I was in a computer lab trying to use a Mac LCII to use MS Word. It was
>so slow, I couldn't get any work done. The responce was awful.

I know what you mean. Should of tried Write Now.. I bet that MS Word would
also have been slow on a Falcon as well if available..

>
>When I asked to be moved to one of the Quadras, it was an order of
>magnitude faster at processing, but the interface wasn't any better. It
>took just as long for windoes, dialogs and menus to do anything. It was
>still unbearably slow.
>

Thats funny. It's amazing fast in the computer lab..

>Ironically, I ended up going to a 386-25 to actually get work done.

Well that 386 was not running under 16 bit color and Windows was it?

>
>I don't know how they did it, but Apple did an impresive job of
>destroying the performance of the 68040.

The performance is fine..Whats wrong with the Mac you are using..

>

-Peter

5185. Re: Pascal for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 17:41:41 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94346.124141STIRRE31@MAINE.MAINE.EDU>
Source record: 174705

Rod,
Personal Pascal from OSS works fine with my Falcon. The best thing was
that it was $10 US. I haven't had time to program much, though, so I
can't comment on any specifics. Seems like a decent package, though.
-scott tirrell

5186. Re: Jaguar Vs SNES Vs PC

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 17:51:23 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94346.125123STIRRE31@MAINE.MAINE.EDU>
Source record: 174706

<Regarding the comment of AvP being a Wolf clone>
It is vastly different. The graphics are incredible and really get the player involved in the game. Also the randomness of the monsters and roleplaying aspects of the game (can be Alien, Predator or Marine and each have a different mission) adds a lot to the game. The Doom Alien patch is decent but does not include these elements. It is still the same Doom- a bloodbath where the creatures are always in the same place. I am not saying I don't like Doom- it is fun. Luckily the Jag has Doom too. And the Jag is just a hair less expensive than a PC.
I enjoy computing with my Atari and with a nifty system like the Jag I can also play wonderful games (although personally I use a 7800 for gaming). Just some thoughts.
-scott tirrell

5187. Re: Looking for scanning-SW

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 17:53:54 UTC
From: frank@theshack.demon.co.uk
Message-ID: <787254834snz@theshack.demon.co.uk>
Source record: 174729

In article <98d_9412120658@centron.com>
Martin.Stacey@f1.n200.z777.fidonet.org "Martin Stacey" writes:

> CGS ComputerBild did the DTP package Didot and IIRC one of the associated
> programs supported the epsom GT9000 scanner.
>
> Sorry can't remember details of the costs etc but you could try them on
> +44 (0)181 679 7307

CGS sell the software for the Epson GT scanners - according to their
latest ad, it's as follows:

GT Look: II Scanning Software normally 250ukpounds, Xmas offer 150ukp.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
: Frank.Charlton@ooh.embassy.co.uk
= PGP 2.6 Public Key available on request

5188. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 18:05:03 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412121708.AA00721@ilmen.lanl.gov>
Source record: 174703

In article 4pg@mother.usf.edu, millert@grad.csee.usf.edu (Timothy Miller) writes:
>
>I was in a computer lab trying to use a Mac LCII to use MS Word. It was
>so slow, I couldn't get any work done. The responce was awful.

The LCII -is- a slow machine, period. MS Word is powerful, but it's also a resource hog that demands a fairly quick box to take advantage of it. I shudder to think how slowly a full bore version of Word 5.1/6.0 would run on a 16MHz 030 Falcon (but I wish we had a version of it to try). ;-)

>When I asked to be moved to one of the Quadras, it was an order of
>magnitude faster at processing, but the interface wasn't any better.

Given the same System software, the interface is the same, of course.

>Ironically, I ended up going to a 386-25 to actually get work done.

Did you run MS Word for Windows with this 386-25 or just use a DOS word processor? Not having to maintain a fancy GUI interface makes a huge difference in performance on any machine.

>I don't know how they did it, but Apple did an impresive job of
>destroying the performance of the 68040.

More likely than not, your complaints are founded mostly in your unfamiliarity with the Mac interface and the apparent sluggishness of System 7.x. Personal productivity depends greatly on what you are used to. The 040 and PowerPC Mac's actually -are- fast machines. But if you prefer something else (like a PC), nothing in the world is going to easily convince you otherwise.

Let's face it, few things in life are as simple and elegant as the Atari GEM desktop interface. But time marches relentlessly onward, and without ongoing software support and new hardware developments, it's a moot point anyway.

-Hutch- @ Fair Dinkum Tech

5189. Re: insel_intide_A.gif.uu (GIF file,Re:Pen

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 18:19:22 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412121722.AA00726@ilmen.lanl.gov>
Source record: 174704

In article ncs@tadpole.fc.hp.com, subbarao@concorde.fc.hp.com (Kartik Subbarao) writes:
>In article <19941211.105835.74@mipc-08.brunel.ac.uk>,
>Mark Smith <ee91mds2@brunel.ac.uk> wrote:
>>
>>That makes no difference. It is bad netiquette to post binaries in
>>discussion groups. Also, if you are downloading via a dial-up SLIP link, it
>>takes a while to download 18K, time which the recipient is paying for.
>
>Quit your damn whining. Nobody's putting a gun to your head saying you have
>to read news.

How interesting. I didn't take Mark's comment to be whining at all. He simply explained that this practice costs some people money out of their pocket and this is the reason we have separate .binaries and .sources groups. By trying to follow the net-rules, when possible, everyone can get more enjoyment and utility out of the newsgroup. Is that too much to ask? I think not.

No one is putting a gun to YOUR head to be polite and considerate of others. While it would be nice if you would try it sometime, it's still your choice.

-Hutch- @ Fair Dinkum Tech

5190. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 19:26:55 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3ci85v$ro1@m.ehd.hwc.ca>
Source record: 174708

William Wong (wongck@lobby.ti.com) wrote:
: In article <3ca8v6$2c0@m.ehd.hwc.ca> bdean@hpb.hwc.ca (BLAIR DEAN) writes:

: >Just in case there might still be someone out there that needs to know,
: >the "bad" chip is part # C025913-38. The "good" chip in an STe is part #
: >C398739-001 or later.

: What were the problems -- was it HD access problems?
:

You got it. In my case, I formatted & partitioned my drive, setting it
with a 5Meg boot partition (C) and 2 40 meg partitions (D & E).
I would get scrambled directories and sub directories and the boot
partition went totally missing a number of times. Changed the DMA chip
and haven't had a problem since.

I see from your .sig, you have a Mega STe. AFAIK problems with the DMA
chips, this particular problem anyway, was only with the very early 1040
STe's.

: +===+
: William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
: Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
: MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
: "I can't quite make a PC sing, but roll over and play dead is easy!"
: +========================== Disclaimer: What I say here is my own view =====+

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

5191. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 19:47:54 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3ci9da$2pbd@sat.ipp-garching.mpg.de>
Source record: 174710

sinclair@ins.infonet.net wrote:
> In article <3ccslr$4pg@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller)
writes:
> >I was in a computer lab trying to use a Mac LCII to use MS Word. It was
> >so slow, I couldn't get any work done. The responce was awful.

> I know what you mean.

Me too.

> >When I asked to be moved to one of the Quadras, it was an order of
> >magnitude faster at processing, but the interface wasn't any better. It
> >took just as long for windoes, dialogs and menus to do anything. It was
> >still unbearably slow.

> Thats funny. It's amazing fast in the computer lab..

Problem with MS Word is that it doesn't use the routines of the OS which
are supposed to do the GUI-stuff, it uses its own (AFAIK). Therefore,
MS Word is (e.g.) surprisingly slow on a PowerMac or on S 7.5 since
it cannot take advantage of the optimized OS routines.

> >I don't know how they did it, but Apple did an impresive job of
> >destroying the performance of the 68040.

Fully agreed. Ever heard of "fatware" ? :-)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

5192. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 19:50:32 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D0pr48.2u7@cix.compulink.co.uk>
Source record: 174709

It was announced at a UK Atari show yesterday that CLAb now own the rights to falcon.

Early 95 will see a Falcon with all the audio fixes called the Clab falcon 2. Othr machines are a 68040 and a possible 299GBP machine. They are open to suggestions as to how the h/w should develop. Most people advised their rep at the show that better graphics would be good.

Iain

5193. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 19:50:57 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3ci9j1$2pbd@sat.ipp-garching.mpg.de>
Source record: 174711

Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
[about MagicMac/MacMagic -- what's the correct name BTW?]

> After a talk with the developers at CCD in Germany, who produce the
> TEMPUS editor, it is their experience with Mac Magic, that it is about
> 10% slower than an Atari model with comparable processor and clock speed
> (i.e. a 68030 Mac will be slower than a TT, and the Quadra will be much
> faster).

> Compatibility in the first version is already high, although it will
> allow only for very well written GEm and TOs applications to run (do not
> forget, no ST/TT emulator, but an OS)

Well, if it is able to run the Tempus Editor, compatibility must be
quite high :-)

(Tempus Editor is one of the finest pieces of software I've ever seen.
Unfortunately not too compatible...)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

5194. World Wide Web Page for CLA.

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 20:21:41 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3cibcl$bb0@whitbeck.ncl.ac.uk>
Source record: 174714

I now have a www page available for support of the CLA Digital
Design System.

The URL is http://www.ncl.ac.uk/~n08z7/

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------- o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
```

5195. Modem Problems

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 20:23:33 UTC
From: lombardo@herbie.unl.edu
Message-ID: <3cibg5$2ac@crcnis3.unl.edu>
Source record: 174738

I have had a lot of trouble with my modem lately. I had to disable the auto program I have for my modem (I have a 14.4k US Robotics) just to get the modem to respond to AT commands and it will dial numbers now (without the auto program loaded) and all of the normal lights light up on the modem (MR TR etc...) BUT, the modem won't echo anything back to the computer like it used to.

When I type something I can see the light blink but nothing comes up on the screen like it used to. Along with that, when the modem connects to another modem I can see the receive light light up like it is receiving data like normal, but again nothing is sent to the screen.

I have used the same software for a long time without ANY problems. I usually don't have to even configure anything it just works fine but all of the sudden it stopped working and I don't know why. I have never had to disable the auto program before and even without that I can't get it to echo anything to the screen!

WHATS WRONG?

(I REALLY need a new computer...)

5196. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 21:28:26 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3cif9q$cbo@whitbeck.ncl.ac.uk>
Source record: 174715

In article <D0pr48.2u7@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:
>It was announced at a UK Atari show yesterday that CLAb now own the
>rights to falcon.
>
>Early 95 will see a Falcon with all the audio fixes called the Clab
>falcon 2. Othr machines are a 68040 and a possible 299GBP machine. They
>are open to suggestions as to how the h/w should develop. Most people
>advised their rep at the show that better graphics would be good.

That is an obvious fix to say the least - incorporating some form of
the BlowUp/ScreenBlaster/FalconScreen software into the ROMS would be
a good staring point, and wouldn't require any HW mods at all. Incorporating
the BlowUP hardware internally should be cheap as well.

A crucial move would be to ditch the awful ST style case, and go for a proper
case - I happen to like the TT case, but just a reasonable clone case with
space for some internal expansion would be good.

As to CPU expansion, what would really hot up a Falcon2 would be the
addition of a 32 bit wide RAM option with a 32MHz CPU as standard.

I'm not waffling excessive pipe dreams here, as the core CPU hardware isn't
the tricky bit to design, anyone could knock up a 68030 machine - it's
the peripheral hardware that takes the time, and the falcon already
has that in spades :)

So redesigning the main CPU -> memory bus shouldn't be that hard ?
At a push, they could use the TT-Ram/ST-Ram kludge that the TT (and the
Amiga for that matter) uses - actually, a split bus system would
probably be better for audio applications anyway, as you could hand
over most of the St-RAM Bandwith to the custom chips & still have
the programs run at a fair turn of speed ?

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

5197. Re: Jaguar Vs SNES Vs PC

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 21:47:45 UTC
From: jornm@oslonett.no
Message-ID: <3cige1$kh2@hasle.oslonett.no>
Source record: 174717

In message #3, ve1@ritz.wustl.edu writes:
>
>Well there are problems, The Atari Jaguar will mostlikely not make it at
>the end of 1995 or the begining of 1996. Tempest 2000 and Doom are also

Wow, do you care to look into your crystal bowl for me and see if the
pentium division bug finaly make people see the PPC-light, or even
check out if santa's going to be at my home before 0200 hours this
xmas....

>PC games as well now (Tempest 2000 was anounced last month for the PC),
>Aliens vs Predator (wow, a Wolfenstien clone, big deal), I can modify
>doom to do Aliens Vs Predator, its a simple hack, in fact with my
>scanner, I can take pictures of your AvP and scan them in and use them in

If it's that easy, why don't you and me do it right away before someone
else do it and make a bazillion bucks?

>Doom or Doom][, Wow! Also for 90 US dollars you can put the PC's video
>to a 30 Inch TV, but my question is why? PC's can also do more than play
>games, a lot more things than play silly games, thats why you get more
>and therfore have to pay more, games are a plus for the PC, but there is
>more to life than just to play games.

A PC cost's somewhere between 5 and 8 times of what the Jaguar costs, so
it blody well should do some more than the JAG, but when it comes down to
the gamepower/buck factor, the Jag wins hands down and feets tied!!!

>The Jaguar has been said to be 64 bit, but I really doubt it, I really
>thing think its just hype... I dont care what Atari advocates say, I
>just dont believe it is 64-bit, if it was it would be more expensive and
>more powerfull.

Yeah, and the earth is flat! Right?

>The 3-D games it plays now should not be bogging down the game system,
>but yet they are, if the Jag was TRUE 64-bit, it would fly through all
>the graphics and such, but sadly its not much faster than a 486-25....

If the 486 really was that powerful as you clame, then the simple 2d
excuse of an GUI, WINDOWS, should not be bogging down the PC so much....

And if you still have doubt's about the power of the Jag, I'd like to
point out that I've seen the very first proto of some of the chips in the
Jag, way back when it was called Flare One in 1988. It was a small
company in Cambridge who started the development. This company had some
contact withe people who were involved in the ATW project (Atari and

Perihelion project).
At that time, the Flare One already had a 80 bit barrel shifter and integer multiplier in hardware, and som more custom hardware making the Archimedes look slow as a Intel-chip!!!

Hm. It's funny to see how people like you have to bash on other cheaper and better hardware than you've bought yourselves, just to feel better about spending too much money on a piece of fancy crap!

Jorn Moe (email: jornm@oslonett.no)

5198. FOR SALE: Atari Megafile 44 [Melbourne]

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 22:33:32 UTC
From: craig@loose.apana.org.au
Message-ID: <3cij3s$8pr@loose.apana.org.au>
Source record: 174719

Atari Megafile 44 removable Hardisk plus 2 carts.

$500.00

--

* Craig Harnath craig@loose.apana.org.au Australia *

5199. Re: AEO subscription

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 22:52:07 UTC
From: damms002@acpub.duke.edu
Message-ID: <3cik6n$id0@news.duke.edu>
Source record: 174720

Hendrik Mylius (neptune@galaxy.owl.de) wrote:
: Hi folx!

: I'm looking for the email address for AEO-subscription.

: And what is a working email address of TOAD? I tried to reach them a couple
: of times, but I didn't get a reply at all. Are they perhaps a little bit slow
: in responding?

: TNX!

: --
: /Hendr!K/
: ``!``
: (• •)
: +-----------.oooO--(_)--Oooo.----------
: | Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
: | Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
: | D-32049 Herford Phone: +49-52 21-85 55 45 |
: | Germoney .oooO PGP-Key: Send mail to subject: |
: | Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
: +--------------\ (----( )----------
: _)) /
: (_/

You are by fare not the only one, who tried to reach Toad ! I tried this for
weeks and got no answer.

But Toad is not the only company with this behavior either.
Compo US needs weeks and several faxes to answer, the producer of Cattamaran
doesen't answer at all, and since about 4 weeks I try to find information
on how mouch an upgrade from NVDI 2.5 to 3.0 would be.

I always wander how those companies want to make profit if they don't
offer any service to theire customers ?

May be this is one reason, why ATARI will be out of the market on the long
run. Apple or COmpac for instance answerded my requests right away !

T. Damms
damms001@mc.duke.edu or
damms002@acpub.duke.edu

5200. Local Atari User Group Meeting - Wed Dec 14/94

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 23:00:53 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <D0pzxI.JwG@undergrad.math.uwaterloo.ca>
Source record: 174721
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

In December, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our catalog disk and our disk-of-the-month.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, December 14, 1994
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

5201. Re: Atari ST STuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 23:03:00 UTC
From: allister@netcom.com
Message-ID: <allisterD0q011.I0v@netcom.com>
Source record: 174723

Troy Carpenter (troyc@bnr.ca) wrote:
: I have the following item for sale. I have not used them for quite some
: time, so they are just sitting around collecting dust:

: 1. Spectre GCR 3.0
: All original software included
: All Mac disks I have
: PRICE: $200, shipping included

Do you actually think that you would get $200 for this? People wouldnt even buy my ST for $200, and its a 1040 STF. The best I could do for the ST and the monitor was $150.

I would be interested in buysing it, but you are about $150 off of what I would pay.

5202. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 23:12:36 UTC
From: wwt5491@ultb.isc.rit.edu
Message-ID: <1994Dec12.231236.23610@ultb.isc.rit.edu>
Source record: 174764
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

In article <3c9pc4$i21@crocus.csv.warwick.ac.uk> csuod@csv.warwick.ac.uk (Gareth Moore) writes:
>In article <3c8r69$pmv@golem.wcc.govt.nz>,
> wells_s@ix.wcc.govt.nz writes:
>>Yeah, um, thanks for that - shouldn't this be in the binary groups!?
>
>No. It should be on your backdrop...
>
>
>
>--
>Gareth L Moore email: csuod@csv.warwick.ac.uk
>Undergrad, University of Warwick, UK or gareth@dcs.warwick.ac.uk
>Term: 61a, Regent Street, Leamington Spa, CV32 5EE (01926) 424365
>Home: 2, Pierrefondes Ave, Farnborough, Hants, GU14 8NF (01252) 523205

So how's about posting a smaller pic, I can't even view it. Heck, I can't even load it to change it myself! And I have 5M... ADPRO is a little too big for its own good. :) :)

5203. Re: FlexDisk (RamDisk)

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 23:16:54 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELNABFUQ43UP@galaxy.owl.de>
Source record: 174734

In <01782PUOAFMTBLILSGJ@ars.ath.forthnet.gr> ace@ars.ath.forthnet.gr wrote :

>I have heard that there is a shareware ramdisk, called <<flexdisk>> that is
>being given free with the Ease desktop package. I wonder, if any of you, have
>see this ramdisk in any ftp site, or have it and can upload it anywhere....

Whoaa!

Since when is FLEXDISK shareware? I don't think so. Ease is commercial as is
Flexdisk.

--
/Hendr!K/
```'```
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+-----------.oooO--(_)--Oooo.---+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/
```

5204. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 23:21:08 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELNABFUS43UP@galaxy.owl.de>
Source record: 174733

In <bwanga-1012941656250001@tsb-54.ucsc.edu> Tim Seufert wrote :

>> I believe there's a crippled 040-version (EC?) available, which _cannot_ be
>> used to run MagicMAC.
>
>As far as I know, no Mac uses the 68EC040. I don't think I've seen any
>accelerator boards with them, either. The EC040 lacks a MMU, and you need
>one to do System 7 virtual memory.

Perhaps in one of the smaller PowerBooks?

--
/Hendr!K/
```'!```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.---+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/
```

5205. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 23:30:42 UTC
From: Charles William Swiger <infidel+@CMU.EDU>
Message-ID: <YivBoWu00iVD481IUN@andrew.cmu.edu>
Source record: 174731
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc,comp.sys.atari.st

Excerpts from netnews.comp.sys.next.misc: 12-Dec-94 Re:
insel_intide_A.gif.uu (.. by Kartik Subbarao:
>> That makes no difference. It is bad netiquette to post binaries in
>> discussion groups. Also, if you are downloading via a dial-up SLIP link,
>> it takes a while to download 18K, time which the recipient is paying for.
>
> Quit your damn whining.

What "damn whining"? Everything said above is factually correct.

> Nobody's putting a gun to your head saying you have to read news.

I don't know about your job, Kartik, but I'm pretty much obligated to
read the comp.sys.next newsgroups in order to stay current with my
segment of the computer industry. Besides which, whether or not one has
to read news has nothing to do with tolerating messages sent to
inappropriate newsgroups.

I don't want to read about the Green Card lottery, I don't want to hear
about "How to Make Money Fast", and I don't want to encounter uuencoded
gifs on comp.sys.next.misc. Is this clear, or is more explanation
required?

> Watch more discussion be generated about this than the actual innocuous
> posting!

Probably, although "innocuous" is certainly not the right word:

in-noc-u-ous \in-'aHk-ye-wes\ adj
[L innocuus, fr. in- + noce're] (1598)
1: producing no injury: HARMLESS
2: not likely to give offense or to arouse strong feelings or hostility:
INOFFENSIVE, INSIPID

(From Webster's Ninth New Colligiate Dictionary.)

-Chuck

Charles William Swiger - WhiteLight Systems | Vitamin L Rule #1:
---+
AMS & normal mail: infidel+@cmu.edu | If you "whoosh" me, I'll
NeXTmail: chuck@cswiger.slip.andrew.cmu.edu | _poke_ you! (Ouch.)

5206. Graphics Artist wanted (UK only)

Newsgroup: comp.sys.atari.st
Date: 1994-12-12 23:49:50 UTC
From: popemerlin@delphi.com
Message-ID: <ZE13WHm.popemerlin@delphi.com>
Source record: 174724

I am looking for a graphics artist to design a cover for a new game, any format of file except spectrum 512. If you could snail mail me a sample of your work to this address : PO Box 77, Stroud, Glos, GL6 9YD and include a telephone number or address.

THIS IS FAIRLY URGENT!!! The theme of the cover must bear relation to the mind and can be mono or colour. SO send us your stuff and we will possibly put YOUR name in print.

Cheers

Phineas

5207. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 00:09:25 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0q33p.7AG@cix.compulink.co.uk>
Source record: 174765

In message <1994Dec9.090448.5418@bay.cc.kcl.ac.uk>, udem148@bay.cc.kcl.ac.uk

> Yeah. 'Think MACs are easy to use machines like our trusty ST.
> Although, I'm holding my breath for a few years sticking to my 68000
> friend; wait till a standard comes along with a clean working machine,
> with support. RISC series of computers will be the norm then.

I fear we might have a long wait ahead. It looks like it will be 18 months
or so before the PPC standards take solid form as a market product, and
at least another year after that before the prices drop into the home
market range.

Roland.

@CiX

5208. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 00:15:34 UTC
From: jonaeson@algonet.se
Message-ID: <3cip36$ig0@aristotle.algonet.se>
Source record: 174756
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: I was just wondering after seeing all the posts about 040 boards for the
: Falcon...

: Why aren't they making an '060 board for the Falcon instead??? I don't
: know the specs of the '060, but if it's out - why don't companies drop
: any '040 board and work on an '060 board?

A '040 board will definately be cheaper than a '060 board, and thus
appeal to a bigger market.
A '060 board isn't a bad idea, but something that will have to wait for
most developers until thay have made a 040 board.

: I guess that the data lines will probably be 64 bit instead of 32? (This
: is just a presumption). Would that create problems with current Falcons?

No, all 680xx processors have adaptive datawidth. They can accept any
memory size from 8 bit up to 32. (Don't think 060 is 64 bit)

: Or is it that the '060 chip is more expensive than an '040? I don't think
: this would matter as if you are going to buy an accelerator board, surely
: most would go for an '060 as it is bound to be faster than any '040 (unless
: someone made a _serious_ mistake).

Motorola haven't sold so many 060's, (compared to 030-040) and is
probably very expensive compared to them.
060 is faster, but I wouldn't fork out the money for it. To expensive and
I don't need the power.

Regards, Tommy

5209. 2 CD-ROMs to Falcon? DSP-compression??

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 00:54:42 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <3circi$q4r@josie.abo.fi>
Source record: 174725

Does anyone know, if one can use 2 CD-ROM drives connected to Falcon? Do the driver softwares support it? What problems might occur?

Does Falcon's IDE-bus support CD-ROM drives and over 1/2 Gb hard drives?

Can DSP 56001 be used for such audio-data on-line compression as is used in e.g. Jaguar cartridges? Are such solutions available - and are there any programs existing that could be used as "digital DJ" (capable of playing music from hard disk, preferably in compressed form - and from CD-ROMs too)? Falcon could be an ideal tool for something like that, don't you agree?

Thanks for any help!

Tommi

5210. Re: Problem with HD disks, PLEASE HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 01:21:45 UTC
From: geoff@damp.apana.org.au
Message-ID: <3cisv9$2eh@frisbee.damp.apana.org.au>
Source record: 174737

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>In article <3c9ud7$atd@nippur.irb.hr>, npetrlik@public.srce.hr (Neven Petrlik) writes:
>>
>>
>> Hi to all !
>>
>> I have 1040STFM, HD 60, and a DD disk drive.
>> Recently, I bought 100 HD noname
>> disks already formatted to 1.44MB and tested.
>> I format them with Fastcopy Pro to 11 sectors,

>You can't use HD floppy disk on a DD only disk drive,
>you will have to replace the drive with a HD one, then you
>can format them to DD track standards....

Yes and no..... The internal DD drive on my ST (very old ST) will quite
happily format HD discs to DD standard, and with no errors at the time of
format and with no loss of data over at least 2 years. The external DD
drive will not format the discs at all without lots of errors. I suppose
it a mix of technical mis-nmatch and good luck!

regards,

Geoff

--
+--------------------------------+ Q: How many Pentium designers does it
| Answers, abuse and replies to: | take to screw in a light bulb?
| geoff@damp.apana.org.au | A: 1.99904274017, but that's close
+--------------------------------+ enough for non-technical people.

5211. Forwarded mail....

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 02:18:08 UTC
From: Timothy Miller <millert@csee.usf.edu>
Message-ID: <Pine.SUN.3.91.941212211659.13198C-100000@grad>
Source record: 174727

A friend of mine is selling a computer. Mail to HIS email address if
you're interested.

---------- Forwarded message ----------
Date: Mon, 12 Dec 1994 19:11:52 -0500
From: William Reiss <reiss@bigpine.csee.usf.edu>
To: millert@grad.csee.usf.edu

Hey I have that computer you sold me, and I'd like to get rid of it. I've
got what you gave me, plus a 12 (I think) inch monitor and a joystick, plus
some random books on atari programming. One problem is that I think the
serial port is baked, but besides that it works fine. I'd like about $100
for it if you know of anyone who wants one.

Bill

5212. Atari ST for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 02:19:58 UTC
From: Timothy Miller <millert@csee.usf.edu>
Message-ID: <Pine.SUN.3.91.941212211823.13198D-100000@grad>
Source record: 174728

A friend of mine is selling an ST and some stuff. If you're interested,
mail to HIS email address.

It's either a 1040 or a 520 with 1 meg.

---------- Forwarded message ----------
Date: Mon, 12 Dec 1994 19:11:52 -0500
From: William Reiss <reiss@bigpine.csee.usf.edu>
To: millert@grad.csee.usf.edu

Hey I have that computer you sold me, and I'd like to get rid of it. I've
got what you gave me, plus a 12 (I think) inch monitor and a joystick, plus
some random books on atari programming. One problem is that I think the
serial port is baked, but besides that it works fine. I'd like about $100
for it if you know of anyone who wants one.

Bill

5213. Nertz over modems

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 02:30:50 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D0q9nE.G0J@ssbunews.ih.att.com>
Source record: 174730

Has anyone out there had any luck getting to play Nertz over the phone lines? My son and I plugged away for a half hour today trying various combinations to get the beast up and running. At the menu the call buttons didn't appear to cause the modem to outpulse (first we booted with modems on, set speed to 2400, selected tone pulsing. My son set up his to dial by editing the first call entry with my number. He put ATDT in the special string. Tried sending ATDT then the number. No pulsing. Then he tried ATDT######## in the special string and that finally outpulsed.

First I tried ATA to get an answer but that didn't work. Next I tried ATS0=1 to get my modem to auto answer but AA light on the modem wouldn't light. After trying several more sequences, it suddenly lite - although I still don't know why it did. With the AA light lit - we did manage to get the two modems squawking at each other but then Nertz wouldn't cut in and take over and cut off the sound from the modems nor go to the main menu. (Maybe I need someone to send me the sound off command?) Seems like Nertz should have cut in but it didn't.

Anyone else have any luck? This was on a pair of Falcons-4.01 at my end, not sure about my sons - I think 4.04. If you have succeeded, please let me know so I can have a chat with you and figure out where our problem is. Thanks, Wayne

5214. Re: Where is Atari ST emulator?

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 03:05:40 UTC
From: darekm@microsoft.com
Message-ID: <D0qB9M.FDJ@microsoft.com>
Source record: 174743

In article <3c7dp8$drt@mercury.dur.ac.uk> L A Boon <L.A.Boon@durham.ac.uk> writes:
> Could anyone tell me where I can find an ATARI ST emulator for my
>PC? As I'd like to be able to play some of my old games but my STs broken.

The Atari ST emulator for PCs, known as Gemulator 3, is not a free product.
You can purchase it from Toad Computers, B & C Computers, Mid Cities
Computers, Rising Star Computers, Run PC, and other Atari dealers in the U.S.
for $99.95. In the U.K. you can purchase it from the Fast Club (a mail order
dealer).

About 3000 Gemulators are currently in use by Atari users all over the world
who made the intelligent choice to buy a real computer rather than waste money
repairing their old Atari computers (which are no longer supported by Atari).

If you need a more complete dealer list or info about either the Atari ST
emulator for DOS or the new Mega STE emulator for Windows, drop a note to
Gemulator's manufacturer:

Branch Always Software
14150 NE 20th St, #302
Bellevue, WA 98007
U.S.A.

and ask for a product catalog. You cal also find reviews of Gemulator in
recent issues of ST Applications, Current Notes, and other magazines.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/

5215. ===> WANTED: 200 MEG HD <===

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 03:52:27 UTC
From: garnerg@esu.edu
Message-ID: <3cj5pr$8u9@jake.esu.edu>
Source record: 174732

```
===> Greetings all! I'm looking for a roughly 200 Meg Hard Drive for
about $200. The most megs at the least cost, the better! The drive is
for my 1040 STE, and I would like all the plugs and cords with it so I
can just hook her up and go. Please respond via e-mail at: garnerg@esu.edu
Responses are greatly appreciated!
George Garner

--
*******************************************************************************
"That's just the way it is. Some things will never change. That's just the
way it is. * Oh, but don't you believe them *" - B. Hornsby, 1986

If anything in the above message sounds interesting, please respond at:

===> garnerg@esu.edu ** George W. Garner **

Thank you, drive through.
*******************************************************************************
```

5216. Re: Problem with HD disks, PLEASE HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 05:23:05 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3cjb3p$qgh@golem.wcc.govt.nz>
Source record: 174745

In article <wongck.61.000A10CF@lobby.ti.com>, wongck@lobby.ti.com (William Wong) writes:
>In article <3cc4sj$b3j@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.)
writes:
>>From: sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.)
>>Subject: Re: Problem with HD disks, PLEASE HELP!
>>Date: 10 Dec 1994 11:53:55 GMT
>
>Not true, you can format them and use them, provided your floppy drive does
>not have the auto density detector (I am not sure what it is called but it
>automatically detects the density of the disk inserted).

William I WILL STATE AGAIN IF IT IS NO CLEAR TO YOU, YOU *** CAN'T ***
USE HD Floppy DISKS ON A DD ONLY DRIVE, IS THIS NOT CLEAR TO YOU...!!!

>
>The trick is to trick it to see a DD disk instead of a HD disk. Do this by
>covering the hole at one of the corner, which is on the other side of the
>read/write hole. This hole does not have the slider to close it, so you can
>use some sticky tape. Just make sure that light cannot go through it, as the
>detector works on light.

3 1/2 Floppy drives DO NOT USE LIGHTS AT ALL, they use PINs with switches,
Please don't post false info, as it only Confuses people here...

>William Wong, M/S: 4271
>Factory System, Internet Email: wongck@lobby.ti.com
>Texas Instruments Singapore MCI Email: 4673356@mcimail.com

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5217. Re: Atari Licenses Falcon Technology to C-Lab

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 06:01:30 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <Rc5WWVi.johnhechtman@delphi.com>
Source record: 174740

Sanjay Parker <sxp17@po.CWRU.Edu> writes:

>I hope this isn't old news, but I read on AEO that Atari admitted
>finalizing the deal to license Falcon technology to C-lab. C-Lab makes
>Notator/Logic/Audio sequencing products for most Atari/Apple/PC.

C-lab _used_ to make Notator/Creator as well as Unitor (hardware expander)
and other MIDI products. The company split up, with C-Lab taking over the
hardware and Emagic doing the _software_ and supporting Notator/Creator
as well as developing Notator Logic and porting it to the PC and Mac.

>It seems that they will fix many aesthetic and expandability flaws with the
>Falcon (tower case/detach keyboard; 68040 ; Ram Specs; etc). This is
>obviously an effort to capture a share of the MIDI niche market by C-Lab.
>This could be cool . . .

I have it as inside news that they are considering _two_ case designs and
are like to produce both. One is a present-day Falcon lookalike in a one
piece case, the second is a detached keyboard rack mount unit like the
Wizztronics case. I would recommend that anyone looking for a tower Falcon to
be produced, make their desires known to C-Lab ASAP!!! We have no one but our
selves to blame if we don't provide needed feedback to a company that stands a
real chance to make the next generation TOS machines! I don't have C-Labs
contact info handy - I'll post it later, or look in one of the posted Atari
Developers Lists.

5218. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 06:08:30 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELNGFDVF43UP@galaxy.owl.de>
Source record: 174739

In <D0o7qt.Ex7@cix.compulink.co.uk> "Roland Givan" wrote :

>to outway the cost savings of the drive. 60m DAT tapes are available in
>the UK for 6ukp (+VAT) in bulk. Really I would like a DAT drive!

The audio ones or the data ones?

BIG difference! I wouldn't rely on an audio-DAT to backup my data. An AFAIK
some DAT-drives won't work with the audio tapes. The data-tapes come with some
kind of recognition on them.

--
/Hendr!K/
```'```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.---+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/
```

5219. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 06:10:30 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3cjdsm$pbb@cxc1.cl.msu.edu>
Source record: 174748

leslieh@warpcon.ersys.edmonton.ab.ca (Leslie Hartmier) writes:

>>] 4195835-(4195835/3145727)*3145727 = 256
>>]
>>I find it hard to believe that this chip is THAT inaccurate (The result
>>I get on my non-scientific digital diary I had handy was something
>>to the effect of 13.2*10^10+ (13.2 * 10 to the power of something
>>larger than 10). If this is true, then I'm not buying a pentium until
>>the P6's come out, by which time I might be able to afford one! :)
>>
> Unfortunately, it really is. I have done that exact calculation,
>and that is the result.

Worse yet, while Intel wants you to believe it's a single/double precision problem when performing decimal divides, it's equally defective when performing integer manipulations. Even the WINDOZE desktop calculator is smarter than a pentium...
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

5220. Re: Re: The dream atari (forwarded reply)

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 06:34:43 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D0qKxv.2Hy@hpbbrd.bbn.hp.com>
Source record: 174735

Gerd Castan (GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE) wrote:
> That's a problem of the OS. We use VDI which is based on the ISO GKS standard.
> To use graphic boards, we need 3D system calls (there is a 3D GKS standard,
> too).

Last time I checked, the 3D GKS stuff wasn't really up to date, and the
general availability was poor. I'd bet on PEXlib or OpenGL these days.
PEXlib even has something like a free sample implementation with
limited scope which you can build on. Since it's more X-related
than OpenGL, PEXlib on top of Linux or MiNT X seems more feasible.

As for integration into the OS, the difficulities are the same
wherever you go. The 3D library must hook into the window system
someware, and the 2D library is always a separate entity (in most cases:
Xlib), making it harder to mix 2D and 3D graphics in the same window.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

5221. Re: Re: The dream atari (forwarded reply)

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 06:43:01 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D0qLBp.2oD@hpbbrd.bbn.hp.com>
Source record: 174736
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

R_Tim_Coslet@cup.portal.com wrote:
> >While a PowerPC certainly would be nice, note that a PowerPC computer
> >which does not adhere to the PREP standard (or its successor) would
> >probably not be accepted by the marketplace. At least it would be
> >a difficult marketing feat.
>
> Oh, DEFINITELY, it would have to conform to whatever "standard" was
> appropriate... now if Atari CAN conform to "standards", thats another issue :-)

Atari hasn't been that bad concerning standards as most people think.
When the ST was released, GEM was about to rule, even in the PC
world, so this actually was a kind of a standard. The DOS filesystem
which TOS uses definitely is a standard, and it has helped us
Atarians a zillion times when transferring data. The ACSI port
is a kludge, but at least it allowed us to connect stock SCSI
disks later, allowing everyone to shop around for the lowest
prices. The same goes for those darn IDE disks in the Falcon 8-)
When the ST was released, both the standard parallel and serial port
were not always common in PCs, you had to add them.

In short, standards avoid adapter kludges and allow you to shop
around and therefore are A Good Thing. OTOH, I'm definitely not
religious about standards. Much of the excitement in the early
Atari days came from being slightly non-standard 8-)

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

5222. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 09:07:36 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <3cjo8o$n8i@ra.ibr.cs.tu-bs.de>
Source record: 174741

Tommy Jonaeson (jonaeson@algonet.se) wrote:
: Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
: :] 4195835-(4195835/3145727)*3145727 = 256
: :]
: :]
: :] --- But is it right? Hmm, figure it out in your head, and
: :] you more accurate than the Pentium.... ---

: : I find it hard to believe that this chip is THAT inaccurate (The result
: : I get on my non-scientific digital diary I had handy was something
: : to the effect of 13.2*10^10+ (13.2 * 10 to the power of something
: : larger than 10). If this is true, then I'm not buying a pentium until
: : the P6's come out, by which time I might be able to afford one! :)
^^
That is exactly your problem!
Even knowing that the P5/P54 is somehow buggy you will buy the
next processor from intel.

Why not get a decend processor in a decend computer?

(Well, I think you already have one since you are posting in an atari
group:-)

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

5223. Need Advice on Atari Files within a PC!!!! Please!!! :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 09:14:58 UTC
From: P.I.Williams@derby.ac.uk
Message-ID: <1994Dec13.091458.295@leeds.ac.uk>
Source record: 174742

Greetings.

I've been asked to download some files of the internet for a friend
who has just acquired an old atari st to use with his midi
keyboards. Problem is, I use a PC at work to do all my
downloading!! Is there a program (on the PC of course) anyone
knows of to enable me to format and write to a Atari ST disk??
Also, know any good places for Midi related ST files????

Many thanks in advance.

Pete 'Tinker' Williams
Computer Graphics Technician

5224. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 09:22:14 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3cjp46$g4n@percy.cs.bham.ac.uk>
Source record: 174744

neptune@galaxy.owl.de writes:
>In <bwanga-1012941656250001@tsb-54.ucsc.edu> Tim Seufert wrote :
>
>>> I believe there's a crippled 040-version (EC?) available, which _cannot_ be
>>> used to run MagicMAC.
>>
>>As far as I know, no Mac uses the 68EC040. I don't think I've seen any
>>accelerator boards with them, either. The EC040 lacks a MMU, and you need
>>one to do System 7 virtual memory.
>
>Perhaps in one of the smaller PowerBooks?

Some Powerbooks (280, 520, 640) and some Macs (630, 475) have
68LC040s, but I don't thank any have EC040s.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5225. Re: Elite II & Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 09:54:14 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Dec13.095414.5467@bay.cc.kcl.ac.uk>
Source record: 174746

In article <3cf178$fmn@news.iesd.auc.dk>, chainxor@kom.auc.dk (Henrik Lunardi Weide) writes:
> In article 786634752snz@chowgar.demon.co.uk, smoore@chowgar.demon.co.uk (Simon Moore) writes:
>> In article <3bsr92$92u@dux.dundee.ac.uk>
>> rmccall@mcs.dundee.ac.uk "Rod McCall" writes:
>>
>> > Does Elite II run on the Falcon. Also does it have inproved graphics?
>> >
>> > Rod
>>
>> It runs fine using b

[snipy snip!]

> And by the way it runs VERY MUCH smoother than on the STE. It`s unplayable on the
> ST/STE.

Wouldn't say that, unless you have all the options on, high detail
clouds, stardust etc etc, then..um..yes..the update is ..yawn...!
Without all that, it is reasonable!

-Al, udem148@bay.cc.kcl.ac.uk-

5226. An Epson LQ1500 to 1 Meg STE ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 09:56:40 UTC
From: jon_w@oldham.gpsemi.com
Message-ID: <D0quAH.87t@lincoln.gpsemi.com>
Source record: 174747
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st
Body handling: HTML body converted to readable text

My question is this... "Is it possible to connect an Epson LQ1500 (model P1OUA)
to my 1meg Atari STE." Any Advice would be most appreciated.

~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~
___ ___ Jonathan Walker
" " " __( )====:: __( )====:: GEC Plessey Semiconductors
"" " /~~~~~~~~~\ /~~~~~~~~~\ Oldham, Great Britain.
\!/ \0.0.0.0.0/ \0.0.0.0.0/ E-mail: jon_w@oldham.gpsemi.com
~~~~~~

5227. Re: Problem with HD disks, PLEASE HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 10:27:06 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.62.000A73F5@lobby.ti.com>
Source record: 174786

In article <3cisv9$2eh@frisbee.damp.apana.org.au> geoff@damp.apana.org.au (Geoff Camp) writes:

>Yes and no..... The internal DD drive on my ST (very old ST) will quite
>happily format HD discs to DD standard, and with no errors at the time of
>format and with no loss of data over at least 2 years. The external DD
>drive will not format the discs at all without lots of errors. I suppose
>it a mix of technical mis-nmatch and good luck!

The internal drive is a DD floppy drive while your external drive is a HD floppy drive used as a DD drive. Confused?

A DD drive can only format to DD standard disk.
A HD drive can format to both DD & HD standard disk. What happens is that there is a LED and LED sensor (using light) to detect whether you placed a DD or a HD disk in the drive. And based on this info, it goes into DD or HD mode. So by blocking the light as stated in my previous email you trick the HD drive into thinking that the HD disk you inserted is a DD disk. And so it formats to DD standard.

I have done this numerous time as I format HD disk to DD standard for my ST before I got a HD drive for my ST.

Hope this clears up the confusion.

William
+--+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+-------------------------- Disclaimer: What I say here is my own view -----+

5228. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 10:27:13 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3cjsu1$2ehp@sat.ipp-garching.mpg.de>
Source record: 174749

Michael Olin (molin@cxc1.cl.msu.edu) wrote:

> Worse yet, while Intel wants you to believe it's a single/double precision
> problem when performing decimal divides, it's equally defective when
> performing integer manipulations.

Do you have _any_ evidence for that? (Although the calculation above
[deleted by me] uses only integers, it's clearly a floating point
calculation.)

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

5229. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 10:40:28 UTC
From: contacts@mits.mdata.fi
Message-ID: <3cjtms$pba@prime.mdata.fi>
Source record: 174750

In article <3cif9q$cbo@whitbeck.ncl.ac.uk>,
Craig Graham <Craig.Graham@ncl.ac.uk> wrote:
>
>In article <D0pr48.2u7@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk ("Iain Laskey")
writes:
>>It was announced at a UK Atari show yesterday that CLAb now own the
>>rights to falcon.

Great - at last we get some positive news!

>>Early 95 will see a Falcon with all the audio fixes called the Clab
>>falcon 2. Othr machines are a 68040 and a possible 299GBP machine. They
>>are open to suggestions as to how the h/w should develop. Most people
>>advised their rep at the show that better graphics would be good.
>
>That is an obvious fix to say the least - incorporating some form of
>the BlowUp/ScreenBlaster/FalconScreen software into the ROMS would be
>a good staring point, and wouldn't require any HW mods at all. Incorporating
>the BlowUP hardware internally should be cheap as well.

Blowup, Screenblaster and other boosters are not of very good quality.
Problem is that they do not produce enough Mhz:s and Hz:s (noninterlaced)
to get a sharp and stable picture in 1024*768 256 or 16 colours.

>A crucial move would be to ditch the awful ST style case, and go for a proper
>case - I happen to like the TT case, but just a reasonable clone case with
>space for some internal expansion would be good.

I would take any other case (even a 3-unit rack) than the one Falcon has now.
Main problem is the fan noise when you record audio near the computer.

>As to CPU expansion, what would really hot up a Falcon2 would be the
>addition of a 32 bit wide RAM option with a 32MHz CPU as standard.

I think this is coming, because eg. with Cubase Audio 2 the bus load
is always at it's maximum - and even accelerating the processor would
not give any more speed. As Steinberg is participating in the designing
(I was told by a Steinberg rep. many weeks ago that this C-Lab Falcon
is Cubase Audio Falcon compatible) they have free hands to address all
Falcons problems.

>I'm not waffling excessive pipe dreams here, as the core CPU hardware isn't
>the tricky bit to design, anyone could knock up a 68030 machine - it's
>the peripheral hardware that takes the time, and the falcon already
>has that in spades :)

I would be interest in inbuilt optical connectors and at least
8 RCA audio outs (also in's!)

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5230. Re: Problem with HD disks, PLEASE HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 10:41:17 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.63.000AB07B@lobby.ti.com>
Source record: 174787

In article <3cjb3p$qgh@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>William I WILL STATE AGAIN IF IT IS NO CLEAR TO YOU, YOU *** CAN'T ***
>USE HD Floppy DISKS ON A DD ONLY DRIVE, IS THIS NOT CLEAR TO YOU...!!!

Of course I know if you format to 1.44M HD, you cannot use it on the normal ST DD drive. You need to reformat to the 1.44M HD to 720K DD standard before you can use it. The original poster did say he have reformated it to DD standard.

What I was trying to say here is that the disk may be reformated to 720K DD standard but there is a sensor in the drive that detects the type of diskette inserted and it will auto change the seek rate and data transfer rate. If you don't block the sensor, it thinks that you have a HD formated HD disk inside and so changes to the HD mode. If you block the light, it is tricked into the DD mode, even if you have a HD disk in it.

>3 1/2 Floppy drives DO NOT USE LIGHTS AT ALL, they use PINs with switches,
>Please don't post false info, as it only Confuses people here...

Sorry, but I have engineers friends in floppy drive companies that verified the existance of these sensors. A lot of problems arise from these because they can get dirty and impair the sensor so the drive going to the wrong mode of operation. Would be a bit difficult switching PINs if you change using HD disk to DD disk and then back to HD disk each time, no?

Well, then again, you somewhat right because the drives inside ST are only DD and so they don't have that LED/sensor thing. All newer and PC drive have.

>***
>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
>* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
>***

Regards
William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

5231. Midi playing Tracker Programs

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 10:45:31 UTC
From: jon_w@oldham.gpsemi.com
Message-ID: <D0qwJw.8nH@lincoln.gpsemi.com>
Source record: 174751
Body handling: HTML body converted to readable text

Is there a program that will allow my MIDI keyboard to play
the samples with in a tracker program ?

~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~
___ ___ Jonathan Walker
" " " __( )====:: __( )====:: GEC Plessey Semiconductors
"" " /~~~~~~~~~\ /~~~~~~~~~\ Oldham, Great Britain.
\!/ \0.0.0.0.0/ \0.0.0.0.0/ E-mail: jon_w@oldham.gpsemi.com
~~~~~~

5232. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 11:01:26 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3cjuu6$586@dux.dundee.ac.uk>
Source record: 174752

Iain Laskey (ilaskey@cix.compulink.co.uk) wrote:
: It was announced at a UK Atari show yesterday that CLAb now own the
: rights to falcon.

: Early 95 will see a Falcon with all the audio fixes called the Clab
: falcon 2. Othr machines are a 68040 and a possible 299GBP machine. They
: are open to suggestions as to how the h/w should develop. Most people
: advised their rep at the show that better graphics would be good.

Does this mean the Current Falcon is effectively dead? I.E are Atari
to cease production?

--
-- Rod
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University
Tel: (01382) 644546
==

5233. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 11:04:46 UTC
From: alpldbia@w355zrz.zrz.tu-berlin.de
Message-ID: <3cjv4e$2m1@brachio.zrz.TU-Berlin.DE>
Source record: 174758

In article <D0Mx4p.6Hu@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:

>Papyrus is an excellent program, the best WP processor for the Atari IMO.
>It still lacks many features that are available on leading WP for PC and
>Mac. Word count, thesaurus, macros, colour graphics support, grammer
>checker.

Counting words shouldn't be a big problem, I'd say, but who needs it?
Macros would be nice, indeed.
There was a discussion about a thesaurus on Mausnet (newsgroup Atari.Text).
The result was, that it's quite expensive to create one or to buy a
licence of the neccessary data.
Colour graphics will be supported in version 4, AFAIK.
A grammar checker is quite a difficult thing. Especially the German grammar
is somehow more complicated than the English. I haven't heard of a German
grammar checker that works *satisfyingly*. And since Papyrus' market is mainly
Germany...

>On the other hand it has the best interface and an excellent font panel.

That's true. I love the interface. I would'n buy a WP with a 1000 more features
but an interface like MS-Word.

Andre

5234. Re: Need Advice on Atari Files within a PC!!!! Please!!! :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 11:22:58 UTC
From: michaelh@cee.hw.ac.uk
Message-ID: <D0qyAA.AE0@cee.hw.ac.uk>
Source record: 174753

Pete Williams (P.I.Williams@derby.ac.uk) wrote:
: Greetings.

: I've been asked to download some files of the internet for a friend
: who has just acquired an old atari st to use with his midi
: keyboards. Problem is, I use a PC at work to do all my
: downloading!! Is there a program (on the PC of course) anyone
: knows of to enable me to format and write to a Atari ST disk??

If you format a floppy disk on your PC to 720K (note!). Then the ST can read
these disks as if they were Atari disks, no extra software, no hassle.

: Also, know any good places for Midi related ST files????

ftp.mcc.ac.uk

micros.hensa.ac.uk

: Many thanks in advance.

No problem.

--
// michael holligan
// programmer and courseware developer
// heriot-watt university
// email : michaelh@cee.hw.ac.uk

5235. Magic Problem

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 11:31:51 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3ck0n7$a00@aggedor.rmit.EDU.AU>
Source record: 174754

I cannot get limitmem.ttp to configure memory alocation properly.
Obviously my syntax is incorrect as i keep getting error alert boxes.
Mind you the instructions are in german!!!! Can someone mail me
the correct syntax i should use??? Everything else in the setup has
been quite intuitive so far. Thanks.

--


```
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/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

s9205525@otto.bf.rmit.edu.au

5236. Re: Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 11:44:12 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3ck1ec$pnj@osiris.wu-wien.ac.at>
Source record: 174755

Cornelius Krasel (krasel@alf.biochem.mpg.de) wrote:
: [about MagicMac/MacMagic -- what's the correct name BTW?]

Almost ll people refer ro it as Mac Magic, T. Tempelmann insists however on calling it Magic Mac (well someone suggested that MacMagic would make bad references to fast food restaurant chain :-))

: Well, if it is able to run the Tempus Editor, compatibility must be
: quite high :-)

Well, it should seem so. Thomas seemed to correct (or implement) some emulation features even for Magic Mac :-)

: (Tempus Editor is one of the finest pieces of software I've ever seen.
: Unfortunately not too compatible...)

Agreed. But support looks very bad. The Edison editor is however again under redevelopment at TriFolium, and a new promosing editor ha hit the streets, it is called Jane.

Regards,

Alfred

5237. FORSALE: Atari ST/TT Software & Magazines

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 12:00:11 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3ck2cb$n00@canopus.cc.umanitoba.ca>
Source record: 174757
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
=====================================================================
SOFTWARE
=====================================================================
Assempro Assembler Language.....$ 29.00 (no box)
OSS Personal Pascal.............$ 29.00 (no box)

Night Shift.....................$ 14.00 (cute fun Lucasfilm platform/action)
Paladin (rpg)...................$ 11.00 (excellent rpg game)
Firezone........................$ 6.00 (strategic war game)
TV Sports Football..............$ 5.00 (xlent Football game 1 or 2 players)

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

Atari Interface Disks of the Month:
Oct'91 - Oct'92
*** 14 disks total with a wealth of useful & fun programs ***
Note: these are only the disks, not the magazines
Only $15 + shipping!

STart magazine:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total + 21 disks.....$21 + shipping

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ AtariTT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
```

University Of Manitoba, Canada $ Dr.Who SCTV Unix $ the subject: SEND INDEX
$$$

5238. Re: Jaguar Vs SNES Vs PC

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 12:47:09 UTC
From: cs1ha@herts.ac.uk
Message-ID: <3ck54d$gsn@helios.herts.ac.uk>
Source record: 174759

Vladimir Elberg (ve1@ritz.wustl.edu) comp.sys.atari.st wrote:
: Atari Man (atariman@aol.com) wrote:
: : The Atari Jaguar is the best investment I've ever made! I had the chance
: : to see the much touted SNES Donkey Kong Country over the weekend. I have
: : to admit its cute, but the SNES itself is far inferior to the Jaguar. I
: : firmly believe that Atari has a one year jump on the comptetition and they
: : are determined to STAY in that position from this point forward. Tell
: : your friends that they no longer need a $2000 PC to play DOOM, we have it
: : for our Jag's, IN our living rooms, on our 27"+ SVHS TV's and in FULL
: : surround sound! Way cooler than 14" PC monitors! Tempest 2000, Alien vs
: : Predator and DOOM are reason enough NOW to invest in 64-bit future power.
: : Tell your friends that more software is on the way. Guess I'm just one
: : happy camper... And the $149 CD-ROM player is coming soon.

: Well there are problems, The Atari Jaguar will mostlikely not make it at the
: the end of 1995 or the begining of 1996. Tempest 2000 and Doom are also PC
: games as well now (Tempest 2000 was anounced last month for the PC), Aliens vs
: Predator (wow, a Wolfenstien clone, big deal), I can modify doom to do Aliens
: Vs Predator, its a simple hack, in fact with my scanner, I can take pictures of
: your AvP and scan them in and use them in Doom or Doom][, Wow! Also for 90 US
: dollars you can put the PC's video to a 30 Inch TV, but my question is why? PC
: 's can also do more than play games, a lot more things than play silly games,
: thats why you get more and therfore have to pay more, games are a plus for the
: PC, but there is more to life than just to play games.

: The Jaguar has been said to be 64 bit, but I really doubt it, I really thing
: think its just hype... I dont care what Atari advocates say, I just dont
: believe it is 64-bit, if it was it would be more expensive and more powerfull.
: The 3-D games it plays now should not be bogging down the game system, but yet
: they are, if the Jag was TRUE 64-bit, it would fly through all the graphics and
: such, but sadly its not much faster than a 486-25....

: Don't believe the hype!

Well you doubt the JAG is 64 Bit, Well you are in fact correct!!! It's
two 32 Bit processors running in paralell, but as for it only being as
fast as a 486/25 I don't think so. And lets look at doom shall we, The
aliens Patch for the P.C is not quite the same as Aliens V Predator due
to the fact that it only gives you Aliens!!! You cannot control any of
these only remain as the set character which is effectivly the marine in
Alien V Predator, The weaponsare no where near as cool, Where are the
differnt views like the ones you get with the predator?? Regarding
GRAPHICS the P.C version of doom goes quiet blocky when you are close up
on somthing like a wall or an enemy character even in high detail, On
Alien V Predator you can walk right up to the walls and they still look

better quality than the walls on P.C doom do from a distance. As for scanning in the graphics and doing a P.C Alien V Predator??? What are you talking about, If it was so simple how come there are so little good Home-Brew WAD files around??

In future you should get your facts right before opening what ever orafice you use to talk from, because regarding this matter you are talking out of you rectum!!!!!!!

5239. Re: test, please ignore

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 12:48:26 UTC
From: cs1ha@herts.ac.uk
Message-ID: <3ck56q$gsn@helios.herts.ac.uk>
Source record: 174760

Richard Stolk (rstolk@intgp12.ih.att.com) comp.sys.atari.st wrote:
: In article <fvdakker.786920108@runner.knoware.nl>,
: Frits van den Akker <fvdakker@knoware.nl> wrote:
: >
: >Little test to see wheter I finnally can post from here...
: >Frits.
: >fvdakker@sterbbs.nl or fvdakker@runner.knoware.nl

: Yo, never heard of _alt.test_

: newbie2 richard

5240. Re: Where is Atari ST emulator?

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 12:51:23 UTC
From: cs1ha@herts.ac.uk
Message-ID: <3ck5cb$gsn@helios.herts.ac.uk>
Source record: 174761

L A Boon (L.A.Boon@durham.ac.uk) comp.sys.atari.st wrote:
: Could anyone tell me where I can find an ATARI ST emulator for my
: PC? As I'd like to be able to play some of my old games but my STs broken.
: I'd appreciate it if you could mail me directly, thanks.

5241. I want you URL address's!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 12:55:23 UTC
From: cs1ha@herts.ac.uk
Message-ID: <3ck5jr$gsn@helios.herts.ac.uk>
Source record: 174762

[No readable article body recovered]

5242. Help me with GFA...

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 12:59:07 UTC
From: cs1ha@herts.ac.uk
Message-ID: <3ck5qr$gsn@helios.herts.ac.uk>
Source record: 174763

[No readable article body recovered]

5243. Re: I want you URL address's!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 13:22:23 UTC
From: cs1ha@herts.ac.uk
Message-ID: <3ck76f$jpt@helios.herts.ac.uk>
Source record: 174769

Roberts (cs1ha@herts.ac.uk) comp.sys.atari.st wrote:

I want to know of any ATARI URL pages, send me the adress of any you
know as I compiling a list.......

5244. Re: Help me with GFA...

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 13:26:04 UTC
From: cs1ha@herts.ac.uk
Message-ID: <3ck7dc$jpt@helios.herts.ac.uk>
Source record: 174770

Roberts (cs1ha@herts.ac.uk) comp.sys.atari.st wrote:

This is realy getting on my nerves, my posting never appear!!!!!

What I want is the FTP address's of any sites that contain GFA basic
source code and also I would like any picture loading routines in GFA
Especialy PC? files as when i try to decompress a STRING$ that contains
a screen compressed using packbits I only get the 1st character returned
and not the 1st bit??? anyone know why????

5245. Re: Where is Atari ST emulator?

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 13:32:06 UTC
From: cs1ha@herts.ac.uk
Message-ID: <3ck7om$jpt@helios.herts.ac.uk>
Source record: 174771

Roberts (cs1ha@herts.ac.uk) comp.sys.atari.st wrote:
: L A Boon (L.A.Boon@durham.ac.uk) comp.sys.atari.st wrote:
: : Could anyone tell me where I can find an ATARI ST emulator for my
: : PC? As I'd like to be able to play some of my old games but my STs broken.
: : I'd appreciate it if you could mail me directly, thanks.

Gemulator is quite good as it comes with TOS 2.06 and allows you to use
the P.C's hard drive and memory as though it is the ST's but it is quiet
expensive here, 180 Pounds I think, and you can get a second hand 1040
STE for around 80-100 Pounds???

5246. Re: I want you URL address's!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 13:45:53 UTC
From: epdouden@cs.vu.nl
Message-ID: <D0r4wJ.8At@cs.vu.nl>
Source record: 174768

Oh well, here's mine:

http://www.cs.vu.nl/~epdouden/

5247. Re: ST-Review...!! [nearly gone] NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 13:49:34 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.787326574@penmere>
Source record: 174767

grillo@olivea.ATC.Olivetti.Com (Savino Grillo AB) writes:

>HALL B J (cb170@city.ac.uk) wrote:
>: nj1@ukc.ac.uk (N.Jones-Rodway) writes:

>: >Is there any chance of the ST Review team starting up another ST Mag - perhaps
>: >digging ST User out of it's grave???? Future have only bought the rights to
>: >ST Review - they can't stop the writers migrating to another mag!!!

>: Remember, Review bought out User, so STFormat owns the rights to both of
>: those names.

>: Vic Lennard has moved onto a Mac magazine (and is heavily pluggin MagiC Mac).

>: Trenton (St Format editor) has also moved on, so the Format editor space
>: is vacant at the moment.

> And what will happen to our ST-Review Subscriptions ?????

In Vic's words: 'God only knows'
It's down to Future Publishing I guess. :-(

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

5248. Hard&Soft AT BUS Card

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 14:12:05 UTC
From: hofer@iam.unibe.ch
Message-ID: <3cka3l$f2a@aragorn.unibe.ch>
Source record: 174772

I have a problem. I have the Hard&Soft TOS 2.06 ATBUS Card and it works fine on my ST. Now I bought a 2,5" HD (Seagate) and a 2,5 IDE cable. The problem is, I can't connect my HD to the card, because the cable doesn't fit in. The card has a 40 Pin connector (male). Which cable do I need to connect my HD to the AT BUS card?
Thank you for helping...

Sacha

```
_____________________________________________________________________________
| |
| II II II _O/ Hello World! It's just my opinion. "You can't say |
| II II II | it's impossible when you can't prove the opposite" |
| II II II / \ A T A R I F O R E V E R !!! :-) |
| II II II Sacha Hofer(hofer@iamexwi.unibe.ch), proud owner of |
| II II II 2 800XL, 1 130 XE, 1 VCS 2600, 1 520 STFM (1MB), 2 Lynx, |
| II II II 1 1040 STF(4MB,TOS 2.06) and a 486 PC. I'll get a Jag! |
|_____________________________________________________________________________|
```

5249. ICD FaST HD case, ps, SCSI host $50

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 14:16:35 UTC
From: selick@acs2.bu.edu
Message-ID: <3ckac3$g76@news.bu.edu>
Source record: 174773

Hello! I recently inherited a hard drive system for the Atari ST which does not work. The drive mechanism itself has too many bad sectors to use. I have successfully used an MFM drive with this system, so all else is fine. The case can handle 2 3 1/2" hard drives, or 1 5 1/4" half height drive. Works with mfm or scsi drives (the mfm controller board is screwed into the dead 40 meg drive, which I will leave in there for you to play with if you like). I'm in Boston, but will ship it if you pay shipping. $50 takes it.

Call Steve Selick @ 617-782-2219 or e-mail selick@acs.bu.edu

5250. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 15:01:21 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.787330881@txfs1.hfb.se>
Source record: 174774

In <D0pr48.2u7@cix.compulink.co.uk> ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:

>It was announced at a UK Atari show yesterday that CLAb now own the
>rights to falcon.

Does this mean that Atari has NO rights anymore? Or have Atari just
licenced the rights to CLab? (I still have some hopes with Atari! :^)

>Early 95 will see a Falcon with all the audio fixes called the Clab
>falcon 2. Othr machines are a 68040 and a possible 299GBP machine. They
>are open to suggestions as to how the h/w should develop. Most people
>advised their rep at the show that better graphics would be good.

Hmm... I think the gfx is good enough... it's just not as fazzt as I
would like ;^(

The thing I would like too see (and most certanly everyone else :^) Is
the case for the Falcon... A MEGA-F030/040 would be nice!

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

5251. Re: destroyed mouse-pointer

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 15:24:59 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3ckecb$hjj@mailer.fsu.edu>
Source record: 174775

Arnt Broska (abro@amath.unizh.ch) wrote:
> Quite often the pointer of my mouse is hidden (sometimes after answering a
> non-modal dialog (i.e. in VIEWER.APP). And it becomes not viewable again.
>
> What can I Do, to see the pointer again? - is anywhere a program(may be an
> Accesory), which does this automatically or by a hot key?
>
> Ciao, Arnt

I use Universal Item Selector 3, and have the tiny desk accessory installed
that can call it. It seems to fix the "disappearing mouse" problem that
some programs have, simply by calling up the file selector with the
accessory.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

5252. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 15:32:52 UTC
From: contacts@mits.mdata.fi
Message-ID: <3cker4$ps1@prime.mdata.fi>
Source record: 174776

In article <d93rkr.787330881@txfs1.hfb.se>,
Robert Krenn - HFB T d93 <d93rkr@t.hfb.se> wrote:
>In <D0pr48.2u7@cix.compulink.co.uk> ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:
>>Early 95 will see a Falcon with all the audio fixes called the Clab
>>falcon 2. Othr machines are a 68040 and a possible 299GBP machine. They
>>are open to suggestions as to how the h/w should develop. Most people
>>advised their rep at the show that better graphics would be good.
>
>The thing I would like too see (and most certanly everyone else :^) Is
>the case for the Falcon... A MEGA-F030/040 would be nice!

I would like to see Falcon, which has motherboard and power etc. which
would fit on *any* PC-tower-case. Minitower would be the best in
standard Falcon 2. Point is, that you can not fit even 1 SCSI-drive
inside the Mega-case (and with D2D you'll need several!).
I really would like to get rid of all external cases!

Is there any info if there will be more DSP's?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5253. Extended GEM Translation?

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 15:41:16 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332eedc0e4@sirius.herts.ac.uk>
Source record: 174779

A while back I believe some translation of the documentation was going to be done..

Has it finished?

Alex Nicholls

5254. Help needed with modem

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 15:54:06 UTC
From: ontarget@admiral.uucp
Message-ID: <Vo50wc2w164w@admiral.uucp>
Source record: 174777

Recently scrounged up a 4800 baud modem in a liquidation joint
for $5 and thought I would give it a try. Although it seems to be in
working condition and partially responds (dials, transmits data,
displays Terminal Ready signals, etc.), I haven't been able to connect
with local BBSes and on-line services via my 520ST, Mega STe and
800XL. Since the modem (MultiTech Systems MultiModem 208) has one
receptacle and some unfamiliar DIP switches, I'm hoping some kind soul
here might help me adjust them and reach the 4800 BPS plateau.
The modem has the standard RS232 input on the back and has two
phone inputs, one of them labeled "Dial Line" (which I assume
corresponds to "Line" on most modems) and the other described as
"Leased Line or Telset." I assume the latter is a LAN input. Most of
the indicator lights on the front panel correspond with most of those
I am used to (Atari, Supra modems). There is a voice/data switch on
the front, but it doesn't seem to toggle; rather it feels more like a
reset button or switch that once pressed in either direction, defaults
back a center position. The following (DIP) switch summary is provided
(* indicates standard factory settings):

8-switch bank -
1 * (UP) DTP dependent on interface / (DOWN) DTR Forced on
2 * (U) Internal clocking / (D) External clocking
3 (U) CTS Time Long (150 ms) / * (D) CTS Time Short (50 ms)
4 * (U) Scrambler Out / (D) Scrambler In
5 * (U) Enable Auto-Answer / (D) Disable Auto-Answer
6 * (U) CD and DSR Normal / (D) CD and DSR Forced (RS232 pins 6 & 8)
7 * (U) No function / (D) No function
8 * (U) Data Mode / (D) Command Mode

4-switch bank
1 * (U) Test mode enabled / (D) Test mode disabled
2 (U) 4-wire / * (D) 2-wire
3 * (U) Synchronous operation / (D) Optional - 4-wire async.
4 * (U) Dial-up operation / (D) Leased line operation

Thanks in advance for your help. Doug Finch
E-Mail to: ontarget%admiral.uucp@yale.edu (Usenet),
D.FINCH7@genie.geis.com (GEnie) or 76337.1067@compuserve.com (CIS)

--
ontarget%admiral.uucp@yale.edu (Doug Finch) <yale!admiral!ontarget>
The Admiral's Public UNIX - System Administrators: Doug Fields & Dave Litchman
[HST/V32] (203) 661-2873 --- [PEP/V32] (203) 661-1279 --- [V32] (203) 661-0450
>FREE!!< Unix shell accounts, Usenet access, and Internet-style mail available

5255. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 15:58:40 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412131501.AA00943@ilmen.lanl.gov>
Source record: 174778

In <bwanga-1012941656250001@tsb-54.ucsc.edu> Tim Seufert wrote :

>> I believe there's a crippled 040-version (EC?) available, which _cannot_ be
>> used to run MagicMAC.
>
>As far as I know, no Mac uses the 68EC040. I don't think I've seen any
>accelerator boards with them, either. The EC040 lacks a MMU, and you need
>one to do System 7 virtual memory.

I'm not sure about the 'EC' designation, but many lower-cost Macs make use of an 'LC' 040 which is sans the built-in fpu. Why? Because it costs less and uses less power (and hence, generates less heat) than the 'full' 040 chip. These are important considerations for notebook computers, especially.

-Hutch- @ Fair Dinkum Tech

5256. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 16:06:17 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412131509.AA00946@ilmen.lanl.gov>
Source record: 174780

Iain Laskey (ilaskey@cix.compulink.co.uk) wrote:
> It was announced at a UK Atari show yesterday that CLAb now own the
> rights to falcon.

Whoa, hold on there, Iain. That statement is a little bit misleading.

C-Lab and Atari have signed an agreement granting C-Lab certain rights
in regards to utilizing Falcon technology, but do not OWN those rights.
This implies that Atari has sold all interests and rights in the Falcon
which is not the case... they simply -licensed- it to C-Lab. That's how
I read the press release from James Grunke at Atari, anyway.

In any event, it will be interesting to see what C-Lab comes up with.

-Hutch- @ Fair Dinkum Tech

5257. Re: Jaguar Vs SNES Vs PC

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 16:17:47 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3ckhfb$cgh@darkstar.UCSC.EDU>
Source record: 174782

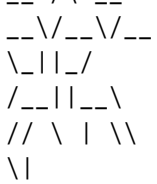
In <3ck54d$gsn@helios.herts.ac.uk> cs1ha@herts.ac.uk (Roberts) writes:

>Well you doubt the JAG is 64 Bit, Well you are in fact correct!!! It's
>two 32 Bit processors running in paralell, but as for it only being as

>In future you should get your facts right before opening what ever
>orafice you use to talk from, because regarding this matter you are
>talking out of you rectum!!!!!!!

Same goes for you. The Jag is NOT NOT NOT 2 32 bit processors running in
parallel. it has 64 bit components. Why not read the FAQ before posting??

~Chris

p.s. Vladimir is spewing too, of course, but one should attempt to be accurate
when responding to flames, even if they are from idiots.
--


5258. Pascal for Falcon.

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 16:25:36 UTC
From: josk@stud.unit.no
Message-ID: <3ckhu1$ehe@due.unit.no>
Source record: 174781

Try Pure Pascal, also known as Turbo Pascal in the PC-world.

5259. Re: Looking for scanning-SW

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 17:04:45 UTC
From: Lexicor@world.std.com
Message-ID: <D0rE3y.Gs4@world.std.com>
Source record: 174783

>CGS sell the software for the Epson GT scanners - according to their
>latest ad, it's as follows:
>
>GT Look: II Scanning Software normally 250ukpounds, Xmas offer 150ukp.

That's in the United Kingdom

in the U.S.A. Lexicor Software sells GT-Look for approx. 199 U$D RRP

Cheers

Yat @ Lexicor
(617) 437 0414

5260. Re: I want you URL address's!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 17:13:12 UTC
From: pitchfsj@aston.ac.uk
Message-ID: <D0rEI0.Mou@aston.ac.uk>
Source record: 174784

```
In article jpt@helios.herts.ac.uk, cs1ha@herts.ac.uk (Roberts) writes:
>Roberts (cs1ha@herts.ac.uk) comp.sys.atari.st wrote:
>
>I want to know of any ATARI URL pages, send me the adress of any you
>know as I compiling a list.......
>

I already have. (URL below), can you send me any that you get that aren't on there.

---
___ ___ ___ _ _ ___ All opinions are my own!
M__ M M_ M M M_ Pitchfsj@aston.ac.uk
__M M M__ M M__ WWW: http://www.aston.ac.uk/~pitchfsj/
```

5261. Re: Where is Atari ST emulator?

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 17:41:07 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94347.124107STIRRE31@MAINE.MAINE.EDU>
Source record: 174785

Darek,
First of all, you know that I respect you from previous correspondence;
however, you're way out of line with your comment about "real computers."
I could give dozens of reasons why the Falcon is better than a PC
(for _me_) such as Newdesk vs. Windows, ease of use and software. People
_do_ have reasons for choosing the systems they do. If you feel that
you have to bash a particular platform then do it in advocacy.
The more I see my friends' experiences with IBM/Macs the happier I am
to own my Atari. BTW, did you see the talk about CLab making a Falcon
clone? Have you heard of the Medusa? Also, don't ignore the many 3rd
party developers that DO support our Ataris as well as all the great
people in the Atari community. The Atari is a very real computer.
-scott tirrell

5262. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 18:44:16 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <3ckq20$fbq@acmex.gatech.edu>
Source record: 174788
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

jonaeson@algonet.se (Tommy Jonaeson) writes:

>Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
>: I was just wondering after seeing all the posts about 040 boards for the
>: Falcon...

>: Why aren't they making an '060 board for the Falcon instead??? I don't
>: know the specs of the '060, but if it's out - why don't companies drop
>: any '040 board and work on an '060 board?

>A '040 board will definately be cheaper than a '060 board, and thus
>appeal to a bigger market.

Bigger market???? Two times zero is still zero. I'd bet the main
reason there are '040 boards as opposed to '060 boards is that '040
boards have been implemented on other platfroms for much longer and
thus it is cheaper to reverse engineer an existing design than to
start from scratch.
--
David Forrai
Internet: gt1448b@prism.gatech.edu

5263. Re: SLM-605 Laser problem, any suggestions?

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 18:44:19 UTC
From: fox@nrlssc.navy.mil
Message-ID: <D0rIpx.IIH@usenews.nrlssc.navy.mil>
Source record: 174789

ZIGFREID (peterw@io.org) wrote:
: Like the subject says.... lately my slm605 has been having problems
: printing on a specific portion of he page. There is an approximate
: 1/8th inch line that runs up the page, especially over dark print. It
: is not a black line, but rather a light portion that dosn't seem to be

Is your toner getting low? As the toner cartridge gets low in
our office laser printers, we sometimes take them out and tap
them a bit ("shake" is too strong a word - and not a good idea
with all that nasty black stuff inside!) to try and even out
the distribution of the powder in the cartridge. At home,
I have an SLM804 which is about 8 years old and still on it's
original toner cartridge (not a heavily used printer!) - it's
starting to fade in strips also and I plan on trying this
trick next time before I use it...

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
+--+

5264. Re: File-formats for Atari ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 19:17:06 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELNUBGUQ43UP@galaxy.owl.de>
Source record: 174665

In <3ch7g3$hvd@percy.cs.bham.ac.uk> Chris Ridd wrote :

>Except by Microsoft :-(
>
>Who would bet on the rest of the world winning against Microsoft?

I would ;-)

MS really s*cks.

--
/Hendr!K/
``'``
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.---+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/

5265. Re: The dream atari...Medusa?.

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 19:20:24 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELNUBGUS43UP@galaxy.owl.de>
Source record: 174666

In <98c_9412120658@centron.com> Martin Stacey wrote:

>MEDUSA a powerfull Atari 'clone' indeed I belive from the swiss firm.
>By all accounts a very powerfull faster machine with a price tag to match.

Applications like Calamus run really fast on it. But when it comes to a simple thing like vertical-text-scrolling, you won't believe how s-l-o-w even a Medusa T60 is.

Furthermore the Medusa is way too expensive (IMHO). I'd rather buy a MAC and run MagicMAC on it :-))

--
/Hendr!K/
```'```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.--+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/
```

5266. Re: Is Spectre GCR still supported ? Where can I find it ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 19:28:19 UTC
From: spice@drycas.club.cc.cmu.edu
Message-ID: <1994Dec13.152819.1@drycas.club.cc.cmu.edu>
Source record: 174790

In article <19941212.175052.880758.NETNEWS@VM1.ULG.AC.BE>, V. Minder <vmin@urba.ulg.ac.be> writes:
>
> Hi,
>
> Does GCR still exist ?
> From what store can I buy it ? (It'd have to be sent to Belgium)
> How much would it cost ?
> Do I have to buy the Mac ROMs separately ? (If not, how much $)
> What are the latest Mac ROMs supported ?
> Will it run fine on a TT with SCSI drives ?

Gadgets By Small has declared Chapter 7 bankruptcy. For you non-Americans that means the company is being liquidated. What the future of Spectre GCR is, if any is unknown.

Scott Corley

spice@drycas.club.cc.cmu.edu

5267. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 19:30:26 UTC
From: jonal@hiof.no
Message-ID: <jonal.2984.2EEDF651@hiof.no>
Source record: 174791

In article <ELNABFUS43UP@galaxy.owl.de> neptune@galaxy.owl.de (Hendrik Mylius) writes:

>>> I believe there's a crippled 040-version (EC?) available, which _cannot_ be
>>> used to run MagicMAC.
>>
>>As far as I know, no Mac uses the 68EC040. I don't think I've seen any
>>accelerator boards with them, either. The EC040 lacks a MMU, and you need
>>one to do System 7 virtual memory.

>Perhaps in one of the smaller PowerBooks?

Nope. No EC's used AFAIK.

Snail : Hjortsbergvn. 7, N-1784 Halden. Norway Voice: +47-69-175939
Finger me at gyda.hiof.no for more info...
tlhIngan Hol Dajantlh'a'
Life is a lemon and I want my money back! (Jim Steiman)

5268. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 19:40:19 UTC
From: olly@mantis.co.uk
Message-ID: <3cktb3$qs7@sunforest.mantis.co.uk>
Source record: 174613
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

In article <3chpi7$ncs@tadpole.fc.hp.com>,
Kartik Subbarao <subbarao@concorde.fc.hp.com> wrote:
>In article <19941211.105835.74@mipc-08.brunel.ac.uk>,
>Mark Smith <ee91mds2@brunel.ac.uk> wrote:
>>In article <niteowl-1012941258250001@rusxppp06.rus.uni-stuttgart.de>,
>> niteowl@studbox.uni-stuttgart.de (Werner J. Lilie) wrote:
>>
>>> Note : both files are a mere 18K in size.
>>
>>That makes no difference. It is bad netiquette to post binaries in
>>discussion groups. Also, if you are downloading via a dial-up SLIP link, it
>>takes a while to download 18K, time which the recipient is paying for.
>
>Quit your damn whining. Nobody's putting a gun to your head saying you have
>to read news. Watch more discussion be generated about this than the
>actual innocuous posting!

Such discussion is an inevitable consequence of posting binaries in
discussion groups, so it needs to be counted when tallying the true
bandwidth cost.

Olly
--
suckSqueezeBANGblowsuckSqueezeBANGblowsuckSqueezeBANGblowsuckSqueezeBANGblow

5269. Re: insel_intide_B.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 20:04:25 UTC
From: c1inib@kocrsv01.delcoelect.com
Message-ID: <3ckuo9$oe4@kocrsv08.delcoelect.com>
Source record: 174614
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

[gif deleted (!)]

I've got an Intel Inside logo with a big red "NOT" stamped over it ....

--

"Belgium man, Belgium" Nigel Barrett
- Zaphod Beeblebrox c1inib@kocrsv01.delcoelect.com

5270. BBS Packages for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 20:27:00 UTC
From: Don.Schmidt@f79.n105.z1.fidonet.org
Message-ID: <787355146.AA03297@jina.rain.com>
Source record: 174792

MS> Seems to me that amongst others QBBS is missing from your list
MS> of Atari BBS software.

Do you know if anyone is doing anything with BB/ST by Steven Grimm?
It is a 1987/QMI BBS program. I'm using it here on Bear Cavern (206)
573-2054 and wonder if any upgrading has been done to it, like
Z-Modem up and down loading being added. I've got version 1.20.

... Pentium accuracy: 4195835-(4195835/3145727) * 3145727 = 256
___ Mountain Reader II - #Beta 001

5271. Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 20:30:54 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELOIBBVGUp@stingray.manawatu.gen.nz>
Source record: 174793
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

If I went out and bought a Falcon today,
what else would I have to buy with it?

Everyone seems to have accelerator boards - would I need to buy one as well?

Should I use a TV or SVGA monitor or even RGB monitor? I would like a
standard PC-equivalent resolution of 1024x768x256 colours (all my friends
have this from scratch, so it's no big thing).

From what I have heard, it appears that IDE drives are effectively faster than
SCSI in Falcons - so would I be better off getting a 540 Meg IDE?
I also hear that the Falcon has a 2 1/2" drive instead of the "standard" 3 1/5"
But I can fit one into the Falcon by removing the internal speaker?
It has an internal speaker then I presume? What happens if I remove this?
Would I lose any specific sounds? Or was it just put there in case you bought
a SVGA monitor without sound? Would I need to hack bits off the computer to
get this drive in?

Then do I need to buy (immediately) NVDI, BlowUp (or somethng like that),
and more RAM ?

The Falcon memory looks incredibly expensive - does it use "funny"-ram i.e.
Falcon-only stuff, or can I use "PC" ram (72 pin or whatever) with it?

I realise I would be stuck with the keyboard attached to the computer *sigh*,
but understand that the keyboard is much better than the ST I am using now?

So basically, I would like to know:

Just what would the cost be, after I cover all the hidden (but necessary) costs
of buying a Falcon? I would dearly love to buy a Falcon, but if it is going to
end up costing the same as a PC (I can get an Intel 486 dx2/66, 8 Meg, 540 IDE
enhanced, SVGA monitor 1Meg video ram VESA[or something], soundblaster 16 bit
stereo, plenty of software free, Borland C++ for the student price -a third
of the standard retail price] - forgive me if I have missed anything).
Oh the computer is a Compaq Prolinear btw. (so it's not the cheapest PC).

The PC above would cost (last month's prices): $NZ3800 (about $US2400)
A Falcon (4 Meg and _NO_ HD, _NO_ monitor...): Approx.$NZ2100 (about $US1324)
not far off 1/2 price, but that's without a 540Meg HDD ($NZ500 - $US315),
a monitor (not too sure of the cost), and a whole bunch of software - C,
an Assembler for the '030 and DSP) and any GFA Basic update for the Falcon.

Oh yes, and cables too - some monitor cable to attach a Monitor (SVGA or RGB)
to the Falcon (at least I already have a SCART for a TV) - they usually cost
a fortune.

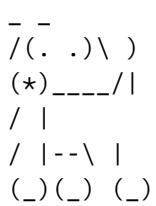
And ignoring the fact that there are a _lot_ of PC dealers in New Zealand - but _no_ Atari dealers - this is vital if I want to see software b4 I buy it rather than having to try get hold of an illegal copy, just so I can preview it before actually buying an official version from overseas!!!

I'm not trying to convert people to PCs (else I'd be saying this in .advocacy) as I myself _love_ ataris. But the problem is - is it really worth buying a Falcon? Please give me reason to buy one (next year when I have the money).

Thanks for reading all that,
Richard.

PS. Before anyone says it - yes I would have to pay more for a PC with MIDI, and a LAN - but I would never actually use those, so they don't really count.

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

5272. Falcon screen size...

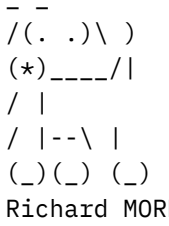
Newsgroup: comp.sys.atari.st
Date: 1994-12-13 20:32:48 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELOIBBVIUp@stingray.manawatu.gen.nz>
Source record: 174794
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I forgot to ask in my previous article about the Falcon:

Which resolutions does it have? I only have one preview of the computer from
a couple of years ago before it was actually released.

Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

5273. Fixes in MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 20:34:39 UTC
From: abro@amath.unizh.ch
Message-ID: <1994Dec13.203439.25482@rzu-news.unizh.ch>
Source record: 174795

Hi!

Now I'm using MultiTOS. Do I need the Fixes
- Folder100
- RainbowFix
- PoolFix
further?

Thanks for an answer! Ciao, Arnt

---------------------------------- |
Arnt Broska, Uni Zuerich, Schweiz | --
---------------------------------- | Does anybody know an Email-address of God?
EMail-Adress: abro@amath.unizh.ch | --
| Newest answer: jesus.christ@your.heart.now

5274. Re: Atari Licenses Falcon Technology to C-Lab

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 20:38:33 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3cl0o9$p4h@nyheter.chalmers.se>
Source record: 174796

In article <Rc5WWVi.johnhechtman@delphi.com>,
John Hechtman <johnhechtman@delphi.com> wrote:
>I have it as inside news that they are considering _two_ case designs and
>are like to produce both. One is a present-day Falcon lookalike in a one
>piece case, the second is a detached keyboard rack mount unit like the
>Wizztronics case. I would recommend that anyone looking for a tower Falcon to
>be produced, make their desires known to C-Lab ASAP!!! We have no one but our
>selves to blame if we don't provide needed feedback to a company that stands a
>real chance to make the next generation TOS machines! I don't have C-Labs
>contact info handy - I'll post it later, or look in one of the posted Atari
>Developers Lists.

This is just great! It seems like there will be three companies making tos-
computers and this is if you _DON'T_ count atari. I wish C-lab, GE-Soft and
the makers of Medusa real good luck!

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

5275. Need advice on TOS upgrade ...

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 21:06:17 UTC
From: mkhst4+@pitt.edu
Message-ID: <3cl2c9$cov@usenet.srv.cis.pitt.edu>
Source record: 174798

I have a 1040ST with the stock 1 meg of memory and TOS 1.2 I am considering upgrading the TOS to 1.4 to improve my HD access and I was wondering:

1. Is TOS 1.4 the highest I can go without adding a TOS extension board?
2. If #1 is the case, what's the latest TOS I could run if I did install an extension card and what benefits would this get me?

Thanks in advance for the info...

mkhst4+@pitt.edu

5276. Re: Problem with HD disks, PLEASE HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 21:09:52 UTC
From: rtor@plato.ansa.co.uk
Message-ID: <3cl2j0$kku@plato.ansa.co.uk>
Source record: 174797

Geoff Camp (geoff@damp.apana.org.au) wrote:
: Yes and no..... The internal DD drive on my ST (very old ST) will quite
: happily format HD discs to DD standard, and with no errors at the time of
: format and with no loss of data over at least 2 years. The external DD
: drive will not format the discs at all without lots of errors. I suppose
: it a mix of technical mis-nmatch and good luck!

HD and DD discs use different magnetic material on the disc itself, HD discs need a stronger magnetic field than DD discs, and HD drives have heads that can generate the necessary field. You are probably lucky in having a "better" head in you internal drive that generates a strong enough field for HD discs, you are even luckier that the data does not mysteriously fade away as the magnetism decays.

Some people may be able to use HD discs in their DD drives, but be aware that the failure mode is that the disc just becomes unreadable, and the data on it is lost forever - I hope you have backups!

--
Regards,
Owen Rees <rtor@ansa.co.uk>
Information about ANSA is at <URL:http://www.ansa.co.uk/>.

5277. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 21:34:01 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3cl409$peb@nyheter.chalmers.se>
Source record: 174799
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3cip36$ig0@aristotle.algonet.se>,
Tommy Jonaeson <jonaeson@algonet.se> wrote:
>Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
>A '040 board will definately be cheaper than a '060 board, and thus
>appeal to a bigger market.

Perhaps not in the future... (see later)

>: I guess that the data lines will probably be 64 bit instead of 32? (This
>: is just a presumption). Would that create problems with current Falcons?
>
>No, all 680xx processors have adaptive datawidth. They can accept any
>memory size from 8 bit up to 32. (Don't think 060 is 64 bit)

Actually the '040 can only handle a 32 bit bus according to what I've read
about it. The '060 is most likely the same.

>Motorola haven't sold so many 060's, (compared to 030-040) and is
>probably very expensive compared to them.

Well, right now the '060 is certainly more expensive, but I read somewhere
that they actually expected the chip to be cheaper to produce than the
'040, which could be nice...

Even if the '060 is pin compatible with the '040, it won't be possible to
simply plug it into an '040-accelerator card since they've lowered the
supply voltage to 3.3 (or was it 3?) volts.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

5278. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 22:03:24 UTC
From: fvdakker@sterbbs.nl
Message-ID: <026516XDIKLJTOQXTWBG@sterbbs.nl>
Source record: 174800

contacts@mits.mdata.fi (Pekka Saarinen) wrote:

co>In article <3c9mu2$7f6@btmplq.god.bel.alcatel.be>,
co>Chris Gray <cgra@se.bel.alcatel.be> wrote:
co>>In article <3bs74b$err@prime.mdata.fi>, contacts@mits.mdata.fi
co>(Pekka Saarinen) writes:
co>>> (especially Englishmen who live next
co>>> to Germany)
co>>
co>>Are you talking about me by any chance?
co>
co>Did I mention any names? :-)
co>I wasn't talking about English citizens who live in Belgium, but
co>about *all* people in England (England is near Germany: just across
co>the channel and to the left a bit...).

Don't you forget thaat there still is a nice little country "The
Netherlands" between Germany and the Channel? :-)
Greetings, Frits van den Akker, fvdakker@sterbbs.nl, JFA Software.
Now also avaliable: fvdakker@runner.knoware.nl !!!!

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

5279. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 22:11:17 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.787356677@txfs1.hfb.se>
Source record: 174651
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3cip36$ig0@aristotle.algonet.se> jonaeson@algonet.se (Tommy Jonaeson) writes:

>Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
>A '040 board will definately be cheaper than a '060 board, and thus
>appeal to a bigger market.

True so true!

>A '060 board isn't a bad idea, but something that will have to wait for
>most developers until thay have made a 040 board.

And until the 060 is out on the market! (Is it out?)

>No, all 680xx processors have adaptive datawidth. They can accept any
>memory size from 8 bit up to 32. (Don't think 060 is 64 bit)

Hmmm not true!

000, 010 does not have adaptive datawidth!

020 and 030 does!

040 and 060 has it, IF you are using a external chip called: 68150

the 060 CPU has 32 bit wide data/address bus!

>Motorola haven't sold so many 060's, (compared to 030-040) and is
>probably very expensive compared to them.

I think Motorola had to rethink when APPLE said that they wouldn't have
any use of the 060, instead they consentrated on the PPC!

Still the CPU market for Motorola is quite small relative to other parts
of Motorola products!

>060 is faster, but I wouldn't fork out the money for it. To expensive and
>I don't need the power.

What! You always need POWER! (But if it's worth the money? Don't know!)

//Robert - who just read the m68k FAQ!

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

5280. Unix for ST

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 22:19:59 UTC
From: schimmel@jupiter2.noname
Message-ID: <3cl6mf$qva@infmx.informix.com>
Source record: 174652

Is there a PD unix for the ST, if so is it on a net ftp site.

what are the system req. of it?

thanks

%%%

5281. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 22:34:02 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <ELNPAEFYUp@elfhaven.ersys.edmonton.ab.ca>
Source record: 174653

In <3cjv4e$2m1@brachio.zrz.TU-Berlin.DE> Andre Leistner wrote :

>There was a discussion about a thesaurus on Mausnet (newsgroup Atari.Text).
>The result was, that it's quite expensive to create one or to buy a
>licence of the neccessary data.

Perhaps this is true; how did Atari do it, though? How much money did
they put into AtariWorks, I wonder?

>A grammar checker is quite a difficult thing. Especially the German grammar
>is somehow more complicated than the English. I haven't heard of a German
>grammar checker that works *satisfyingly*. And since Papyrus' market is mainly
>Germany...

I've never seen an -english- grammar checker that made sense, let alone
a german one. In order to understand the grammar checker in MS Word,
you have to -know- the grammar (or rather the terms of grammar). That
has been my experience, anyway.

>That's true. I love the interface. I would'n buy a WP with a 1000 more features
>but an interface like MS-Word.

This is not very realistic, though. Writers will use the tool that does
the job the best. As bad as MS Word is (and it -is- bad) it DOES have
a spelling checker, a thesaurus, a dictionary, a grammer checker,
scalable fonts, a configurable toolbar, and about ten thousand other
features that can make your life easier. On the other hand, the
program crashes at least once a day for no apparent reason and has
some very serious flaws. The user interface is not perfect, or even
great, but it does the job and (with effort) can be customized
to meet your needs exactly. I hate it, but I use it every day at
college and would not switch to any word processor with less
power. (I hear Word Perfect 6 is good. I just wish my Atari had
one of these programs. Then I would enjoy using them a lot more.)

>Andre

--
Michel Forget / Electric Storm Software \\ october...october...october
mforget@elfhaven.ersys.edmonton.ab.ca \\ ...it should be here by now...
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 AD 6E 02 71 85

5282. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 22:36:16 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0rtGH.IE7@cix.compulink.co.uk>
Source record: 174654

In message <3cbaa1$g3h@cxc1.cl.msu.edu>, molin@cxc1.cl.msu.edu said:
> vlefevre@ens-lyon.fr (Vincent Lefevre) writes:
>
> > > TWO internal 1.44 drives, PLEASE!
> > Why TWO ??? With a HD, it's useless.
> > I think very few people need 2 1.44 drives, so they could add an
> > external one.
>
> Not true. I, and many others I'm sure, maintain a public domain disk
> library and it's exceptionally inconvenient having to swap disks to
> make copies. --

Though I'm not in the market for this machine - ISTM that 2 drives is *way*
over the top. With CD-ROM becomming more and more common, even the single
floppy drive will become underused.

Roland.

@CiX

5283. Re: Developer Package Deal for sale (repost)

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 22:38:41 UTC
From: wjones41@mail.caps.maine.edu
Message-ID: <1994Dec13.223931.17152@newsserver.rrzn.uni-hannover.de>
Source record: 174546

Craig Graham <Craig.Graham@ncl.ac.uk> wrote:
>
>In article <9412072141.AA53003@saturn.caps.maine.edu>, wjones41@mail.caps.maine.edu
(William B. Jones) writes:
>>For Sale:
>>
>>Here's a great package for the programming Atarian!
>>
>>*HiSoft Lattice C Version 5
>
>- cost 40gbp
>
>>*HiSoft Devpac 3 Assember (ST, Falcon & TT)
>
>- cost 60gpb
>
>>*Official Atari Developer's Kit with
>> bound documentation & original disks
>
>- expensive, but the atari compendium is more use.
>
>>$250 +shipping
>
>I think this is overpriced.
>
>Craig.

Not for US prices I think... Anyway, I'm open to dickering.

Bill

5284. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 22:48:16 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3cl8bg$686@golem.wcc.govt.nz>
Source record: 174655

In article <3cker4$ps1@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka Saarinen) writes:
>In article <d93rkr.787330881@txfs1.hfb.se>,
>Robert Krenn - HFB T d93 <d93rkr@t.hfb.se> wrote:
>>In <D0pr48.2u7@cix.compulink.co.uk> ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:
>>The thing I would like too see (and most certanly everyone else :^) Is
>>the case for the Falcon... A MEGA-F030/040 would be nice!

The MEGA case is the best that Atari has ever produced...

>standard Falcon 2. Point is, that you can not fit even 1 SCSI-drive
>inside the Mega-case (and with D2D you'll need several!).
>I really would like to get rid of all external cases!

Wrong again I have a 240meg in my Mega CASE....!!!

>Is there any info if there will be more DSP's?

To do what, make the coffee ???

The Falcon is a very bad design, it will take many many $$$$ to sort it out,
and nowing what the German prices are like it will cost some $4000us...

Ans it still has the stupid GEM/TOS OS, I think the best way is to forget
about Atari clones, and go get a real computer that is supported...

The main Music/MIDI Computer here in NZ is the Mac, Atari is a dirty word
here.....

>----Pekka Saarinen

>Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

--
>Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
>CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
>PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5285. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 23:09:12 UTC
From: ldo@waikato.ac.nz
Message-ID: <1994Dec14.120912.36004@waikato.ac.nz>
Source record: 174673
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc,comp.sys.atari.st

In article <YivBoWu00iVD481lUN@andrew.cmu.edu>, Charles William Swiger <infidel+@CMU.EDU> writes:
> Excerpts from netnews.comp.sys.next.misc: 12-Dec-94 Re:
> insel_intide_A.gif.uu (.. by Kartik Subbarao:
>>> That makes no difference. It is bad netiquette to post binaries in
>>> discussion groups. Also, if you are downloading via a dial-up SLIP link,
>>> it takes a while to download 18K, time which the recipient is paying for.
>>
>> Quit your damn whining.
>
> What "damn whining"? Everything said above is factually correct.

Where is it written that "discussions" shall be conducted exclusively in the English language and restricted to 7-bit ASCII?

Lawrence D'Oliveiro fone: +64-7-856-2889
Computer Services Dept fax: +64-7-838-4066
University of Waikato electric mail: ldo@waikato.ac.nz
Hamilton, New Zealand 37^ 47' 26" S, 175^ 19' 7" E, GMT+13:00

5286. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 23:12:01 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1312941515060001@tsa-41.ucsc.edu>
Source record: 174656

In article <ELNABFUS43UP@galaxy.owl.de>, neptune@galaxy.owl.de wrote:

> >As far as I know, no Mac uses the 68EC040. I don't think I've seen any
> >accelerator boards with them, either. The EC040 lacks a MMU, and you need
> >one to do System 7 virtual memory.
>
> Perhaps in one of the smaller PowerBooks?

Nope - they're all 68LC040, a low-power surface mount version, 25 or 33
MHz. People would really scream if they couldn't use VM on their
PowerBooks. :-)

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

5287. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 23:16:04 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1312941519090001@tsa-41.ucsc.edu>
Source record: 174657
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3cip36$ig0@aristotle.algonet.se>, jonaeson@algonet.se (Tommy Jonaeson) wrote:

> No, all 680xx processors have adaptive datawidth. They can accept any
> memory size from 8 bit up to 32. (Don't think 060 is 64 bit)

The 68060 has a 64-bit data bus, though it is still a 32-bit processor (just as the Pentium and PowerPC 601 have 64-bit data buses but are 32-bit processors).

+---+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---+

5288. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 23:16:17 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <3cla01$j7j@josie.abo.fi>
Source record: 174658

Some facts needed:

1) Can DSP 56001 be used as a sound data packer (something like 4:1 compression ratio), like some PC expansion cards can ?

2) Can Falcon handle IDE CD-ROMs, 2 CD-ROMs, and over 500 Mb sized HDDs?

3) Are there any "Digital Diskjockey" -style applivcations existing for Falcon yet? Music from hard disk and CD-ROMs, mixing possibilities, etc..?

Thanks for any help!

Tommi

5289. eXtended GEM partitions

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 23:27:12 UTC
From: npetrlik@public.srce.hr
Message-ID: <3clakg$4hl@nippur.irb.hr>
Source record: 174659

Hi !

I have a MEGAFILE60 (ACSI), and for formatting and
partitioning I've used HDX 3.02. Before I've partitioned the
hard disc, HDX asked me to choose which partitions should
be eXtended (I choosed E,F and G, i think - BTW, i
partitioned him to partitions from C to H). Is it somehow
possible to avoid that eXtended GEM partitions choosing, or
is it possible to make only one eXtended partition ?
Not a trouble to me, but when using Spectre to make Spectre
partition, eXtended GEM partition Spectre recognizes as
only ONE SINGLE partition! ...
One more thing, all of my partitions are smaller than
15 MB and my TOS vers. is 1.04 (rainbow TOS).
Maybe other partitioning program could handle this ?

Thanx for the answers.

Neven Petrlik npetrlik@srce.hr Zagreb,CROATIA

5290. MagiCMac

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 23:28:48 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELOACEUQ43UP@galaxy.owl.de>
Source record: 174677

In <3ci9j1$2pbd@sat.ipp-garching.mpg.de> Cornelius Krasel wrote:

>[about MagicMac/MacMagic -- what's the correct name BTW?]

MagiCMac

>> Compatibility in the first version is already high, although it will
>> allow only for very well written GEm and TOs applications to run (do not
>> forget, no ST/TT emulator, but an OS)

I hope I can get a MagiCMac-FAQ and a list with tested programmes to you
within the next couple of days.

>Well, if it is able to run the Tempus Editor, compatibility must be
>quite high :-)

I really don't know about Tempus and MagiCMac.

>(Tempus Editor is one of the finest pieces of software I've ever seen.
> Unfortunately not too compatible...)

To say the least. Works fine under a single-tasking OS and in standard
resolutios. But multitasking and grafics-boards seem to cause some problems.

--
/Hendr!K/
``'``
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.---+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/

5291. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-13 23:42:26 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <3clbh2$mln@csugrad.cs.vt.edu>
Source record: 174660

Andre Leistner (alpldbia@w355zrz.zrz.tu-berlin.de) wrote:

: In article <D0Mx4p.6Hu@cix.compulink.co.uk>,
: Ofir Gal <ogal@cix.compulink.co.uk> wrote:

: >On the other hand it has the best interface and an excellent font panel.

: That's true. I love the interface. I would'n buy a WP with a 1000 more features
: but an interface like MS-Word.

That's the reason I decided to get Papyrus instead of That's Write
III. Although TWIII was faster, supported Speedo fonts, and was cheaper,
I went for Papyrus because I found TWIII awkward to use (personal preference).

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

5292. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 00:20:21 UTC
From: paul@xciv.demon.co.uk
Message-ID: <787364421snz@xciv.demon.co.uk>
Source record: 174612
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

In article <niteowl-1012941258250001@rusxppp06.rus.uni-stuttgart.de>
niteowl@studbox.uni-stuttgart.de "Werner J. Lilie" writes:

> > Yeah, um, thanks for that - shouldn't this be in the binary groups!?
>
> Note : both files are a mere 18K in size.

Somehow I did not receive these msgs, where can I the files?

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC Like a thief in the night, see the world by candlelight */
/* Owner I think the phrase ryhmes with "clucking bell" - Blackadder */

5293. Re: ST-Review...!! [nearly gone] NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 00:24:07 UTC
From: paul@xciv.demon.co.uk
Message-ID: <787364647snz@xciv.demon.co.uk>
Source record: 174661

In article <cb170.787237656@coombe> cb170@city.ac.uk "HALL B J" writes:

> Vic Lennard has moved onto a Mac magazine (and is heavily pluggin MagiC Mac).

I think certain people were trying to persuade both him and Ofir to put in
applications for the post. :-)

> Trenton (St Format editor) has also moved on, so the Format editor space
> is vacant at the moment.

He would make a good MP. He seemed to avoid most of the questions and I
don't think I saw him smile much.

> >Also, does this move mean there may not be any more of those UK Atari shows???
>
> No - we had a vote on it in the meeting, and there will definately be more
> shows (with a longer discussion forum next time). I think most exhibitors
> had a pretty good weekend at the shows.

Yes, very interesting forum wasn't it. :-)

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC Like a thief in the night, see the world by candlelight */
/* Owner I think the phrase ryhmes with "clucking bell" - Blackadder */

5294. Re: File-formats for Atari ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 00:25:46 UTC
From: paul@xciv.demon.co.uk
Message-ID: <787364746snz@xciv.demon.co.uk>
Source record: 174662

In article <H.eg.izC_8wfcxJ6@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca "Chris Herborth" writes:

> NeXT has AFAIK the only complete implementation of the RTF spec.

You really like those NeXT machines don't you Chris. ;-)

-Paul- (Who's just started a new job and is trying to learn to program them)

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC Like a thief in the night, see the world by candlelight */
/* Owner I think the phrase ryhmes with "clucking bell" - Blackadder */

5295. Re: To all at the London Atari show

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 00:32:59 UTC
From: paul@xciv.demon.co.uk
Message-ID: <787365178snz@xciv.demon.co.uk>
Source record: 174663

In article <cb170.787224791@wheatley> cb170@city.ac.uk "HALL B J" writes:

> Great show!

Indeed..

> It was nice meeting so many guys and gals in the Atari community, and
> although many people were feeling a bit let down about the state of Atari
> in general, it was nice to see that people in the Atari scene are still
> supporting it fully.

I thought it was depressing and uplifting at the same time, ie. the STR
situation and the C-Lab information (I'll stop there <g>).

> And the Vic-bashing-Trenton debate was good too, although Neal O'Nions
> capably stopped any fists flying :-) :-)

That was fun, I especially liked it when STF was referred to asa joke. ;-)

> Hope the next one goes down equally as well.

Hope so...

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC Like a thief in the night, see the world by candlelight */
/* Owner I think the phrase ryhmes with "clucking bell" - Blackadder */

5296. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 00:38:47 UTC
From: paul@xciv.demon.co.uk
Message-ID: <787365527snz@xciv.demon.co.uk>
Source record: 174664

In article <3cif9q$cbo@whitbeck.ncl.ac.uk>
Craig.Graham@ncl.ac.uk "Craig Graham" writes:

> A crucial move would be to ditch the awful ST style case, and go for a proper
> case - I happen to like the TT case, but just a reasonable clone case with
> space for some internal expansion would be good.

Someone I was at the show with asked this, the reply was that at first the case would be the standard ST case. The reason for this is to maintain continuity, when Atari finally stop Falcon production (which will probably happen although when, who knows) and C-Lab take over they want to make it easily known that the Falcon is still going.

> As to CPU expansion, what would really hot up a Falcon2 would be the
> addition of a 32 bit wide RAM option with a 32MHz CPU as standard.

In answer to the 32 bit bus question the guy said that they would see what they could do, the technical team will have a go and see what they can do, I think it will depend on how difficult it is and how long it would take them.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC Like a thief in the night, see the world by candlelight */
/* Owner I think the phrase ryhmes with "clucking bell" - Blackadder */

5297. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 01:57:15 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D0s2rF.BB0@cix.compulink.co.uk>
Source record: 174669
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>One Big problem with German ones is the lack of good spelling/Thesaurus
>support...

Papyrus has a spell checker, but no thesaurus.

>The other problem is these later version need a high res monitor and
>4 megs of Ram and a hard disk....

Papyrus does not require a hard disk and it runs in 1MB. Features require RAM. Can you name one PC/Mac WP that has a spell checker and thesaurus and can run in 640*200 res in 1MB and without a hard disk?

Ofir ogal@cix.compulink.co.uk

5298. Marpet Ram Xpander

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 02:52:26 UTC
From: jrote@mhs.mendocino.k12.ca.us
Message-ID: <jrote-131294195206@rop22.mhs.mendocino.k12.ca.us>
Source record: 174671

a while back I was reading about a company called Marpet (?) who was developing a RAM expansion card for the ST line. Sapose to give us something like 12 meg total. Well I am one of the lucky ones who has a Mega 4 STE and they were, so I was told, working on this ram expansion for this model. Well anybody know what happened and how to contact these Marpet people? I need more RAM!

5299. WWW browser

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 02:56:35 UTC
From: jrote@mhs.mendocino.k12.ca.us
Message-ID: <jrote-131294195925@rop22.mhs.mendocino.k12.ca.us>
Source record: 174672

Well the big question on my keyboard today is:
Where are the WWW browsers for the Atari? one would be fine thank you.
one that takes advantage of the GEM.

5300. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 03:19:54 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <3clo8q$nf3@cri.ens-lyon.fr>
Source record: 174676

In article IE7@cix.compulink.co.uk, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>Though I'm not in the market for this machine - ISTM that 2 drives is *way*
>over the top. With CD-ROM becomming more and more common, even the single
>floppy drive will become underused.

Since I've had a SyQuest, I don't use floppies very often (I use them mainly
for data transfer with other computers).

My local dealer has received a paper (from ?) saying that the new machine
from Atari will have NO floppy drive. No-one here agreed with this decision.
Does anyone have some information about this?

Vincent Lefevre

5301. Re: Atari newbie request chess programs for ST1040

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 03:29:36 UTC
From: garnet@fred.net
Message-ID: <3clor0$429@bigdog.fred.net>
Source record: 174674

Bill Repetto (brepetto@delphi.com) wrote:
: Battle Chess is not all that bad, either. The entertainment aspect of it
: aside, it's also a pretty good chess program. I have the ST version and the
: Windows version. The Atari version is FAR superior.
: Bill R.

I was not that thrilled with Battle Chess. I only played it a couple of times before going back to ChessMaster 2000. After the novelity of the captures, I went back to the 2d presentation. It does not have a very extensive opening book.

Does anyone know of any chess programs for the atari that allows you to define your own opening book? Also, are there any chess db programs out there?

--
Garnet Harris work:gharris@hns.com play:garnet@fred.net
And I feel like picking a fight, with everyone who thinks they are right.
All the preacher men, the politicians, all the critics, and the things
they write. -Rainmakers-

5302. Re: Marpet Ram Xpander

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 03:45:33 UTC
From: gt5616a@prism.gatech.edu
Message-ID: <3clpot$7ur@acmex.gatech.edu>
Source record: 174675

In comp.sys.atari.st you write:

>a while back I was reading about a company called Marpet (?) who was
>developing a RAM expansion card for the ST line. Sapose to give us
>something like 12 meg total. Well I am one of the lucky ones who has a
>Mega 4 STE and they were, so I was told, working on this ram expansion for
>this model. Well anybody know what happened and how to contact these
>Marpet people? I need more RAM!

Hmm, yes, I know about these people. I bought one of their XTRAM boards from
Toad Computers in Maryland to upgrade an old 520ST. I guess it probably could
work ok- it seemed like a well-built board- but I couldn't get it to function
in the 520. Anyway, I'd recommend calling Toad or some Atari dealer if you're
in the U.S.- if not, here's the address for Marpet: Meadowfield Farm, Fellbeck,
Pately Bridge, Harrogate, North Yorkshire, HG4 1LU, UK. Tel: 44 (0) 423 712600
Fax: 44 (0) 434 712601. Heck, while I'm at it, here's the address for Toad:
570 Governor Ritchie Hwy, Severna Park, MD 21146-2925. Tel: Orders 800 448 TOAD Info 410
544 6943.
Hope you have better luck than I did...

By the way, if anybody has an ST of any description with at least 1 Mb of RAM
for sale, I'm looking to pay around $100. Disk drive not required, some
dings & maybe even damage ok, as long as the MIDI ports work. Of course, TOS
above version 1.0 would be a plus.

- Michael Ashton
data@havoc.gtf.gatech.edu

5303. Loading GDOS fonts...

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 04:54:04 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELORFBUQUp@stingray.manawatu.gen.nz>
Source record: 174667
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

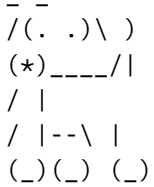
Is there a way to load GDOS fonts without having to load all fonts from the assign.sys file via the vst_load_fonts() routine?

I want to be able to choose which font to load (e.g. from a file selector) and then load the sucker.

I am looking thru one of my Lattice C manuals to see if there are, but if you know of how to do this, please e-mail me and tell me.

Thanks,
Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

5304. Help! Atari 520stfm won't power on

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 05:09:33 UTC
From: SSBG99A@prodigy.com
Message-ID: <3clumd$l7q@usenetw1.news.prodigy.com>
Source record: 174686

alas, it is true. there was a day where i left it on for about 12 hours
in a row.
at the end of the day, the system was hung. since then, it will not power
on. can anyone tell me where i could take the system unit for repair? i
live in the ft lauderdale area, but would be happy to mail it somewhere
too...

thanks,
jeff
ssbg99a@prodigy.com
407-367-1229

p.s. would prefer answers mailed to me...

5305. Re: Where is Atari ST emulator?

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 05:26:17 UTC
From: erichall@io.org
Message-ID: <3clvlp$kfq@ionews.io.org>
Source record: 174668

In article <D0qB9M.FDJ@microsoft.com>,
Darek Mihocka <darekm@microsoft.com> wrote:

> About 3000 Gemulators are currently in use by Atari users all over the
> world who made the intelligent choice to buy a real computer rather than
^^^^^^^^^^^ ^^^^^^^^^^^^^

Darek, there's a big difference between intelligence and wisdom!

Take a very _hypothetical_ situation.... Suppose a young lad, with a fair degree of knowledge, developed an application on his 8-bit Atari, which enabled him to use it as a 'blue box' (ie. phreaking). This would show a certain level of _intelligence_. However, to then post an article under his own name, on a public BBS, detailing how to do this, would show a complete lack of _wisdom_. (speaking _hypothetically_, of course ;-)

Now there may be 3000 reasonably _intelligent_ non-Atari users out there, using Gemulators, BUT if they gave up their Atari's to buy computers (real or virtual), that require a Gemulator to run something other than oversized overpriced and unneeded software packages from mindless conglomerates that shall remain nameless... then they didn't make the _wise_ choice, did they!

5306. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 05:53:50 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELOSEFUUUp@stingray.manawatu.gen.nz>
Source record: 174670
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>It was announced at a UK Atari show yesterday that CLAb now own the
>rights to falcon.
>
>Early 95 will see a Falcon with all the audio fixes called the Clab
>falcon 2. Othr machines are a 68040 and a possible 299GBP machine. They
>are open to suggestions as to how the h/w should develop. Most people
>advised their rep at the show that better graphics would be good.
>
>Iain
>
```

Just get them to join comp.sys.atari.st[.tech] and look at the "dream atari" thread that "someone" started.

In fact - perhaps they could give us an e-mail address and I'm sure that quite a few people would be able to send them some hints as to what to include. It would make their life easier - they wouldn't need to think of things to put in it - we'd tell them instead =8-]

Richard =8-]

PS. Why 040??? There _is_ an '060 - the first mistake they could make would be to use "old-tech" from the word go.

--

```
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/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

5307. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 08:25:06 UTC
From: contacts@mits.mdata.fi
Message-ID: <3cma52$s6f@prime.mdata.fi>
Source record: 174678

In article <3cl8bg$686@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@kosmos.wcc.govt.nz> wrote:
>In article <3cker4$ps1@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka Saarinen) writes:
>
>The MEGA case is the best that Atari has ever produced...

No it's not - the TT-case is better, so is the keyboard. But a tower
would be ideal.

>>standard Falcon 2. Point is, that you can not fit even 1 SCSI-drive
>>inside the Mega-case (and with D2D you'll need several!).
>>I really would like to get rid of all external cases!
>
>Wrong again I have a 240meg in my Mega CASE....!!!

I had Moniterm video-card in my Mega 4 and I couldn't fit even my
Gerbil there.
You need several SCSI drives for serious D2D-work.

2Gb is the maximum for one drive, and if you're doing a whole album
you're need a lot more.

>>Is there any info if there will be more DSP's?
>
>To do what, make the coffee ???

Think before you write. One DSP can handle 8 tracks with one realtime
effect. If you had two DSP's you could have 16 tracks with 2 realtime
effects or 8 tracks with several effects. And you would be able to
build ASR-10 -clone inside Falcon.

>The Falcon is a very bad design, it will take many many $$$$ to sort it out,
>and nowing what the German prices are like it will cost some $4000us...

The German prices are the cheapest around.
I certainly don't see much bad in having a computer that can act as
integrated MIDI/Digital audio workstation with digital I/O and
ROM OS & SCSI - I think it's a good design compared to Mac (get expensive
cards for D2D) or PC (It cannot even be done as in Falcon).

What I've heard (from a nice chap from Steinberg), the new Falcon2
will be cheap and very powerful.

>it still has the stupid GEM/TOS OS, I think the best way is to forget
>about Atari clones, and go get a real computer that is supported...

Is there any special reason why you write to Atari-Areas?
I think it's clear that you're notes belong to advocacy-area - we have

heard such boring comments too much lately. See what's going on:
Medusa, Eagle, Falcon2....???

>The main Music/MIDI Computer here in NZ is the Mac, Atari is a dirty word
>here.....

Then don't say it anymore.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5308. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 09:35:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D0snyC.92s@cix.compulink.co.uk>
Source record: 174679

In response to hutch@ilmen.lanl.gov's message:
> Iain Laskey (ilaskey@cix.compulink.co.uk) wrote:
> > It was announced at a UK Atari show yesterday that CLab now own the
> > rights to Falcon.
>
> Whoa, hold on there, Iain. That statement is a little bit misleading.
>
> C-Lab and Atari have signed an agreement granting C-Lab certain rights
> in regards to utilizing Falcon technology, but do not OWN those
> rights. This implies that Atari has sold all interests and rights
> in the Falcon which is not the case... they simply -licensed- it to
> C-Lab. That's how I read the press release from James Grunke at Atari,
> anyway.

We were only given a verbal statement at the show. Is this press release
available anywhere on the net? I'd be interested in what it said rather
han some half remembered snatches of it.

> In any event, it will be interesting to see what C-Lab comes up with.

Sounds good.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #

5309. Help, is there a Midi playing Tracker Program ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 09:51:24 UTC
From: jon_w@oldham.gpsemi.com
Message-ID: <D0sopp.IBu@lincoln.gpsemi.com>
Source record: 174680
Body handling: HTML body converted to readable text

Sorry that this is a repeat of an earlier message, but I don't
think the previous title reflected my request.

I am looking for a tracker program that accepts midi input allowing
the tracker to play like a sampler. I have looked at PROTRACKER
and OCTALYSER, they mention this facility in later versions. Are
these later versions around, if not could someone supply me with
an address where I could get the latest versions.

Jonathan

~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~
___ ___ Jonathan Walker
" " " __( )====:: __( )====:: GEC Plessey Semiconductors
"" " /~~~~~~~~~\ /~~~~~~~~~\ Oldham, Great Britain.
\!/ \O.O.O.O.O/ \O.O.O.O.O/ E-mail: jon_w@oldham.gpsemi.com
~~~~~~

5310. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 09:56:36 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELOKCJUY43UP@galaxy.owl.de>
Source record: 174510

In <D0pr48.2u7@cix.compulink.co.uk> "Iain Laskey" wrote :

>It was announced at a UK Atari show yesterday that CLAb now own the
>rights to falcon.

Is that absolutely sure?

>Early 95 will see a Falcon with all the audio fixes called the Clab
>falcon 2. Othr machines are a 68040 and a possible 299GBP machine. They
^^^^^^
What do you mean with that?

--
/Hendr!K/
```'```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.---+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/
```

5311. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 10:01:16 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELOKCJVA43UP@galaxy.owl.de>
Source record: 174509

In <3cif9q$cbo@whitbeck.ncl.ac.uk> Craig Graham wrote :

>That is an obvious fix to say the least - incorporating some form of
>the BlowUp/ScreenBlaster/FalconScreen software into the ROMS would be
>a good staring point, and wouldn't require any HW mods at all. Incorporating
>the BlowUP hardware internally should be cheap as well.

I don't think incorporating such a software into ROMs is a very good idea.
Except with FLASH-ROMs installed. I'd rather have that as an external
software.

>A crucial move would be to ditch the awful ST style case, and go for a proper
>case - I happen to like the TT case, but just a reasonable clone case with

Oh please. Use an industry-standard tower-case. Musicians might like to see a
19"rack-version.

>As to CPU expansion, what would really hot up a Falcon2 would be the
>addition of a 32 bit wide RAM option with a 32MHz CPU as standard.

Falcon RAM _is_ 32 bit wide. But A Falcon 2 should have standard SIMM sockets.
Preferrably 72-pin ones.

--
/Hendr!K/
```'```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.--+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
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```

5312. Re: Loading GDOS fonts...

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 10:07:12 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3cmg4g$bdd@golem.wcc.govt.nz>
Source record: 174681
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <ELORFBUQUp@stingray.manawatu.gen.nz>, richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:
>Is there a way to load GDOS fonts without having to load all fonts from the
>assign.sys file via the vst_load_fonts() routine?
>
>I want to be able to choose which font to load (e.g. from a file selector)
>and then load the sucker.

Atari GDOS can't do that but the CodeHead one Can, G Plus Plus or some thing like that, it has a ACC so that you can load the Fonts when you like...

But I am not 100% on this, may be some of the USA readers can help...

>Richard =8-]

> Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5313. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 10:12:53 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3cmgf5$rg1@btmplq.god.bel.alcatel.be>
Source record: 174682
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc,comp.sys.atari.st

In article <YivBoWu00iVD481lUN@andrew.cmu.edu>,
Charles William Swiger <infidel+@CMU.EDU> writes:

[blah blah blah]

I just weighed that junk and it came to 5686 bytes... ;>

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

5314. Help! Need correct C-Lab address!

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 10:19:21 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <Zg4Wet5.johnhechtman@delphi.com>
Source record: 174683

Many people hav emailed me asking for a valid email or snailmail address for C-Lab, since my post that C-Lab was taking over production/R&D on the Falcon computer. The only problem is, I have an obsolete address for C-Lab from the time before Emagic and C-Lab split. Can some one email me the right info and also post it here for all concerned? Thanks! BTW, this is NOT a rumor - the licensing to C-Lab has been confirmed by Atari. TOS lives!

5315. Re: File-formats for Atari ST/TT/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 10:23:41 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3cmh3d$fll@percy.cs.bham.ac.uk>
Source record: 174684

neptune@galaxy.owl.de writes:
>In <3ch7g3$hvd@percy.cs.bham.ac.uk> Chris Ridd wrote :
>
>>Except by Microsoft :-(
>>
>>Who would bet on the rest of the world winning against Microsoft?
>
>I would ;-)
>
>MS really s*cks.

True, but you'd lose your money :-(

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5316. Re: Need advice on TOS upgrade ...

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 10:28:10 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3cmhbq$fnd@percy.cs.bham.ac.uk>
Source record: 174685

mkhst4+@pitt.edu (Matthew K Heere) writes:
>I have a 1040ST with the stock 1 meg of memory and TOS 1.2 I am considering
>upgrading the TOS to 1.4 to improve my HD access and I was wondering:
>
>1. Is TOS 1.4 the highest I can go without adding a TOS extension board?

Yes.

>2. If #1 is the case, what's the latest TOS I could run if I did install
> an extension card and what benefits would this get me?

2.06, which gives you a marginally better Desktop and GEM. There is a
third option, installing the TOS clone MagiC, but you will need more
memory to do this. It would be worth it, IMHO.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5317. Re: 2 CD-ROMs to Falcon? DSP-compression??

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 10:30:44 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELOKCJVK43UP@galaxy.owl.de>
Source record: 174512

In <3circi$q4r@josie.abo.fi> Morgoth wrote:

>Does anyone know, if one can use 2 CD-ROM drives connected to Falcon? Do the
>driver softwares support it? What problems might occur?

Sure why not. The SCSI-bus is capable of 6 devices. No matter what you plug
in. The *CD-Tools* driver from Germany is capable of driving as many CD-ROMs
as you can possibly connect.

>Does Falcon's IDE-bus support CD-ROM drives and over 1/2 Gb hard drives?

If you use a standard *IDE* CD-ROM e g. Mitsumi FX300 you should be able to
connect it. You'll need a driver for it, though. And again, CD-Tools comes to
my mind. AFAIK the only driver with support for standard IDE-CD-ROM.

Forget those cheap FX001D drives. They have a vendor specific interface.
You'll need a SoundBlaster to connect them or a special proprietary
controller.

I dunno about the .5 Gb drives. That should be a matter of the sofware as well.
But I'd rather go for an SCSI-drive anyway.

--
/Hendr!K/
``'``
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.--+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/

5318. Re: Marpet Ram Xpander

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 10:35:29 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <ZA60Gz5.johnhechtman@delphi.com>
Source record: 174687

Michael Paul Ashton <gt5616a@prism.gatech.edu> writes:

>>a while back I was reading about a company called Marpet (?) who was
>>developing a RAM expansion card for the ST line. Sapose to give us
>>something like 12 meg total. Well I am one of the lucky ones who has a
>>Mega 4 STE and they were, so I was told, working on this ram expansion for
>>this model. Well anybody know what happened and how to contact these
>>Marpet people? I need more RAM!

You're not alone (grin). I want more ram too and checked into this...

>Hmm, yes, I know about these people. I bought one of their XTRAM boards from
>Toad Computers in Maryland to upgrade an old 520ST. I guess it probably could
>work ok- it seemed like a well-built board- but I couldn't get it to function
>in the 520. Anyway, I'd recommend calling Toad or some Atari dealer if you're
>in the U.S.- if not, here's the address for Marpet: Meadowfield Farm, Fellbeck,
>Pately Bridge, Harrogate, North Yorkshire, HG4 1LU, UK. Tel: 44 (0) 423 712600
>Fax: 44 (0) 434 712601. Heck, while I'm at it, here's the address for Toad:
>570 Governor Ritchie Hwy, Severna Park, MD 21146-2925. Tel: Orders 800 448 TOAD Info 410
544 6943.
> Hope you have better luck than I did...

Toad told me as recently as last week that they were awaiting new driver
software from Marpet to fix problems with drive access caused by the X-tra Ram
board. They said the sofware should be in fairly soon. What problems did you
have when trying to use the board?

5319. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 10:38:18 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.787401498@radley>
Source record: 174688
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:

>In fact - perhaps they could give us an e-mail address and I'm sure that quite
>a few people would be able to send them some hints as to what to include. It
>would make their life easier - they wouldn't need to think of things to put in
>it - we'd tell them instead =8-]

They haven't got email (yet).

--

```
-------------------------------------------------------
|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
-------------------------------------------------------
```

5320. Re: ST-Review...!! [nearly gone] NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 10:39:42 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.787401582@radley>
Source record: 174689

paul@xciv.demon.co.uk (Paul Civati) writes:

>He would make a good MP. He seemed to avoid most of the questions and I
>don't think I saw him smile much.

EXACTLY what I thought?
- "Trenton, what exactly are your saes figues?"
- "Well. we'll have to wait until January...blah blah blah"

>Yes, very interesting forum wasn't it. :-)

Yup, although I think we could've go on for another four hours and
really talked in some detail about everything that was on peoples'
minds. :-)

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

5321. Converting PS Type 1's into Calamus

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 11:02:01 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.787402921@radley>
Source record: 174690

Hi all,

I need to be able to convert Postscript Type 1 fonts into Calamus .CFN format, retaining the kerning and pair kerning info.

So far, the programs I've tried include:

Fonty: It doesn't convert the kerning/pair kerning across. I know there is a newer version out - does the font converter do kerning now?

Didot Pro: Old version - it loads the kerning and pair kerning info, but won't resave the kerning in the Calamus fonts. I suspect it's either a bug, or it doesn't like the 'Postscript Type 1 font' message in the font info. Anyone know if DA's Layout is better in this respect?

DA's Vector: Only converts to DFN format, kerning intact. But Didot still won't save the kerning in any CFNs (see above).

Avant Vector Font: Does convert the kerning info across, but it's corrupted - the kerning values aren't set the same as in the PS font (they're closer to the characters). It doesn't convert the pair kerning at all though.

So, anyone know of the best converter? What are Font Designer 2, and Type Art 2 like? Where can I get them? Any other programs I don't know of?

Many thanks for your time,

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

5322. Medusa Hardware Specs.

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 11:02:18 UTC
From: jdp4@aber.ac.uk
Message-ID: <3cmjbq$dni@fileserv.aber.ac.uk>
Source record: 174691

The medusa was originally offered to a german magazine as a hardware project
by some computer wizz - are the specs/diagrams or alike still avaliable and does
anyone know where from?

==========

The HipSTer :-]

==========

5323. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 11:14:41 UTC
From: hasse@krynn.solace.mh.se
Message-ID: <hasse.787403382@krynn>
Source record: 174692

molin@cxc1.cl.msu.edu (Michael Olin) writes:

[stuff deleted]

>Worse yet, while Intel wants you to believe it's a single/double precision
>problem when performing decimal divides, it's equally defective when
>performing integer manipulations. Even the WINDOZE desktop calculator is
>smarter than a pentium...
^^^^^^^^^^^^^^^^^^^^^^^^^^

You sure about that... Try this on the windows calculator: 2,01 - 2

Been like that since the first version appeared... :)

/Hasse
--
hasse@solace.mh.se | Hans Holmberg | "Revolution..
+46 60 125765 work | Sommarvagen 5 | Threat
+46 60 569169 home | S-854 67 Sundsvall | or
+46 60 125815 fax | Sweden | Possibility?"

5324. Re: Need advice on TOS upgrade ...

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 11:21:57 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <3cmkgl$fa0@olivea.ATC.Olivetti.Com>
Source record: 174693

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: mkhst4+@pitt.edu (Matthew K Heere) writes:
: >I have a 1040ST with the stock 1 meg of memory and TOS 1.2 I am considering
: >upgrading the TOS to 1.4 to improve my HD access and I was wondering:
: >
: >1. Is TOS 1.4 the highest I can go without adding a TOS extension board?

: Yes.

: >2. If #1 is the case, what's the latest TOS I could run if I did install
: > an extension card and what benefits would this get me?

: 2.06, which gives you a marginally better Desktop and GEM. There is a
: third option, installing the TOS clone MagiC, but you will need more
^^^^^^^^^^^^^^^^^
: memory to do this. It would be worth it, IMHO.

I wouldn't say "TOS clone MagiC" since not all the programs
run under MagiC, and one of those is Cubase....
: --
: --Chris
: Other email addresses:
: X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
: Cix: chrisridd@cix

--

____
| |
| Savino Grillo - Olivetti - ITALY - grillo@iconet.ico.olivetti.com |
|____|

5325. Re: ST-Review...!! [nearly gone] NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 11:26:19 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <3cmkor$fa0@olivea.ATC.Olivetti.Com>
Source record: 174694

HALL B J (cb170@city.ac.uk) wrote:
: grillo@olivea.ATC.Olivetti.Com (Savino Grillo AB) writes:

: >HALL B J (cb170@city.ac.uk) wrote:
: >: nj1@ukc.ac.uk (N.Jones-Rodway) writes:

: >: >Is there any chance of the ST Review team starting up another ST Mag - perhaps
: >: >digging ST User out of it's grave???? Future have only bought the rights to
: >: >ST Review - they can't stop the writers migrating to another mag!!!

: >: Remember, Review bought out User, so STFormat owns the rights to both of
: >: those names.

: >: Vic Lennard has moved onto a Mac magazine (and is heavily pluggin MagiC Mac).

: >: Trenton (St Format editor) has also moved on, so the Format editor space
: >: is vacant at the moment.

: > And what will happen to our ST-Review Subscriptions ?????

: In Vic's words: 'God only knows'
: It's down to Future Publishing I guess. :-(

: --
: --
: |> | | WWW: http://web.city.ac.uk/~cb170
: |> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
: --

Should not exist a law that protect against those thinghs ?

In Italy does not exist for sure, what about UK ? (and maybe US)

____
| |
| Savino Grillo - Olivetti - ITALY - grillo@iconet.ico.olivetti.com |
|____|

5326. Re: insel_intide_B.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 11:33:34 UTC
From: neuss@igd.fhg.de
Message-ID: <neuss.787404814@coricopat>
Source record: 174695
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

c1inib@kocrsv01.delcoelect.com (Nigel Barrett) writes:

>I've got an Intel Inside logo with a big red "NOT" stamped over it ....

Upload it! (and tell us where you put it)
I could place it on our WWW Server if you like.

And can we move the .uu flame war to .advocacy, or better to /dev/null?

Rgds,
Chris
--
"I ride tandem with a random.."
Christian Neuss # Fraunhofer Institute for Computer Graphics
Wilhelminenstr.7 # 64283 Darmstadt # Germany
e-mail: neuss@igd.fhg.de http://www.igd.fhg.de/~neuss/me.html

5327. Re: Loading GDOS fonts...

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 12:13:45 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3cmnhp$iiu@percy.cs.bham.ac.uk>
Source record: 174696
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:
>Is there a way to load GDOS fonts without having to load all fonts from the
>assign.sys file via the vst_load_fonts() routine?
>
>I want to be able to choose which font to load (e.g. from a file selector)
>and then load the sucker.
>
>I am looking thru one of my Lattice C manuals to see if there are, but if you
>know of how to do this, please e-mail me and tell me.

No, but modern GDOSes don't load all the fonts at once with the call,
so why not just use vst_load_fonts()?

The bitmap font format is the same as the Line A font format which is
the Atari Library manual, IIRC. You could hack something up to load
these into memory yourself and blit chunks to the screen.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5328. Re: sound converting program for the ATARI ST/TT/F

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 12:38:11 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3cmovjEehe@uni-erlangen.de>
Source record: 174632
Cross-posted to: alt.binaries.sounds.d,comp.sys.atari.st

Kim@dksoft.ping.dk (Kim Andersen) writes:

>In <3c4a0aE96f@uni-erlangen.de> Harald Schoenfeld wrote :

>>525 will be available at atari.archive.umich.edu and other german ftp sites.
>>A version for OS/2 will be available soon, too.
>>

>Could you tell us the directories and filname it'll be available at German
>ftp sites ?

At the moment we have some problems with umich, so here are the German
addresses:

ftp.uni-stuttgart.de pub/atari/
ftp.uni-muenster.de pub/atari/

The filename is 525_v2_0.zip.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

5329. Full 1040ST System, Cheap!

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 12:42:04 UTC
From: scimed@mr.net
Message-ID: <scimed.99.000CB3E8@mr.net>
Source record: 174629

Atari 1040ST Complete System Deal!
Complete Atari 1040ST System for $300 or Best Offer!
Includes: 1Meg 1040ST computer
Full color RGB monitor
Tweety board stereo sound adapter
Video Key RGB to NTSC convertor box
Computer eyes color video digitizer
B/W digitizing CCD camera and monitor
Print head hi-rez scanner
Epson LQ-500 printer
2 joysticks and mouse
LOTS and LOTS of SOFTWARE!!

Everything works! Give your best offer, you pay the shipping, and you got yourself a great deal on a full system!

EMail: SCIMED@mr.net

5330. Re: 2 CD-ROMs to Falcon? DSP-compression??

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 13:13:26 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.787410806@acp5>
Source record: 174698

THIETAVUO@FINABO.ABO.FI (Morgoth) writes:

>Does Falcon's IDE-bus support CD-ROM drives and over 1/2 Gb hard drives?

As far as I know IDE CD ROMs are not suported. IDE hard disk drives can
have any capacity. There is no limitation like under certain DOS PCs.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5331. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 13:17:04 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3cmr8g$kq1@percy.cs.bham.ac.uk>
Source record: 174699

vlefevre@ens-lyon.fr writes:
>
>In article IE7@cix.compulink.co.uk, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>>Though I'm not in the market for this machine - ISTM that 2 drives is *way*
>>over the top. With CD-ROM becomming more and more common, even the single
>>floppy drive will become underused.
>
>Since I've had a SyQuest, I don't use floppies very often (I use them mainly
>for data transfer with other computers).
>
>My local dealer has received a paper (from ?) saying that the new machine
>from Atari will have NO floppy drive. No-one here agreed with this decision.
>Does anyone have some information about this?

Well I'm sure he was talking about the Jaguar games console. Atari
hasn't been designing new computers for a while.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5332. Re: Medusa Hardware Specs.

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 13:23:09 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3cmrjt$elu@ccpnws.in2p3.fr>
Source record: 174700

HipSTer (jdp4@aber.ac.uk) wrote:
> The medusa was originally offered to a german magazine as a hardware project
> by some computer wizz - are the specs/diagrams or alike still avaliable and does
> anyone know where from?

> =================

> The HipSTer :-]

> =================
This is wrong, the Medusa comes from Switzerland and is made and sold by
a guy named Fredi ASCHWANDEN (source: French "ST Magazine" - october 94)
The PAK68/3 accelerator was a project from the German magazine "c't".
--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"You are not what you own"

5333. Re: Kobold

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 13:28:54 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Dec14.132855.1581@cathy.ijs.si>
Source record: 174601

In article <Czqrs8.LDx@freenet.carleton.ca>,
Jack Kitowicz <ac382@freenet.carleton.ca> wrote:
>Kobold
>application but I was hoping I could install the commercial version such
>that it would COMPLETELY replace the regular MTOS copying functions.
Yes, that is very definitely possible. The user manual describes the whole
procedure. The procedure includes a modification of aes.inf (or whaterver that
configuration file is called).

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

5334. Re: Problem with HD disks, PLEASE HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 14:27:03 UTC
From: graham@insignia.co.uk
Message-ID: <D0t1H3.HEA@isltd.insignia.com>
Source record: 174602

In article qgh@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) wibbles:
>In article <wongck.61.000A10CF@lobby.ti.com>, wongck@lobby.ti.com (William Wong) writes:
>
>William I WILL STATE AGAIN IF IT IS NO CLEAR TO YOU, YOU *** CAN'T ***
>USE HD Floppy DISKS ON A DD ONLY DRIVE, IS THIS NOT CLEAR TO YOU...!!!
>
Roger calm down and stop being stupid!

Provided one is aware of the slight risk with some drives not reading them properly,
HD disks work quite well in DD format. About half my floppy disks are HD and I have had
no problems whatsoever despite pushing them to 935K (84 x11 sectors). In fact the only
disks
I have had fail were DD disks about 10 years old that had spent a couple of years in the
loft.

>>The trick is to trick it to see a DD disk instead of a HD disk. Do this by
>>covering the hole at one of the corner, which is on the other side of the
>>read/write hole. This hole does not have the slider to close it, so you can
>>use some sticky tape. Just make sure that light cannot go through it, as the
>>detector works on light.
>
>
>
>3 1/2 Floppy drives DO NOT USE LIGHTS AT ALL, they use PINs with switches,
>Please don't post false info, as it only Confuses people here...

Don't shout your own ignorance. Some are mechanical and some are optical
(a DD drive can't tell the difference anyway of course).

5335. Re: Problem with HD disks, PLEASE HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 14:39:34 UTC
From: graham@insignia.co.uk
Message-ID: <D0t21y.HLv@isltd.insignia.com>
Source record: 174603

In article 000AB07B@lobby.ti.com, wongck@lobby.ti.com (William Wong) writes:

>Of course I know if you format to 1.44M HD, you cannot use it on the normal
>ST DD drive. You need to reformat to the 1.44M HD to 720K DD standard before
>you can use it. The original poster did say he have reformated it to DD
>standard.
>
>What I was trying to say here is that the disk may be reformated to 720K DD
Roger is partially correct. Some DD drives generate too weak a signal to persist
in the new media used in HD disks thus they can be written to safely on and HD drive
as DD format but if written on a DD drive there is a slight risk that the stored signal
will not
read correctly.

>
>Sorry, but I have engineers friends in floppy drive companies that verified
>the existance of these sensors. A lot of problems arise from these because
>they can get dirty and impair the sensor so the drive going to the wrong mode
>of operation. Would be a bit difficult switching PINs if you change using HD
>disk to DD disk and then back to HD disk each time, no?

Of the several HD drives in front of me some use pins the others use light sensors.

If you don't stop arguing about whether balck is white or white is black
some day one of you will be knocked down on a zebra crossing! (cf. HHGTTG)

5336. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 15:01:32 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3cn1cc$hon@whitbeck.ncl.ac.uk>
Source record: 174606
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3ckq20$fbq@acmex.gatech.edu>, gt1448b@prism.gatech.edu (David Paul Forrai) writes:
>Bigger market???? Two times zero is still zero. I'd bet the main
>reason there are '040 boards as opposed to '060 boards is that '040
>boards have been implemented on other platfroms for much longer and
>thus it is cheaper to reverse engineer an existing design than to
>start from scratch.

It's not as if designing for the Motorola 68K family is difficult. The CPU's are much better designed than their Intel counterparts, so designing with them is that much easier.

Reverse engineer someone elses design? Why?

Nope, the reason for a 040 accelerator is simply that the 060 is to bloody expensive to buy at the moment (and may remain that way as Apple aren't using it as they have in the past).

Craig

-- _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

5337. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 15:03:11 UTC
From: gaghon@nevada.edu
Message-ID: <3cn1ff$i9g@news.nevada.edu>
Source record: 174604
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Tim Seufert (bwanga@cats.ucsc.edu) wrote:

: The 68060 has a 64-bit data bus, though it is still a 32-bit processor
: (just as the Pentium and PowerPC 601 have 64-bit data buses but are 32-bit
: processors).

The 68060 and the Pentium have 64bit data/32bit address and 32bit registers.

The PowerPC is not a 32bit processor. It has 64bit data/32bit address and
32 64bit general registers and 32 64bit float registers... The only thing
32bit about it is the address bus....

5338. STARDUST FINALLY FINISHED!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 15:14:26 UTC
From: biofotos@ars.ath.forthnet.gr
Message-ID: <3922LQYDHRDPAUORQG@ars.ath.forthnet.gr>
Source record: 174605

Hi
I am interested in STARDUST for FALCON.
Can you tell me the price, if you accept VISA etc. cause
I live in Greece and I liked the demo version of your game
(the tunnel sequence). I hope the full version is like that
or better.
Thank you very much
Spiros

--
biofotos@ars.ath.forthnet.gr

--
Sent via ARS_FORUM ONLINE INFORMATION SYSTEM, ATHENS GREECE

5339. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 15:40:23 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412141443.AA01241@ilmen.lanl.gov>
Source record: 174607

In a previous article, ldo@waikato.ac.nz (Lawrence D'Oliveiro,
Waikato University) wrote:

> Where is it written that "discussions" shall be conducted exclusively in
> the English language and restricted to 7-bit ASCII?

Well, I don't know about the 'English language' restriction, but there ARE
places where 'netiquette' rules have been established. Try looking in the
news.admin.misc and news.admin.policy groups for starters.

What's the big deal? Put binaries in the .binaries groups and leave the
discussion newsgroups for the purpose they were intended. Why is that hard?

-Hutch- @ Fair Dinkum Tech

5340. Re: Marpet Ram Xpander

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 15:41:05 UTC
From: gt5616a@prism.gatech.edu
Message-ID: <3cn3mh$6ic@acmex.gatech.edu>
Source record: 174608

John Hechtman <johnhechtman@delphi.com> writes:

>Toad told me as recently as last week that they were awaiting new driver
>software from Marpet to fix problems with drive access caused by the X-tra Ram
>board. They said the sofware should be in fairly soon. What problems did you
>have when trying to use the board?

Well, basically, the machine wouldn't recognise the board. It came with a
disk, but there was no data on it, so I couldn't run the testing software it
was supposed to come with. The very first problem I had was with the initial
installment. Whenever I turned the Atari on, it would run fine for about 2
minutes, then it would crash with 2 cherry-bombs (bus error of some kind).
It always ran for exactly the same amount of time each time, and it always
came up with the same error. Resetting the machine only made things worse;
the only way to get it running again was to cycle the power switch.
I called Toad and they suggested that I move the SIMMs to the other bank.
The other bank, it turned out, was _broken_- the little fingers that hold the
SIMMs on crumbled at the touch, but I put the SIMMs on anyway, hoping that the
metal fingers would all make contact (I now suspect that pressure is required
to make the SIMM slots recognise the modules). This time, the machine ran
fine, but it still insisted that it had only 512K.
I rechecked the Marpet manual last night, and it claims that I had the SIMMs
in the right bank to begin with. So I moved 'em back to where they were, and
now the machine just flat won't recognise the board. It runs ok, but no
extra memory. I've tried turning off the internal memory bank, by disconnect-
ing the CAS resistors, but when I do that, the machine won't run - it just
thinks it has no memory at all. It's possible that I'm not using the proper
procedure for deactivating internal memory, but it's what they say to do in
the Marpet manual, and besides, the only other resistors I could find near
the memory chips are hooked to the multiplexed address bus.
Now, the computer I'm doing all this stuff to is an ancient beast. It's a
520STm (internal TV mod, external disk drive & power supply). It's had a
fairly rough life. Also, it has TOS 1.00 (copyright _1985_). The Marpet
manual does not come with instructions for this particular ST; they say that
the XTRAM board won't fit in the case (well, it does, just not very easily).
One thing I suspect is that the TOS version maybe is what's keeping this
thing from working. I intend to call Toad today and talk it over with them.
But it looks like the Marpet board may be heading back to Maryland.

- Michael Ashton

5341. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 15:43:46 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412141447.AA01249@ilmen.lanl.gov>
Source record: 174609

```
In article nf3@cri.ens-lyon.fr, vlefevre@ens-lyon.fr (Vincent Lefevre) writes:
>
>My local dealer has received a paper (from ?) saying that the new machine
>from Atari will have NO floppy drive. No-one here agreed with this decision.
^^^^^^^^^^

WHAT new machine from Atari? There IS none, unless you are talking about a
possible new Jaguar system or third party unit from the likes of C-Lab.

-Hutch- @ Fair Dinkum Tech
```

5342. Re: BEST Electronics address (still) wanted

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 15:47:56 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELOQEFUQ43UP@galaxy.owl.de>
Source record: 174511

In <ELLRFDUQ43UP@galaxy.owl.de> Eye wrote:

>Subject says it all ;-)

I already got the snail-mail address. But I'm still somewhat short of
phone/fax-#s and an email-connection. Please!?

--
/Hendr!K/
```'!```
(ï¿½ ï¿½)
+-----------.oooO--(_)--Oooo.--+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, lbh'ir |
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
| D-32049 Herford Phone: +49-52 21-85 55 45 |
| Germoney .oooO PGP-Key: Send mail to subject: |
| Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
+--------------\ (----( )---+
_)) /
(_/
```

5343. NVDI 3.0 and ET 4000

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 15:50:22 UTC
From: damms002@acpub.duke.edu
Message-ID: <3cn47u$sch@news.duke.edu>
Source record: 174610

I have the Crazy Dots II but no NVDI ET 4000 yet.

Since NVDI 3.0 is out and support scalable fonts, how's about NVDI ET 4000 in this regard. Can both utilities run at the same time and we can use the speed and font management of NVDI 3.0 together with true color with NVDI ET 4000 and Crazy Dots II ? Or do we have to wait for an updated version of NVDI ET 4000. If so, doese somebody know whether this ios in development ?

T. Damms
damms002@acpub.duke.edu

5344. X11 for mint

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 16:19:21 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <givlg9e00WB7M9_4xt@andrew.cmu.edu>
Source record: 174611

Could anybody tell me how to do the equivalent of an xhost in X11
for mint? I tried messing around with an auth file, but I couldn't get
anything to work. Has anybody ported xhost yet?

Thanks,
David
dw4g+@andrew.cmu.edu

5345. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 17:08:21 UTC
From: jsl-a@minster.york.ac.uk
Message-ID: <787424901.25@cs.york.ac.uk>
Source record: 174615

molin@cxc1.cl.msu.edu (Michael Olin) writes:
. Rest Deleted ..
> Worse yet, while Intel wants you to believe it's a single/double precision
> problem when performing decimal divides, it's equally defective when
> performing integer manipulations. Even the WINDOZE desktop calculator is
> smarter than a pentium...

Yeah right! - try 3.01 - 3 for a laugh!! I'm sure it should be .01???

JOHN

5346. Re: Unix for ST

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 17:23:42 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3cn9mu$2fro@sat.ipp-garching.mpg.de>
Source record: 174616

Karl Schimmel (schimmel@jupiter2.noname) wrote:
^^^^^^^^^^^^^^^

Your newsreader gets your address wrong :-)

> Is there a PD unix for the ST, if so is it on a net ftp site.

Nope. Linux is only usable for TTs and Falcons (you need a processor with
an MMU).

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

5347. Re: The dream atari...Medusa?.

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 17:38:51 UTC
From: Lexicor@world.std.com
Message-ID: <D0tACr.GK8@world.std.com>
Source record: 174619

In article <ELNUBGUS43UP@galaxy.owl.de>,
Hendrik Mylius <neptune@galaxy.owl.de> wrote:
>In <98c_9412120658@centron.com> Martin Stacey wrote:
>
>>MEDUSA a powerfull Atari 'clone' indeed I belive from the swiss firm.
>>By all accounts a very powerfull faster machine with a price tag to match.
>
>Applications like Calamus run really fast on it. But when it comes to a simple
>thing like vertical-text-scrolling, you won't believe how s-l-o-w even a Medusa
>T60 is.
>
>Furthermore the Medusa is way too expensive (IMHO). I'd rather buy a MAC and run
>MagicMAC on it :-))
>

Hendrick,

how does MacMagic run on the Apple? I.e. does it run on top of
finder? If so wouldn't it be slower than a Medusa T40 (or even T60 for
that fact).

Also I realise that Mac's are cheaper than a Medusa, the T40
retails for 3,400 U$D. However what about speed? I.e. an equivalent Mac040
would it be faster or slower than the Medusa?

Cheers

Yat @ Lexicor

5348. Faxmodem/softwr/mailorder

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 17:42:33 UTC
From: quaver@u.washington.edu
Message-ID: <3cnaq9$m5@nntp1.u.washington.edu>
Source record: 174622

I am doing this for a friend who lives in Brazil. Atari ST's and falcons
are popular there.

1. He needs a faxmodem and software
2. I need a mail order house to
a) buy it from them and send to Brazil
b) mail order sends direct to Brazil

Please offer suggestions for both the hardware/software and the
mail order house.

THank you.

Kevin
quaver@stein.u.washington.edu
(email is probably best.. thanks)

5349. Re: NVDI 3.0 and ET 4000

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 18:26:02 UTC
From: markn@jsb.co.uk
Message-ID: <markn.5.001950B8@jsb.co.uk>
Source record: 174407

In article <3cn47u$sch@news.duke.edu> damms002@acpub.duke.edu (Thomas Damms) writes:
>From: damms002@acpub.duke.edu (Thomas Damms)
>Subject: NVDI 3.0 and ET 4000
>Date: 14 Dec 1994 15:50:22 GMT

>I have the Crazy Dots II but no NVDI ET 4000 yet.

>Since NVDI 3.0 is out and support scalable fonts, how's about NVDI ET 4000
>in this regard. Can both utilities run at the same time and we can use the
>speed and font management of NVDI 3.0 together with true color with NVDI ET
>4000 and Crazy Dots II ? Or do we have to wait for an updated version of
>NVDI ET 4000. If so, doese somebody know whether this ios in development ?

I don't know about them running at the same time, they probably wont.

I have read on a leaflet that gave the impression the ET-4000 version would
be available at the same time. I must check so i can upgrade from 2.51.....

Mark

|\/| |/ |\ |
| |AR|\ | \|IAS E-Mail: markn@jsb.co.uk

Atari TT030 - Crazy Dots TC - 8Mb TTRAM - 4Mb STRAM - 540Mb HD - Epson GT-6500
Atari 520STe - 4Mb RAM - ICD AdSpeed STe+16Mhz 68881 - 212Mb HD
Atari Jaguar - Atari 2600VCS - Atari 800XL - Atari Portfolio - Atari Lynx
486DX33 - 8Mb RAM - 420Mb HD - CDROM - Soundblaster Pro - 2Mb Genoa Phantom 32i
---

5350. Re: Medusa Hardware Specs.

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 18:36:10 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3cnduq$3vr@nyheter.chalmers.se>
Source record: 174617

In article <3cmjbq$dni@fileserv.aber.ac.uk>, HipSTer <jdp4@aber.ac.uk> wrote:
>The medusa was originally offered to a german magazine as a hardware project
>by some computer wizz - are the specs/diagrams or alike still avaliable and does
>anyone know where from?
>
The first article was published in ST Magazin 12 1992. This paper was later
absorbed by ST Computer so maybe you can get the issues describing the Medusa
project from them...

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

5351. Re: ST synths?

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 18:49:52 UTC
From: gt5616a@prism.gatech.edu
Message-ID: <3cneog$bv3@acmex.gatech.edu>
Source record: 174618

control@u.washington.edu (harvey) writes:

>short of getting a replay cartridge thingy is there anything i can get
>that will turn my dusty old 520stfm into a multi-timbral sound source? i
>seem to remember hybrid arts or someone making some kind of synth
>software/hardware...any help appreciated, M.C.

Well, the 520stfm has the equivalent of an AY-3-8910 sound generator built-in, and that thing can produce 2 kinds of sounds: square waves and noise. It's not even very expansive as far as that goes- it has one not-very-good noise source (pseudo-random digital, & personally I think it's a 1-bit loop), and only 3 square-wave generators. This means that the most you can play are 3-note chords.
I have heard that there are ways to generate PCM sound with the Atari. I don't know much about these, but that would greatly enhance your chances of doing what you want.
If you want anything above square-wave bloops, I'd suggest investigating the PCM possibilities, or (probably your best bet) getting a Replay cartridge. And of course, you could always get a different Atari. I think that the 1040STe has extended sound capabilities, and the Falcon has a 56001 DSP that can be used to generate probably just about any sound you want (within certain limits, of course).
Hybrid Arts has been out of business for a couple of years. Currently, a company called Binary Sounds is selling some of their products (including a new version of MidiTrack ST). Still, I'm not aware of a Hybrid Arts package that used the Atari's internal stuff to make noise. MidiTrack won't do it- it specifically says so in the manual. You are right about them making synth-related software & hardware, though; that was their primary business.
- Michael Ashton

5352. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 18:59:23 UTC
From: gt5616a@prism.gatech.edu
Message-ID: <3cnfab$f53@acmex.gatech.edu>
Source record: 174620
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>Nope, the reason for a 040 accelerator is simply that the 060 is to
>bloody expensive to buy at the moment (and may remain that way as
>Apple aren't using it as they have in the past).

I remember when Apple was starting to come out with 040 machines a few years ago. The first 040 Macs rolled out the door about 2 or 3 years after the 040 came out. There was alot of furor over that, because of course Mac users expected Apple to be able to come out with 040 Macs as soon as Motorola came out with 040's.
The problem was not with Apple, but with Motorola. Apple needed quantities in the hundreds of thousands, and Motorola simply couldn't produce that many 040's cheaply or reliably enough for Apple. It took them a couple of years to get their production lines to the point that they could make that many 040's. I expect that they will have the same sorts of problems with the 060. There are, of course, buyers for the chip, and Motorola, citing one example, has 060 VME boards, but these cost several thousands of dollars and are for very specialised applications. The 060 is not a mass-quantity item yet, and if that kind of demand doesn't exist, Motorola probably won't take the trouble to tweak the production lines to handle it.
- Michael Ashton

5353. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 19:02:46 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D0tE8n.B41@cix.compulink.co.uk>
Source record: 174621
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Why aren't they making an '060 board for the Falcon instead??? I don't
>know the specs of the '060, but if it's out - why don't companies drop
>any '040 board and work on an '060 board?

I understand that the 060 chip is still in development.

>I guess that the data lines will probably be 64 bit instead of 32? (This
>is just a presumption). Would that create problems with current Falcons?

No, it is a 32 bit device.

Barry wilsontjb@cix.compulink.co.uk

5354. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 19:36:04 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D0tFs4.F63@cix.compulink.co.uk>
Source record: 174623

> Whoa, hold on there, Iain. That statement is a little bit misleading.
>
> C-Lab and Atari have signed an agreement granting C-Lab certain rights
> in regards to utilizing Falcon technology, but do not OWN those rights.
> This implies that Atari has sold all interests and rights in the Falcon
> which is not the case... they simply -licensed- it to C-Lab. That's how
> I read the press release from James Grunke at Atari, anyway.
Thanks for the clarification. I understood it to be that Clab had bought
the Falcon lock stock & barrel. The acoustics in the room where the
announcement was made were terrible though so I must have misheard.

> In any event, it will be interesting to see what C-Lab comes up with.
Indeed!

Iain

> -Hutch- @ Fair Dinkum Tech

5355. Re: insel_intide_B.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 20:13:48 UTC
From: tez@tezboyes.demon.co.uk
Message-ID: <9412142013.AA006q5@tezboyes.demon.co.uk>
Source record: 174624
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

Nigel Barrett (c1inib@kocrsv01.delcoelect.com) wrote:

Can whoever posted these gifs do the following things

a) stop
b) stop cross-posting to 7 different newsgroups
c) stop right now

--
,=-=-=-

5356. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 20:17:59 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412141921.AA01382@ilmen.lanl.gov>
Source record: 174625

In article F63@cix.compulink.co.uk, ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:
>
>Thanks for the clarification. I understood it to be that Clab had bought
>the Falcon lock stock & barrel.

Well, regardless of the wording of the 'licensing agreement' between Clab and Atari, I'd bet that your original understanding of it is probably much closer to the truth anyway. ;-)

Cheers,

-Hutch- @ Fair Dinkum Tech

5357. Atari magz

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 20:39:08 UTC
From: donm@ucon.gun.de
Message-ID: <1994Dec14.203908.21565@ucon.gun.de>
Source record: 174626

Michael James <895822ja@udcf.gla.ac.uk>:

> Erm, small point.
> international sales, but apparently STR was the most popular in the UK. (This
> is fairly recent.)

I don't think this is the case on several counts. Firstly, other British mags were also available internationally. And the only foreign market that could influence the figures substantially is Germany. However, foreign mags are traditionally obscenely expensive here (almost *3* times the cover price). STF sells for about 24 DM which is close to 10 pounds! So I don't think enough people could simply afford it to make any difference.

Besides, ABC figures on which my initial statement was based are done only for the U.K. anyway (numbers sold, that is - numbers printed, is universal of course).

So I'm afraid no matter which way one looks at it STF still outsold all of the competition combined.

The biggest problem with the STF (and other ex-Future publications) is that it is done by professionals. Don't laugh... I mean professionals as opposed to enthusiasts. STF editors are there only for a limited time (a year) and, the then, Future Publishing would play their traditional "musical chairs" with editors every January. Even the new owner seems to follow the formula so right now all of ex-Future mags will get new editors, most of which know very little about the mag they will be working on. And then (according to Murphy) just when they learn a little they are rotated again. Sure, the mags are done professionally (production-wise) but the management intentionally want editors to mantain a distance to the subject matter. And again, no matter what we think of the procedure it is a commercial hit.

Don

donm@ucon.gun.de

5358. Rumor - Falcon w/PowerPC

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 20:39:18 UTC
From: donm@ucon.gun.de
Message-ID: <1994Dec14.203918.21602@ucon.gun.de>
Source record: 174627

Mark T. O'Bryan:

>If you would have been at the ProTOS fair in Germany, you would be amazed.

Not really. It was just a normal German Atari type show we're used to...
What's amazing is how bad the shows outside Germany are... :-)

Don

donm@ucon.gun.de

5359. Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 20:39:28 UTC
From: donm@ucon.gun.de
Message-ID: <1994Dec14.203928.21656@ucon.gun.de>
Source record: 174628

Hendrik Mylius:

> The proTOS in Hennef was _way_ better than the one in Ulm!!

Like real estate salespeople say: Location! Location! Location!

One thing Atari did right was choosing Dusseldorf for their show (not that it takes a lot of smarts to figure that one out...) But Dusseldorf, which is located centrally to *Europe*, is bound to be more attractive.

(For geographically challenged: Hennef is a suburb of Bonn which is a couple of stonesthrows from Dusseldorf.)

Don

donm@ucon.gun.de

5360. Re: Gemini2/Geneva

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 20:55:10 UTC
From: alfasoldt@aol.com
Message-ID: <3cnm3e$hvf@newsbf01.news.aol.com>
Source record: 174630

In article <H.eg.JrEJ183fnFI@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

> That sounds like a bug to me. I absolutely HATE IT when applications
> insist on using their own fileselector instead of the one I've got in my
> AUTO folder... it reminds me too much of Windows and OS/2.

Chris, as has been pointed out here, Geneva allows the use of any
replacement item selector, in the standard manner -- stick it in the auto
folder (after Geneva, of course).

Al Fasoldt

5361. Re: eXtended GEM partitions

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 21:00:14 UTC
From: alfasoldt@aol.com
Message-ID: <3cnmcu$i1i@newsbf01.news.aol.com>
Source record: 174631

In article <3clakg$4hl@nippur.irb.hr>, npetrlik@public.srce.hr (Neven Petrlik) writes:

> Is it somehow possible to avoid that eXtended GEM partitions choosing, or
> is it possible to make only one eXtended partition ?

Yes, various partitioning software will do this. ICD software (used here in the USA and possibly in parts of Europe) allows a single partition under TOS 1.04 or higher to be up to 512 megabytes. I have that size in my main system.

Al Fasoldt

5362. Re: NVDI 3.0 and ET 4000

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 21:15:13 UTC
From: alfasoldt@aol.com
Message-ID: <3cnn91$i7a@newsbf01.news.aol.com>
Source record: 174633

In article <markn.5.001950B8@jsb.co.uk>, markn@jsb.co.uk (Mark Nias) writes:

> I don't know about them (NVDI ET4000 and NVDI 3.0) running at the same time, they probably wont.

I tried that. (I'll try anything.) Crash city. I use ET4000 on my TT with the CDII card and NVDI 3.0 on my 4-meg ST. I also am awaiting the announcement of an upgraded ET4000.

Al Fasoldt

5363. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 21:37:36 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3cnoj0$i9l@golem.wcc.govt.nz>
Source record: 174634

In article <3cma52$s6f@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka Saarinen) writes:
>In article <3cl8bg$686@golem.wcc.govt.nz>,
>Roger Sheppard. <sheppard_r@kosmos.wcc.govt.nz> wrote:
>>In article <3cker4$ps1@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka Saarinen) writes:
>Is there any special reason why you write to Atari-Areas?
>I think it's clear that you're notes belong to advocacy-area - we have
>heard such boring comments too much lately. See what's going on:
>Medusa, Eagle, Falcon2....???

Because of People like you that just can't see the tree because of the woods...

And just pissed of at the rubish that is posted here, like your statement on
German prices, utter rubish, German prices are the highest I have ever come
accross...

>>The main Music/MIDI Computer here in NZ is the Mac, Atari is a dirty word
>>here.....
>
>Then don't say it anymore.

I preach against evil, to much evil is spoken here, meening Lies etc...

>Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
>CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
>PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5364. Key Virus

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 21:50:09 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3cnpah$29o@dux.dundee.ac.uk>
Source record: 174635

I recently had an *infestation* of this virus on various floppy disks I had. Does anyone know anything about it?

For example what does it do?
Does it install onto HD? (I hope it didn't)

I managed to kill the virus on the floppies, but I am still a bit worried about in being on my HD. I ran AVK_3_6 on the HD but it said everything was ok. Is there any Virus detectors/killers which are ram reisdent and run in the background?

Rod

--
--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

5365. WANT: bare memory board

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 21:57:32 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <12141994.215732@empyr.dircon.co.uk>
Source record: 174636

Hi,

Anyone got a bare memory board they want to sell ? I've got a couple of 1Mb SIMMS (30 pin) and whilst I *could* do the DIY upgrade with lots of wires everywhere, it would be easier to get a bare board and just plug 'em in !

I've got a 1Mb 520STFM.

Cheers,

Kev.
Kevan@empyr.dircon.uk

VQWK 6.20 [Rev H - 04/04/94]

5366. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 22:43:11 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1412941446170001@tsa-40.ucsc.edu>
Source record: 174638

In article <ELOACEUQ43UP@galaxy.owl.de>, neptune@galaxy.owl.de wrote:

> I really don't know about Tempus and MagiCMac.

Do you know if Sudden View works under MagiCMac? That's the one program I
really miss from my Atari days.

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

5367. Falcon For Sale (U.S.)

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 22:46:51 UTC
From: renfro@bnr.ca
Message-ID: <3cnskr$brn@crchh610.bnr.ca>
Source record: 174639

I don't really want to, but I'm not really using the capablities
of the Falcon and I could use the money, so I'm putting it up
for sale.

It is a 4/84 model and includes the full package of software
included with US Falcons (Atari Works, D2D, AFM, etc). Had it
a little over a year and it is in perfect condition.

Asking $975.

E-mail me if interested or if you need more details...

RandyH R.HOEKSTRA1@genie.geis.com

5368. S3M Module player?

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 23:17:04 UTC
From: cynic on the edge of sanity <chrishinds@delphi.com>
Message-ID: <hu72uR4.chrishinds@delphi.com>
Source record: 174640

I've been seeing a lot of .s3m modules floating around...Does anybody know of a Falcon player for them?

Thanks,
--c

5369. ST Mags - Clearance priced

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 23:27:55 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D0tqIJ.5HI@ssbunews.ih.att.com>
Source record: 174641

HELP, please! I'm running out of room in my bookcases. Please make
me offers:

Atari ST Users/with disk: 4/91 (#62); 6/92 (#76); 3/94 (#98)
Atari ST Users/no disk: 12/90 (#58); 3/91 (#61)
Atari ST User-JUST disk: 11/91 (#69); 1/92 (#71); 10/93 (#92)

Atari ST Formats/no disk: 2/90 (#7); 4/91 (#21); 5/91 (#22);
7/91 (#24); 8/91 (#25); 9/91 (#26)
Atari ST Formats/with disk: 10/91 (#15 -1 disk-missing DPAINT);
2/91 (#19)
Atari ST Format-JUST disk: 3/90 (#8); 11/91 (#28)
1/92 (#30 - both disks);
12/92 (#41 - 1 disk - Protext v4.3)

ST Log 1/87 (#10); 2/87 (#11); 3/87 (#12)

ST Journal 4-5/90

STart Sp88 (V2#5); Su88 (V3#1); 10/89 (V4#3);
4/90 (V4#9); 5/90 (V4#10); 6/90 (V4#11);
7/90 (V4#12); 10/90 (V5#2); 11/90 (V5#3);
12/90 (V5#4); 1/91 (V5#5); 2-3/91 (V5#6)

Current Notes: V9#5; V10#6, #7, #8, #9;
V11#3, #4, #6, #7
CN Disk of the Month: 2/94 (#0-ST Zip, LZH); 3/94 (#1);
4/94 (#2)

Atari Interface (AIM) 10/90(V2#9); 11/90(V2#10); 1/92(V4#1);
2/92(V4#2); 3/92(V4#3); 4/92(V4#4);
5/92(V4#5); 6/92(V4#6)

Compute 7/86(I74); 10/86(I77); 11/86(I78);
12/86(I79)

Wayne Booth - trek@intgp1.ih.att.com

5370. Great Atari Software Clearance

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 23:29:23 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D0tqKz.5KC@ssbunews.ih.att.com>
Source record: 174642

Here's some great games for the ST line. All have docs, package suitable for gift giving - unless otherwise noted. (Shipping not included for single item purchases - will probably be $2.90) Want several - let's talk turkey (got any Jag games to offer in trade?)

Gunship (helicopter simulator) Microprose $7.50
Carrier Command (Strategy simulation) Rainbird $7.50
Pirates of the Barbary Coast (Strategy Action) Starsoft $7.50
Test Drive (driving simulation - 5 car choice) Accolade $7.50
SimCity (City simulation) Broderbund $15.00
The Hunt for Red October (submarine combat) DataSoft $7.50
Falcon (F-16 Flight simulator) Spectrum $10.00
Shadowgate (heroic fantasy) Mindscape $10.00
GATO (submarine simulator) package split Spectrum $5.00
Populous (world simulation - 4 scenarios) Bullfron $15.00
ST Star Raiders Atari $15.00

Cyber Texture (turn Degas, NeoChrome,
Cyperpaint pictures into Cad-3D objects) Antic $12.00

Wayne Booth at trek@intgp1.ih.att.com

5371. Misc. original disks for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 23:30:30 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D0tqMu.5n9@ssbunews.ih.att.com>
Source record: 174471

Lots of games and applications - original disks but no manuals -
for the Atari ST series. (Shipping not included for single item
purchases - will probably be $2.90) Want several - let's talk
turkey (Jag games to offer in trade maybe?)

**********Games**********

S.D.I. (2 disk) (simulation) Mindscape $5
Shanghai (tile removal game) Activision $5
Shanghai (tile removal game-label obscured) Activision $3
Major Motion (arcade game) Michtron $5
F-19 Stealth Fighter (3 disk - simulation) Microprose $8
Test Drive (2 disk - driving simulation) Accolade $5
Silent Service (sub simulation) Microprose $5
Stunt Car Racer (driving simulation) MicroStyle $5
Rogue (adventure) Epyx $5
Time Bandit (arcade game) Michtron $5
Hex (good graphic strategy game) Mark of Unicorn $5
War Zone (shoot em up) Eidersoft $5
Leaderboard (Pro gold simulation) Access SW $5
World Games (2 disk) Epyx $8

*********Applications**********

Thunder! (comm software) Batteries Included $4
Word Writer ST (program and dictionary) Timeworks $4
Data Manager ST (database) Timeworks $4
Wercs (resource construction set) Michtron $4
Cornerman (desktop accessory) Michtron $4
Utilities Plus (utilities package) Michtron $4
Publishing Partner (v1.03) SoftLogik $6
Turbojet (printer software) Neocept $4
VIP Professional (integrated spreadsheet) VIP $4
Universal Item Selector (V3.0) A&D $4
GIST (sound tool) Antic $4
Personal Pascal (v2-) O.S.S. $4

Wayne Booth at trek@intgp1.ih.att.com

5372. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-14 23:38:09 UTC
From: holler@holli.link-ch1.ch
Message-ID: <holler.0kj8@holli.link-ch1.ch>
Source record: 174637
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc,comp.sys.atari.st

Charles William Swiger (infidel+@CMU.EDU) wrote in <YivBoWu00iVD481lUN@andrew.cmu.edu>:
> Excerpts from netnews.comp.sys.next.misc: 12-Dec-94 Re:
> insel_intide_A.gif.uu (.. by Kartik Subbarao:
> >> That makes no difference. It is bad netiquette to post binaries in
> > Quit your damn whining.

> I don't want to read about the Green Card lottery, I don't want to hear
> about "How to Make Money Fast", and I don't want to encounter uuencoded
> gifs on comp.sys.next.misc. Is this clear, or is more explanation
> required?

I definitely second your opinion.

Keep the (unspoken) rules!

-jan

PS: Followup-To: junk

5373. Re: Atari Licenses Falcon Technology to C-Lab

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 00:06:34 UTC
From: dwallace@wam.umd.edu
Message-ID: <3co1aa$3st@cville-srv.wam.umd.edu>
Source record: 174643

In article <Rc5WWVi.johnhechtman@delphi.com>,
John Hechtman <johnhechtman@delphi.com> wrote:
>
>I have it as inside news that they are considering _two_ case designs and
>are like to produce both. One is a present-day Falcon lookalike in a one
>piece case, the second is a detached keyboard rack mount unit like the
>Wizztronics case. I would recommend that anyone looking for a tower Falcon to
>be produced, make their desires known to C-Lab ASAP!!! We have no one but our
>selves to blame if we don't provide needed feedback to a company that stands a
>real chance to make the next generation TOS machines! I don't have C-Labs
>contact info handy - I'll post it later, or look in one of the posted Atari
>Developers Lists.

A rack mount Falcon? Ooh, that would be too sweet... At long last, I
could tame the blasphemous sea of cables that slithers malevolently around
my work table... What is this Wizztronics case, btw?

5374. Mono monitor question

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 00:13:56 UTC
From: dwallace@wam.umd.edu
Message-ID: <3co1o4$42r@cville-srv.wam.umd.edu>
Source record: 174644

Well, unfortunately my faithful SC1224 passed away over the weekend, but since I've used it pretty much daily since 1986, I can't complain too much. To get myself back up and running, I found a used monochrome SM124 at a local computer store, and since I don't do a lot that requires color (mostly text + MIDI), and since I didn't want to shell out a lot of money, I'm pretty happy with my decision.

However, I have a couple of questions for other users of mono Ataris. The screen image is quite small; there is at least an inch of black border on all sides of the screen. The color monitors had little dials on the back to adjust this aspect ratio, but I don't see any such thing on this model; does anyone know if there are adjustment knobs to be found inside the case?

Also, a couple of software programs (i.e. Flash) have an option to use 48 line display, which is mighty handy for working with text. However, I'd love to be able to leave this on all the time when writing code and what-not. Are there any utilities which allow this 48-line mode to be used in TOS applications, or even in GEM? I spend a significant amount of time working with a CLI, and this should be easy enough to swing, and it would be even nicer in particular if I could use the smaller type in Word Writer II.

Thanks...

-Steve

5375. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 00:14:35 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3co1pb$e19@brachio.zrz.TU-Berlin.DE>
Source record: 174551
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <D0s2rF.BB0@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>Papyrus does not require a hard disk and it runs in 1MB.

Actually Papyrus needs a little more than 1MB. The basic version of Papyrus
runs in 1MB, but this one is not available in english.

Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|
Raschdorffstr. 99, 13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |

5376. Internet Access With Atar

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 01:14:00 UTC
From: Dan.Dreibelbis@balmybeach.tor250.org
Message-ID: <afb_9412150701@tor250.org>
Source record: 174555

here's an important question - can one properly access the
Internet without having to learn oodles and oodles of syntax with
an ST? By this I mean being able to access the Usenet, download
files, leave messages, etc.

I know there's supposed to be a version of MOSAIC (the
Internet click 'n go interface program for the Internet for a number
of platforms) being developed for the ST, but is there any way I
can access this now?

There is the Lynx interface, but it requires MiNT to run, and I
would rather multitask everything utilizing Geneva. It would be
wonderful if there was a BACKTALK script for STalker 3 that would
allow one to have an interface with Internet.

Since GEnie will soon be offering full Internet access, I'd
like to be able to read up on this and access this service properly.
Perhaps this could be a topic for a TAF demonstration (or an
ExtremiST article)?

Any thoughts on this would be wonderful.

... Bill Gates is the Devil - I have proof.....
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.tor250.org
| Standard disclaimer: The views of this user are strictly his own.

5377. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 01:29:01 UTC
From: mdg@ukc.ac.uk
Message-ID: <502@stork.ukc.ac.uk>
Source record: 174645

:>It was announced at a UK Atari show yesterday that CLAb now own the
:>rights to falcon.
:>
:Early 95 will see a Falcon with all the audio fixes called the Clab
:falcon 2. Othr machines are a 68040 and a possible 299GBP machine. They
:are open to suggestions as to how the h/w should develop. Most people
:advised their rep at the show that better graphics would be good.

I would like to see :

- At least a 40mhz 030, (also up the DSP to 40mhz)
- 32 bit CPU memory access/Level 2 cache and FASTRAM.
- 1024x768x256 (A BYTE PER PIXEL MODE IS NEED *SO MUCH*)
- 1024x768x65536
- Replace the jack sockets with LINE IN/OUTS.
- PC Style Case and seperate keyboard(dirt cheap)
- 3.5 " Ide drive(cheap)
- PCI expansion bus.

Other things to consider might be:

- more DSP ram! (a shared CPU/DSP ram segment would be nice, possible?)
- VRAM (high rezs really sllooww the falcon down).
- Speed the Blitter up or design a new one ;-)
- Magic/NVDI OS on Rom ;-)

(I find it hard to enthuse about 40mhz 030's when I'm typing on a PA-RISC :-)
but you can dream....

Griff
--

5378. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 01:31:22 UTC
From: mdg@ukc.ac.uk
Message-ID: <503@stork.ukc.ac.uk>
Source record: 174646

```
:>It was announced at a UK Atari show yesterday that CLAb now own the
:>rights to falcon.
:Early 95 will see a Falcon with all the audio fixes called the Clab
:falcon 2. Othr machines are a 68040 and a possible 299GBP machine. They
:are open to suggestions as to how the h/w should develop. Most people
:advised their rep at the show that better graphics would be good.

I would like to see :

- At least a 40mhz 030, (also up the DSP to 40mhz)
- 32 bit CPU memory access/Level 2 cache and FASTRAM.
- 1024x768x256 (A BYTE PER PIXEL MODE IS NEED *SO MUCH*)
- 1024x768x65536
- Replace the jack sockets with LINE IN/OUTS.
- PC Style Case and seperate keyboard(dirt cheap)
- 3.5 " Ide drive(cheap)
- PCI expansion bus.

Other things to consider might be:

- more DSP ram! ( a shared CPU/DSP ram segment would be nice, possible?)
- VRAM (high rezs really sllooww the falcon down).
- Speed the Blitter up or design a new one ;-)
- Magic/NVDI OS on Rom ;-)

(I find it hard to enthuse about 40mhz 030's when I'm typing on a PA-RISC :-)
but you can dream....

Griff
--
```

5379. Re: Mono monitor question

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 03:59:42 UTC
From: momon@ufr-info-p7.ibp.fr
Message-ID: <3coeve$pn8@vishnu.jussieu.fr>
Source record: 174647

He whose name must not be spoken... (dwallace@wam.umd.edu) wrote:

> Well, unfortunately my faithful SC1224 passed away over the weekend, but
> since I've used it pretty much daily since 1986, I can't complain too much.
> To get myself back up and running, I found a used monochrome SM124 at a local
> computer store, and since I don't do a lot that requires color (mostly
> text + MIDI), and since I didn't want to shell out a lot of money, I'm pretty
> happy with my decision.

You may say fortunaley because a sm124 is better than sc1224 to work.

> screen image is quite small; there is at least an inch of black border on
> all sides of the screen. The color monitors had little dials on the back to
> adjust this aspect ratio, but I don't see any such thing on this model; does
> anyone know if there are adjustment knobs to be found inside the case?

Yes, the SM124 has adjustment knobs inside the case.
There are white et you must turn them just a little.
Be careful because you must turn them when the voltage is ON.

OCM.

"OCM" = "OCM est Christian Momon"

```
_____________________________________________________________
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/ \_______\/ \_\/ \______\/ \_\/ \_\/ \_\/ \_\/ / /ATARI
/_____________________________________________________________/ /COMPUTER
\_____________________________________________________________\/PROGRAMMEUR
```

a CHAMPION NETMAZE PLAYER.

5380. AEO subscription

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 03:59:46 UTC
From: bseburn@vaxxine.com
Message-ID: <D0u33n.Evn@vaxxine.com>
Source record: 174648

```
d > : And what is a working email address of TOAD? I tried to reach
d > : of times, but I didn't get a reply at all. Are they perhaps a
d > : in responding?

try toad@genie.geis.com

I used that to request a new catalogue.. about 2 months ago. It
took a few days, but eventually I got a Email message back.. a
automated message.... saying that they were too busy filling orders
to respond to all email personally, but if you were requesting a
catalogue, to expect it in a few days via snail mail. Well I don't
know what thier fews days is... but mine ISN'T a couple months! If
you wanted something else, it would be best to call their voice line
(they leave them in this message)..... so its up to you, me? well
I'm still waiting for this "few days" catalogue delivery. :-)

Brian

___ Mountain Reader II - #00000039
```

5381. STuff for sale closeout

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 04:04:00 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <jpoling.35.2EEFC030@magnus.acs.ohio-state.edu>
Source record: 174649
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Atari PS3000 monitor
* 12" color, built in DS/DD floppy drive

Black Lamp (game)

Atari TrakBall

$50.00 plus shipping and handling takes it all.

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396

** "Women: can't live with them; pass ** "Those who trade a little freedom **
** the beer nuts." --- Norm from Cheers ** for a little security will soon **
** ** find that they have none of **
** ** either." ---Jeff Poling **
```

5382. 512K SIMMS Where?

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 04:04:28 UTC
From: s9104948@yallara.cs.rmit.OZ.AU
Message-ID: <3cof8c$3er@goanna.cs.rmit.edu.au>
Source record: 174650

Does anyone know where to find 512K simms for the Atari 1040 STE computer?
Want phone numbers for any supplier within Australia.

Also after suppliers from U.K. though, if you read this U.K. suppliers
please mail me.

Steven McIntyre
s9104948@yallara.cs.rmit.edu.au
(Melbourne, Australia)

5383. Re: Faxmodem/softwr/mailorder

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 06:07:40 UTC
From: hing@csulb.edu
Message-ID: <3comfc$s7u@garuda.csulb.edu>
Source record: 174552

rick phillips (quaver@u.washington.edu) wrote:
: I am doing this for a friend who lives in Brazil. Atari ST's and falcons
: are popular there.

: 1. He needs a faxmodem and software
: 2. I need a mail order house to
: a) buy it from them and send to Brazil
: b) mail order sends direct to Brazil

: Please offer suggestions for both the hardware/software and the
: mail order house.

: THank you.

: Kevin
: quaver@stein.u.washington.edu
: (email is probably best.. thanks)

You can call TOAD Computer at 1-800-448-TOAD

--

[0;5m
---O\ Joyeux Noel et Bonne Annee
----- -\ <, Houn-Nam Ing -----
----- (*)/(*) hing@csulb.edu ----- [0;0m

5384. Re: Atari Licenses Falcon Technology to C-Lab

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 06:33:43 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <5m+W+73.johnhechtman@delphi.com>
Source record: 174553

He whose name must not be spoken... <dwallace@wam.umd.edu> writes:

> A rack mount Falcon? Ooh, that would be too sweet... At long last, I
>could tame the blasphemous sea of cables that slithers malevolently around
>my work table... What is this Wizztronics case, btw?

The Wizztronics case is a 19" standard rack mount case for your Falcon which is available NOW from Wizztronics (516-473-2507). It has loads of room for additional boards, hefty 250W power supply, a FAN, detached keyboard and has access to all the ports. It's also a detached keyboard design. I think the cost is about $350 U$D. You'd love it - I saw one at the Conn. Atarifest.
Oops - sorry about that duplicate sentence - online editors suck. ;)

5385. Re: NVDI 3.0 and ET 4000

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 09:10:30 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3cp166$cln@percy.cs.bham.ac.uk>
Source record: 174554

alfasoldt@aol.com (Al Fasoldt) writes:
>In article <markn.5.001950B8@jsb.co.uk>, markn@jsb.co.uk (Mark Nias)
>writes:
>
>> I don't know about them (NVDI ET4000 and NVDI 3.0) running at the same
>time, they probably wont.
>
>I tried that. (I'll try anything.) Crash city. I use ET4000 on my TT with
>the CDII card and NVDI 3.0 on my 4-meg ST. I also am awaiting the
>announcement of an upgraded ET4000.

There will be versions of NVDI 3.0 for graphics cards. In fact, the
Matrix version is already available. The ET4000 version will be out
shortly (I'm waiting for that one as well!)

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5386. Re: The dream atari...Medusa?.

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 09:17:24 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3cp1j4$cmn@percy.cs.bham.ac.uk>
Source record: 174556

Lexicor@world.std.com (ysiu@lexicor.com) writes:
>Hendrick,
>
> how does MacMagic run on the Apple? I.e. does it run on top of
>finder? If so wouldn't it be slower than a Medusa T40 (or even T60 for
>that fact).
>
> Also I realise that Mac's are cheaper than a Medusa, the T40
>retails for 3,400 U$D. However what about speed? I.e. an equivalent Mac040
>would it be faster or slower than the Medusa?

There's about a 10% speed hit when running MagicMac. ie a 33MHz Mac is
slightly slower than a 32MHz TT. However, the graphics might be
faster, etc etc. It certainly *seemed* phenomenally quick running
Papyrus and Speedo 5, and subjectively slightly faster than the TT
next to it.

MagicMac runs as a single System 7 application.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5387. GemView 308....

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 10:10:39 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3cp4mv$o2i@golem.wcc.govt.nz>
Source record: 174557
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

PlEASE PLEASE you admin chap, PLEASE sort out your Gopher client servers,
I can't see any point in having them if people can't access the files...

As we have only one REAL Gopher server in the World, can some one Please
post Gemview 308.pax on A.A...

To me this is disgusting that we only have ONE site with a correcly set up
Gopher client that supports Atari file extensions...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5388. Re: Need Advice on Atari Files within a PC!!!! Please!!! :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 11:14:58 UTC
From: bd@st-andrews.ac.uk
Message-ID: <3cp8fi$poi@calvin.st-and.ac.uk>
Source record: 174558
Body handling: HTML body converted to readable text

In article <1994Dec13.091458.295@leeds.ac.uk>,
Pete Williams wrote:
>Greetings.

Hi.

>I've been asked to download some files of the internet for a friend
>who has just acquired an old atari st to use with his midi
>keyboards. Problem is, I use a PC at work to do all my
>downloading!! Is there a program (on the PC of course) anyone
>knows of to enable me to format and write to a Atari ST disk??

You can format MS-DOS disks on the atari, and they will be readable both by the PC and ST.
You need to do the formatting on the ST, though, as PC formatted
disks don't always work on the ST. Use a program like KnifeST of Fastcopy PRO
(or one of the PD versions of this program (Fastcopy 3 I think), and choose
MS-DOS format. The disk will format, and should be readable on both the ST
and PC. I've been doing a similar thing, as all my downloading is done on a
PC (I had a small spate with attempting to transfer Mac files, but gave up
in frustration), and this is the way I do it.

Good Luck :)

Brian

|> |\ Brian Duff |> |\
|> |/ University St. Andrews |> |/ Sensible SIG v1.0..

5389. A new world order ...and it's crap

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 11:32:39 UTC
From: odonnllb@vax1.tcd.ie
Message-ID: <1994Dec15.123239@vax1.tcd.ie>
Source record: 174559

I've just got the january issue of ST Format, I assume after everybody
in the UK, and the back page makes interesting reading.
Does anyone else agree that Trenton Webb is indicating displeasure at
the takeover by Pearsons?
Brian O'Donnell
TCD Library
odonnllb@vax1.tcd.ie

5390. Re: NVDI 3.0 and ET 4000

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 11:37:28 UTC
From: konerman@ls12u.informatik.uni-dortmund.de
Message-ID: <3cp9po$jer@fbi-news.informatik.uni-dortmund.de>
Source record: 174560

In article <3cp166$cln@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
|> alfasoldt@aol.com (Al Fasoldt) writes:
|> >In article <markn.5.001950B8@jsb.co.uk>, markn@jsb.co.uk (Mark Nias)
|> >writes:
|> >

|> There will be versions of NVDI 3.0 for graphics cards. In fact, the
|> Matrix version is already available. The ET4000 version will be out
|> shortly (I'm waiting for that one as well!)

NVDI 3.01 for ET4000 cards is available for several weeks now!

So long...
Dietmar.

Dietmar Konermann Electronic Mail:
Evertstr. 9 konerman@ls12.Informatik.Uni-Dortmund.DE
D-44147 Dortmund Dietmar_Konermann@UN.Maus.Ruhr.DE (no binaries/UUEs!)
Germany Phone: ++49 +231 829330 (voice)

5391. What is Karl Anders Oygard's address?

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 11:41:07 UTC
From: Shawn Hargreaves <slh100@unix.york.ac.uk>
Message-ID: <Pine.SGI.3.91.941215113704.704A-100000@tower.york.ac.uk>
Source record: 174561

Does anyone have a (snail mail) address for Karl Anders Oygard (author of Protracker ST)? I got a copy of this from a.a.u.e. but the address given in the readme file contains some extended ascii Norwegian characters, and since I only have access to a unix terminal at the moment they get displayed all wrong. Could someone tell me what his address is, or alternatively what is the closest ascii approximation to the characters 146 and 178 (decimal) in the Atari charset?
Many thanks.

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------

5392. Re: NVDI 3.0 and ET 4000

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 11:41:31 UTC
From: konerman@ls12u.informatik.uni-dortmund.de
Message-ID: <3cpa1b$ji4@fbi-news.informatik.uni-dortmund.de>
Source record: 174562

In article <3cp166$cln@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

|> There will be versions of NVDI 3.0 for graphics cards. In fact, the
|> Matrix version is already available. The ET4000 version will be out
|> shortly (I'm waiting for that one as well!)

NVDI 3.01 for ET4000 cards is available vor several weeks now!

So long...
Dietmar.

Dietmar Konermann Electronic Mail:
Evertstr. 9 konerman@ls12.Informatik.Uni-Dortmund.DE
D-44147 Dortmund Dietmar_Konermann@UN.Maus.Ruhr.DE (no binaries/UUEs!)
Germany Phone: ++49 +231 829330 (voice)

5393. Re: STARDUST FINALLY FINISHED!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 11:54:53 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Dec15.115453.5512@bay.cc.kcl.ac.uk>
Source record: 174563

In article <3922LQYDHRDPAUORQG@ars.ath.forthnet.gr>, biofotos@ars.ath.forthnet.gr writes:
> Hi
>

This is only STE 1 meg and Falcon only I take it? Not poss. on
a STFM 1 meg or more?

-Al, udem148@bay.cc.kcl.ac.uk-

5394. Re: Falcon screen size...

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 11:55:43 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3cparv$jcb@darkstar.UCSC.EDU>
Source record: 174564
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <ELOIBBVIUp@stingray.manawatu.gen.nz> richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:

>I forgot to ask in my previous article about the Falcon:

>Which resolutions does it have? I only have one preview of the computer from
>a couple of years ago before it was actually released.

With just the standard config it goes up to 640 x 480, and depending on the monitor, it does true color in 640x480 or up to 320 x 480. With other additions, ranging from free softwatre to a $100 piece of hardware, it can do nearly any resolution. the Video hardware is completely programmable.

~Chris

>Richard =8-]

```
>--
> _ _
> /(. .)\ )
> (*)____/|
> / |
> / |--\ |
> (_)(_) (_)
> Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
--
__ /\ __
__\/__\/__
\_||_/
/__||__\
// \ | \\
\|
```

5395. Re: S3M Module player?

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 12:03:01 UTC
From: davecook@yarrow.wt.uwa.edu.au
Message-ID: <3cpb9l$vb2@styx.uwa.edu.au>
Source record: 174565

```
cynic on the edge of sanity (chrishinds@delphi.com) wrote:
: I've been seeing a lot of .s3m modules floating around...Does anybody
: know of a Falcon player for them?
:
: Thanks,
: --c

The best one I have found is MegaTracker v0.96. It has played everything
I have thrown at it so far.

The file name is Megtkr96.zip and it is available on quite a few FTP
sites in the Falcon directories.

Hope this helps.

Cheers,
Dave
--
+-----------------------------------------+
| Dave Cook Perth, Western Australia |
| Internet: davecook@cougar.multiline.com.au |
| davecook@yarrow.wt.uwa.edu.au |
+-----------------------------------------+
```

5396. Atari St emulator for PC ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 12:15:29 UTC
From: et2esgoj@lucano
Message-ID: <3cpc11$ve@obelix.cica.es>
Source record: 174566

YES, yes I want this emulator ?

--
+ (34) - 57 - 281942
Voice, Data & Fax
o__
_.>/ _ ApeironSoft
(_) \(_) ShareWare
P. O. Box 4111
14080 - Cordoba
(SPAIN)
EMail: et2esgoj@lucano.uco.es
eb7aoe@ea7urc.eaco.esp.eu
2:345/701.8@fidonet.org

5397. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 12:21:06 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xY-0Wxy.lmcclure@delphi.com>
Source record: 174567

In a message dated 12-13-94, Tommy Jonaeson said:

"No, all 680xx processors have adaptive datawidth. They can
accept any memory size from 8 bit up to 32. (Don't think
060 is 64 bit)"

The 68040 lacks dynamic bus sizing. Motorola later introduced an
external chip to add this function.

You are correct as regards the 68060, it is not a 64-bit chip, but
rather 32-bits. (In fact, unless I am seriously misrembering, the
external data path is 32-bit, not the 64-bit path someone else
reported here).

5398. Flexi-Disk

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 12:40:45 UTC
From: jtace@prometheus.hol.forthnet.gr
Message-ID: <3cpdgd$721@brigitte.forthnet.gr>
Source record: 174568

I 've heard that there is a shareware ramdisk called Flexidisk that works simillar to Neodesk Clipboard. Have any of you seen this tiny ramdisk? or heard anything about it. this ramdisk is reset-proof and takes as much memory as it needs!!!! Like STReview says, Flexdisk : dynamically changes its size when you copy or delete files.

--

****
* ATARI ST 2.5 MB, 1.4 ROM *
* Hardware MacPlus & PC286 Emulator *
* SCSI 210MB HD with RealTime Clock *
********** Hawk A4 Scanner & Stylus 800+ Printer *
* Friendly : * Mono & Color Monitors *
* * Zoom 9600/2400 FaxModem *
* Dimitris Soyrmelidis * *
* Athens, Greece * *
********** *
* If you want to e'mail me, try out these...: *
* *
* jtace@hol.ath.forthnet.gr *
* jtace@prometheus.hol.forthnet.gr *
****

5399. Re: GemView 308....

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 13:12:41 UTC
From: C.A.Roberts@herts.ac.uk
Message-ID: <3cpfc9$3ah@helios.herts.ac.uk>
Source record: 174569
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) comp.sys.atari.st wrote:
: PlEASE PLEASE you admin chap, PLEASE sort out your Gopher client servers,
: I can't see any point in having them if people can't access the files...

: As we have only one REAL Gopher server in the World, can some one Please
: post Gemview 308.pax on A.A...

: To me this is disgusting that we only have ONE site with a correcly set up
: Gopher client that supports Atari file extensions...

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

How do you use GOPHER clients, is it through mosaic????

-----------------------X-Cuse me but i'mthick---------------------------
IGNORE ME AND I'LL GO AWAY

5400. Atari to Axe Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 13:40:25 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3cph09$t47@dux.dundee.ac.uk>
Source record: 174571

Apparently Atari have announced they are to Axe the Falcon. Does anyone know how true this is?

Rod
--
==========
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==========

5401. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 14:01:16 UTC
From: felix@nice.usergroup.ethz.ch
Message-ID: <3cpi7c$761@elna.ethz.ch>
Source record: 174572
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc,comp.sys.atari.st

Lawrence D'Oliveiro, Waikato University (ldo@waikato.ac.nz) wrote:
: Where is it written that "discussions" shall be conducted exclusively in
: the English language and restricted to 7-bit ASCII?

Look out for the Netiquette file. Maybe you'll also find some pointers
in the description file for this newsgroup.
Hope this helps.

- Felix
--
Felix Rauch, CS-Student @ ETH Zurich, Switzerland.
internet: felix@nice.ch (NeXT Mail welcome)
PGP public key on request

5402. C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 14:16:26 UTC
From: selick@bu.edu
Message-ID: <3cpj3q$nrq@news.bu.edu>
Source record: 174573

OK, then - here's what I would like to see on the C-Lab Falcon clone:

68040 or 68060 at different speeds for different needs. Preferably at least 50 mhz.

Reasonable room for RAM expansion - in the 128 meg range

Tower Case

Hard drives and RAM should probably be optional, as many people like to make their own config

DSP - if they could come up with a way to throw in Logic Audio, they could build in the dongle into the main board. They do still have the rights to Notator, right? This could be a good selling point.

Go ahead and build in a 486 board as well. Might as well be compatible with those PC's

Include SCSI-2, IDE interfaces

Also maybe have a board with lots of audio in's and out's. Maybe even some XLR's would be nice. 8 rca in's and out's is a start.

Keep the base price down. It's easier to stomach upgrading $300 here and there than $5000 down

Oh - one more thing...ADVERTISE IT!

That's all I can think of at the moment...please feel free to add to this list.

5403. Re: New atari machine

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 14:21:52 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <ELPLDIXP1UP@cabal.sh.sub.de>
Source record: 174570

In <895822ja.786886631@cent.gla.ac.uk> Michael James wrote :

>sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>>Sorry but its all crap, stated that is developed by Atari Germany, well from
>>what I have read here many many times there is No Atari Germany...
> ^^^^^^^^^^^^^^^^
>What? NO Atari Germany? When did they disappear?

Last year or early this year. Normen Kowalewski moved to Atari Sunnyvale,
the phone number still exists (though you are connected to Atari Benelux
in Rotterdam on Atari's cost), but that's all.

I don't believe in a Milan, much more in a Falcon compatible sound board
for the Eagle or Medusa (I'd prefer Eagle). And if there _comes_ a Milan,
THAT part of it should better be compatible to the Falcon, otherwise the
current applications utilizing the DSP would presumably not run :-(.
Is a faster, yet compatible, replacement for the 56001 available?

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

5404. Gdgets By Small future?

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 15:06:21 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <D0uxyL.HAL@freenet.carleton.ca>
Source record: 174574

Like many other Atari users, I was saddened when I heard that Gadgets by Small had filed for bankruptcy protection. every loss of a developper is a blow to our platforms continued viability. Does anyone know how close Dave really was to releasing Spectre 3.1? Could he see his way to releasing it as shareware or freeware to help out the loyal users of Spectre? Maybe he could license the code to another developper for final tuning. I know I must not be the only one who'd like to run System 7 apps and access HD disks under Spectre.

What about the SST? Is Dave trying to clear out whatever stock he has left? Any info would be appreciated!

Thanks

mark m

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

5405. Re: X11R5 for MiNT - retraction

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 15:28:34 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.787505314@txfs1.hfb.se>
Source record: 174547

In <H.eg.&ODFUulnjiI@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>Me too!

>I've even downloaded it, though I'll need to fix my monochrome monitor
>before I can test it.

I think you'll need more then the minitor though!

Try something like 16 Meg RAM ;^(4 Meg is just not enough for anything any more ;^(

//Robert - Uses X11R5 on his friends TT with 20Meg RAM ;^)

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

5406. WANTED: ST EPROM Programmer

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 15:41:54 UTC
From: dgraham@nyx10.cs.du.edu
Message-ID: <3cpo42$lmc@nyx10.cs.du.edu>
Source record: 174575

I'm looking for an EPROM programmer for the Atari ST. If you
have one for sale, please send details in email.

Thanks!

-- Doug

5407. Re: MagiCMac

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 15:44:22 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Dec15.154422.5685@news.unige.ch>
Source record: 174576

"I hope I can get a MagiCMac-FAQ and a list with tested programmes to you
within the next couple of days."

Could you please post the FAQ ? I still hope for a "Power Atari"
one day :)

Mike

****
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

5408. Re: Internet Access With Atar

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 15:54:10 UTC
From: colin@cogsci.ed.ac.uk
Message-ID: <D0v06C.182@cogsci.ed.ac.uk>
Source record: 174577

In article <afb_9412150701@tor250.org> Dan.Dreibelbis@balmybeach.tor250.org (Dan Dreibelbis) writes:

> here's an important question - can one properly access the
>Internet without having to learn oodles and oodles of syntax with
>an ST? By this I mean being able to access the Usenet, download
>files, leave messages, etc.

A recent ST Format mag (November, I think) had an article on using Ataris on the net. I leant my copy to someone, so I'm not sure exactly what it recommended - everything looked pretty straightforward, though.

Colin

--
Colin Matheson Phone: +44 31 650 4451 | Centre for Cognitive Science
Fax: +44 31 650 4587 | University of Edinburgh
JANET: colin@cogsci.ed.ac.uk | 2 Buccleuch Place
or Colin.Matheson@edinburgh.ac.uk | Edinburgh EH8 9LW Scotland

5409. Re: The dream atari...Medusa?.

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 15:57:20 UTC
From: dietz@lirmm.fr
Message-ID: <3cpp10$8rb@lirmm.lirmm.fr>
Source record: 174578

In <3cp1j4$cmn@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) wrote:

: MagicMac runs as a single System 7 application.

Does this mean then, that you have a preemptive multitasking OS
(MagicMac) running as a process in a cooperative multitasking OS (System 7)?

Regards,

Andreas

5410. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 16:14:03 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.787508043@camborne>
Source record: 174579

selick@bu.edu (Steven Selick) writes:

>OK, then - here's what I would like to see on the C-Lab Falcon clone:

>68040 or 68060 at different speeds for different needs. Preferably at least 50
>mhz.

Cor, a 50MHz 060 in a Falcon... that'd be nice to sit on on cold winter
mornings! :-)

>Reasonable room for RAM expansion - in the 128 meg range

Can anyone afford that much RAM...?

>DSP - if they could come up with a way to throw in Logic Audio, they could
>build in the dongle into the main board. They do still have the rights to
>Notator, right? This could be a good selling point.

NO! C-Lab do not have the rights to ANY software. They own the 'Notator'
name, that's all. All software belongs to Emagic (Notator SL, Creator SL,
Logic etc). Emagic have a licence to use the 'Notator' name in NSL, but
only that (which is why 'Notator Logic' is now just called 'Logic'.

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

5411. Re: Key Virus

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 16:32:05 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3cpr25$ha@mailer.fsu.edu>
Source record: 174580

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> I recently had an *infestation* of this virus on various floppy disks I
> had. Does anyone know anything about it?
>
> For example what does it do?

All it does is spread, by itself. It does look for a "key" value on each
disk inserted, and will execute code from that disk if the key matches.
To my knowledge, no nasty key'ed disks have every appears. Thus, this
virus essentially just spreads itself, but could end up doing anything
based on what is on a key disk encountered in the future.

> Does it install onto HD? (I hope it didn't)

I believe the answer is no. It is a floppy bootsector virus only.

Vkiller 3.11 has a blurb in it about the Key (or Signum) virus. Hope that
helps.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

5412. Re: Atari to Axe Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 16:33:07 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3cpr43$agp@dux.dundee.ac.uk>
Source record: 174581

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Apparently Atari have announced they are to Axe the Falcon. Does anyone
: know how true this is?

I've actually got an answer to my own question and here it is..

>>From atari@cix.compulink.co.uk Thu Dec 15 13:47:51 1994
>>Subject: Re: Falcon
>>To: rmccall@mcs.dundee.ac.uk
>>Reply-To: atari@cix.compulink.co.uk
>>Content-Length: 34
>>X-Lines: 1

>>NO. It is categorically NOT true.

You can't get much clearer than that.

Rod
--
--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

5413. Re: Manuals in different languages (was: Re: Atari RIP....)

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 16:38:52 UTC
From: dietz@lirmm.fr
Message-ID: <3cpres$981@lirmm.lirmm.fr>
Source record: 174582

In <3c9q3o$igs@matrix.fwi.uva.nl>, mdekker@fwi.uva.nl (Martijn Dekker) wrote:

> dietz@lirmm.fr (Andreas DIETZ) wrote:
>
>:publication is done in English! Why not choose a dead language or a
>:newly designed language (like, e.g., Esperanto) for international
>:communication?
>
>because almost everybody speaks english. And BTW why is english worse
>equiped for international communication than esperanto (which *is* a
>dead language BTW) ? Are you jealous of the english?

"Jealous" is perhaps not the right word. I did not say that English was less suited for international communication than any other language. I simply don't like the fact that some people should have the advantage that their mother language is the "international standard language". The same chances for everyone! (By the way, I am german and not french.)

Best regards

Andreas

5414. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 16:48:22 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3cps0m$be2@dux.dundee.ac.uk>
Source record: 174583

Steven Selick (selick@bu.edu) wrote:
: OK, then - here's what I would like to see on the C-Lab Falcon clone:

: 68040 or 68060 at different speeds for different needs. Preferably at least 50
: mhz.

Also give it a built in FPU (if the 060 doesn't have that already) then
we get grown up apps (spreadsheets etc), fast ray tracing etc.

: Reasonable room for RAM expansion - in the 128 meg range

: Tower Case

Yes, please also add SEVERAL expansion slots.

: Hard drives and RAM should probably be optional, as many people like to make
: their own config

Oh and yes a relatively fast floppy drive!!! Perhaps also a built in or
option internal SCSI/IDE CD ROM player. Lets fact it this IS the future
of home computing.

Rod
--
--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

5415. Re: Atari to Axe Falcon [Not according to atari@cix]

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 17:00:38 UTC
From: djs@jet.uk
Message-ID: <1994Dec15.170038.17992@jet.uk>
Source record: 174584

In <3cph09$t47@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>Apparently Atari have announced they are to Axe the Falcon. Does anyone
>know how true this is?
What's your source, or are you just starting rumours for the sake of it? ;-)
Atari said on CIX this very morning that production is continuing.
Of course, they have lied (or been mistaken) before, but at least it's
from the horse's mouth.

--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5416. Help Please Modems

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 17:15:32 UTC
From: jwg3@aber.ac.uk
Message-ID: <3cptjk$cj9@fileserv.aber.ac.uk>
Source record: 174585

Hi there,

My brother is interested in getting stuff from the net, he's
got an STE with 1 Mbyte of ram (i think ...) and I have a number
of questions to ask you guy's on his behalf :-

one: what type of modems are you using, can you recomend
one? Do they all come with revelent S/W ?

two: is there a good ftp site for atari software and utilities ?

three : are you linked up to Deamon or the such to get this News
service (being on a SunSparc these trivial matters of how
i actually get the services don't bother me ;))

four : can he get S/W to get mosaic, or is it too slow and a waist
of time?

five : how much is this all going to cost .....

six : what modem protocols do you have to comply to ?

Realy what would be a great help, is a detailed description of
how you're doing it, so I can pass on the info.

Thank you greatly dudes, and please send the stuff (maybe a
modem will find its way into his stocking this chrimbo ....)

John Glazebrook, jwg3@aber.ac.uk

5417. Falcon040

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 17:16:47 UTC
From: iagaw@cluster1.urz.uni-halle.de
Message-ID: <9412151714.AA130604@cluster1.urz.uni-halle.de>
Source record: 174586

I have heard, that Atari has a Falcon040 almost ready, but has no intereset
in releasing the machine. Whats your opinion, could C-Lab try but buy
the rights, complete this machine and released it?
That would be a nice idea, wouldn't it?

5418. TRADE:color for b/w moniter

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 17:26:47 UTC
From: mrkleen@mindvox.phantom.com
Message-ID: <L0XDXc1w165w@mindvox.phantom.com>
Source record: 174587

```
I have a color monitor for the 1040st that I would like to trade
for a monichrome..
write baack here
or email me:
mrkleen@phantom.com
```

5419. ATARI NOT AXING FALCON

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 17:32:52 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3cpuk4$dgd@dux.dundee.ac.uk>
Source record: 174588

[Article crossposted from comp.sys.atari.advocacy]
[Author was Rod McCall]
[Posted on 15 Dec 1994 16:36:25 GMT]

David Stevenson (djs@jet.uk) wrote:
: In <3cnqkh$29o@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

: >To be honest I doubt Atari will stop manufacturing the Falcon in the near
: >future, they are probably still making some money out of it so
: >why should they?
: Darryl Still (Atari UK) said this morning that Atari are continuing to
: manufacture Falcons, and have no current plans to drop production. C-Lab
: have the right to continue production if/when Atari do eventually decide to
: stop.

And here is the proof...

>>From atari@cix.compulink.co.uk Thu Dec 15 13:47:51 1994
>>Subject: Re: Falcon
>>To: rmccall@mcs.dundee.ac.uk
>>Reply-To: atari@cix.compulink.co.uk
>>Content-Length: 34
>>X-Lines: 1

>>NO. It is categorically NOT true.

Rod
--
--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

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==
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

5420. Re: Problems w/ Obsession on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 17:35:39 UTC
From: lonsdale@acri.fr
Message-ID: <1994Dec15.173539.15494@acri.fr>
Source record: 174589

It works OK on my MegaSTE 2M but I have no score board.
This is interesting because the mag invites you to send
in your highest score!

Andy

5421. wanted 1040st

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 17:40:10 UTC
From: mrkleen@mindvox.phantom.com
Message-ID: <oVyDXc4w165w@mindvox.phantom.com>
Source record: 174590

I need an atari 1040st with at least 1 meg.
I don't need a MONITER, BUT IF IT IS INCLUDED(sorry)
I want a monochrome.
email me
mrkleen@phantom.com

5422. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 17:55:36 UTC
From: contacts@mits.mdata.fi
Message-ID: <3cpvuo$461@prime.mdata.fi>
Source record: 174591

In article <3cpj3q$nrq@news.bu.edu>, Steven Selick <selick@bu.edu> wrote:
>OK, then - here's what I would like to see on the C-Lab Falcon clone:
>
>68040 or 68060 at different speeds for different needs. Preferably at
>least 50 mhz.

For me: 040 (enought power for the price)

>Reasonable room for RAM expansion - in the 128 meg range

Standard SIMM's (70 ns ie. those which go to Wings-card)

>Tower Case

And a 19" rack! In any case: separate keyboard, and room for HDD's!

>Hard drives and RAM should probably be optional, as many people like
>to make their own config

YES!

>DSP - if they could come up with a way to throw in Logic Audio, they could
>build in the dongle into the main board. They do still have the rights to
>Notator, right? This could be a good selling point.

The C-lab and Emagic were splitted due arguments between programmers and
owners a couple of years ago. So AFAIK Emagic own's the rights to
software, and the two companies have nothing in common today.
Dongles change with program levels anyway, so it would not be too smart
to put in a hardware lock for any program. Also what would Steinberg think,
as *they* are the main music soft/hardware suppliers for today's
Falcon? :-)

I'd like to see two DSP's and also that they would be of better quality.

>Go ahead and build in a 486 board as well. Might as well be compatible
>with those PC's

I'd say forget the PC - make a machine that makes you forget Windows
(hey, that should be easy! :-))

>Include SCSI-2, IDE interfaces

Fast SCSI-2 is essential, but IMHO the IDE could be left out.

>Also maybe have a board with lots of audio in's and out's. Maybe even
some XLR's would be nice. 8 rca in's and out's is a start.

I had some information, that there will be digital I/O's.

I'd like to see 2 MIDI in's and 3-5 Out's. Pro-Quality Audio Engine.
Digital converters that can be changed to better ones easily.

>Keep the base price down. It's easier to stomach upgrading $300 here
>and there than $5000 down

If it's delivered without memory and HDD's it should't cost more than
1000 GBP.

>Oh - one more thing...ADVERTISE IT!

The manufacturer is not Atari this time, so the prospects are better!

Graphics: 1024*768 75Hz NI in 2, 16, 256 and 16,7 million colours (such
PC cards are really cheap nowadays, so there are cheap components there).

Continue the list!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5423. 1040STfm memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 18:03:26 UTC
From: Don.Schmidt@f79.n105.z1.fidonet.org
Message-ID: <787578341.AA03349@jina.rain.com>
Source record: 174592

```
EM> A friend of mine has an Atari 1040STfm with 1M of memory. He
EM> wants to expand the memory if possible to 2M or more

There are a half a dozen or so modification kits to upgrade the ST
to 2, 2.5 or 4 megs of ram. This will require some delicate
desoldering and soldering. So, its best to have an experienced tech
do the change. If you're calling into Puddle City BBS, look at the
PAC (Portland Atari Club) information and come to a meeting and gets
some valuable hints tricks etc on the best kit to get and possibly a
name or two who'll do the change out.

... * * 15/16 of us Engineers want the Metric System. * *
___ Mountain Reader II - #Beta 001
```

5424. Re: Atari to Axe Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 18:13:26 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941215Z181326.079dbrewood@nest.demon.co.uk>
Source record: 174593

In article <3cph09$t47@dux.dundee.ac.uk>
rmccall@mcs.dundee.ac.uk "Rod McCall" writes:

> Apparently Atari have announced they are to Axe the Falcon. Does anyone
> know how true this is?

==========
atari.st/2chatter #1805, from atari, 684 chars, Dec 15 10:01 94
Comment to 1802. Comments.

John

I think this is the ideal time for me to clarify some of the fog
surrounding this deal.

We have not handed Falcon over to C-Lab to do what they want with. They
have signed a license to

a) Buy Falcon from us for sale or OEM use
b) Should we ever stop producing Falcon, they will have the right to
continue that production.

It must be stressed that we have no plans at present to stop producing
Falcon...and of the more they sell the less likely this becomes!

Ms Obersteiner (arm immediately straightens and points to the sky diagonally
on impulse) from this 'ere Euro office has done a superb deal that guarantees
the future of the machine....but it is still our machine.

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Audio/Photo CD. Beta tester. =
==

5425. Re: Key Virus

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 18:21:49 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3cq1ft$sg3@golem.wcc.govt.nz>
Source record: 174594

] I recently had an *infestation* of this virus on various floppy disks I
] had. Does anyone know anything about it?

It copies itself to boot-sectore on floppies. They "key" part of it
won't be found.

] For example what does it do?
] Does it install onto HD? (I hope it didn't)

No.

] said everything was ok. Is there any Virus detectors/killers which
] are ram reisdent and run in the background?

"Guardian" will detect executable boot-sectors, which may help, but
it's a nuisance. The only way is to go through every single disk and
erase all the viruses in the boot-sectors.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

5426. Re: STARDUST FINALLY FINISHED!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 18:24:03 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3cq1k3$sg3@golem.wcc.govt.nz>
Source record: 174595

] This is only STE 1 meg and Falcon only I take it? Not poss. on
] a STFM 1 meg or more?

Only runs on machines with a Blitter, and DMA sound. (e.g., STE's
and Falcons, I forget if TT's were supported), and then only with
1meg of better (e.g. All falcons, and 99% of STes)

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5427. Re: Atari to Axe Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 18:26:31 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3cq1on$sg3@golem.wcc.govt.nz>
Source record: 174596

] Apparently Atari have announced they are to Axe the Falcon. Does anyone
] know how true this is?

Drop of support for it was anounced months ago.

They _might_ (I doubt it VERY much) pick it up again _if_ they make
lots of money with the Jaguar. But as there is only about half of the
promised "30 games by Christmas" available, most of which aren't
very good, I don't fancy their chances!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

5428. Re: Atari to Axe Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 18:31:53 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D0v7H6.2EK@cix.compulink.co.uk>
Source record: 174597

> Apparently Atari have announced they are to Axe the Falcon. Does anyone
> know how true this is?
Well, the guy at the Atari show who was representing Clab said yes and
that they were the only ones who would produce them in the future.

Atari UK have subsequently said this is untrue and Clab are only
licencing it, not selling it. Who knows?

Either way, they can only do a better job of marketing/developing the
Falcon than Atari ever did.

Iain

5429. Atari to Axe Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 18:43:28 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <f41_9412151311@genesplicer.org>
Source record: 174598

In a message of 15 Dec 94 13:40:25, Rod Mccall wrote:

RM> Apparently Atari have announced they are to Axe the Falcon. Does anyone
RM> know how true this is?

Falcon? What's a Falcon? ;^)

5430. Re: Flexi-Disk

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 19:13:01 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3cq4ft$2olb@sat.ipp-garching.mpg.de>
Source record: 174542

Sourmelidis Dimitris (jtace@prometheus.hol.forthnet.gr) wrote:
> I 've heard that there is a shareware ramdisk called Flexidisk that
> works simillar to Neodesk Clipboard.

Flexdisk is payware and sold by Application Systems Heidelberg (I think
only as part of a tool package, but I'm not sure), the makers of
MagiCMac (hope I got the spelling right :-) and other programs ...

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

5431. Re: Key Virus

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 19:25:32 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3cq57c$r2g@msunews.cl.msu.edu>
Source record: 174599

In article <3cnpah$29o@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> Is there any Virus detectors/killers which
>are ram reisdent and run in the background?

Protect6 by Lars Erik Oesterud (sp?) does this. It is a small AUTO folder program which checks boot sectors whenever a new floppy disk is opened. If it finds an executable boot sector, it displays it on the top left of the screen (suspending current applications, I think), and asks if you want to erase the boot sector. If you press `y' (or if there is no executable boot sector), Protect6 will erase the boot sector and make it MS-DOS bootable, installing its own info there so it can recognize disks it has protected.

It will also notify you when a program (file extension PRG, ACC, TOS, etc) is going to be modified, and gives you a chance to reboot, thereby protecting yourself from link viruses.

It is available just about everywhere online, and the small shareware fee (~$10US) is well worth it.

Tom
hopper_t@msupa.pa.msu.edu

5432. Re: NVDI 3.0 and ET 4000

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 19:38:54 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELPUCBUXUP@galaxy.owl.de>
Source record: 174459

In <markn.5.001950B8@jsb.co.uk> Mark Nias wrote:

>I have read on a leaflet that gave the impression the ET-4000 version would
>be available at the same time. I must check so i can upgrade from 2.51.....

NVDI ET-4000 version 3.0 is available.

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/Hendr!K/
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Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de	G
D-32049 Herford .oooO Phone/Facsimile:	P
Germoney/Earth ( ) Oooo. +49-52 21-85 55 45	!
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5433. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 19:40:46 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELPUCBVAUP@galaxy.owl.de>
Source record: 174458
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <D0tE8n.B41@cix.compulink.co.uk> "BARRY WILSON" wrote:

>I understand that the 060 chip is still in development.

The 060 is available as SAMPLES! And quite expesive, too. Dunno the exact
price, I'd guess around 700$ a piece.

--
/Hendr!K/
''~``
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Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de	G
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5434. Re: PAK 68030 Accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 19:52:35 UTC
From: scastro@dcc.uchile.cl
Message-ID: <D0vB7n.DwE@dcc.uchile.cl>
Source record: 174600

Subject say's it all ... where can I get a PAK 68030 accelerator ... and how much does it cost ???

Seba.

Sebastian A. Castro M.
Dpto. de Ingenieria Civil Matematica
Universidad de Chile

5435. Re: The dream atari...Medusa?.

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 20:06:30 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELPUCBVDUP@galaxy.owl.de>
Source record: 174460

In <D0tACr.GK8@world.std.com> ysiu@lexicor.com wrote:

>>Furthermore the Medusa is way too expensive (IMHO). I'd rather buy a MAC and run
>>MagicMAC on it :-))

>Hendrick,
^nope ;-)

> how does MacMagic run on the Apple? I.e. does it run on top of
>finder? If so wouldn't it be slower than a Medusa T40 (or even T60 for
>that fact).

From what I've seen and heard MagiCMac runs as a parallel application. But the
Medusa still have the slow atari-bus to squeeze all the data through.
Especially vertical scrolling is so s-l-o-w, you won't believe it.

> Also I realise that Mac's are cheaper than a Medusa, the T40
>retails for 3,400 U$D. However what about speed? I.e. an equivalent Mac040
>would it be faster or slower than the Medusa?

MacMagic is not an emulator. It's a complete OS running on the cpu it was
designed for. A MAC Performa 630 is about three times faster than a TT.

I'd _guess_ a Mac running MagiCMac is still faster than a T40 with the same
clock-rate. Dunno about the T60, but this is yet another price-step to heaven,
isn't it?.

And in addition you have a decent Mac as well. One shouldn't forget that.

I wish I had an English version of the MagiCMac-FAQ. Lots of stuff answered
there. Perhaps SystemSolution are doing one?

I have something translated for you guys out in netland, though.
The list of tested programmes as of December 10, 1994:

Completely MagiCMac compatible (A-Z)

ASH-Utilities
CAT, Calamus SL (Summer 1994), Connect
Ease 3.5, Everest
Fred
Kobold
LHARC
McCoy, Megamax Modula 2, Morpher 1.0
Papyrus, Papillon 2.2, Phoenix 3.5, Postfix 1.1, Pure C (Debugger needs an
040-patch)
QED
Script 2, Signum!Drei, ST Online 4.1 (Datex J), ST-ZIP

Tempus Word (fixed version), Twist, Twilight (fixed version)
XControl (some CPX-modules work, others don't)
WinCom

Compatible, slight limitations

Signum!Zwei (640x400 monochrom, printing with PREMUL and printer-file
1st BASE (problems in accessory-mode, will be fixed)
DA Layout (single-mode), DA Picture
Gemini
Harlekin
Karma, Kandinsky, Kodak-Photo-CD-Software
XEdit

Not yet working

DA Vektor (eine ï¿½ltere Version funktionierte, ist also nur eine Kleinigkeit)
Omikron Basic
GfA-Basic (as some programmes compiled with it)
Pure Pascal (will be fixed)
Pure Profiler (requires MFP-Timer A)

Bye!

--
/Hendr!K/
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5436. Re: The dream atari...Medusa?.

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 20:15:39 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3cq85b$4m@golem.wcc.govt.nz>
Source record: 174501

```
] : MagicMac runs as a single System 7 application.
]
] Does this mean then, that you have a preemptive multitasking OS
] (MagicMac) running as a process in a cooperative multitasking OS (System 7)

Ahhh, it's cooperative!? That's why machines running it work at arond
40% of the speed of machines running System 6.x.x :) ^u

Surely it'd be installable as a replacement system on floppy or some
such thing!?

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
```

5437. Re: Flexi-Disk

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 20:17:08 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3cq884$4m@golem.wcc.govt.nz>
Source record: 174502

] I 've heard that there is a shareware ramdisk called Flexidisk that
] works simillar to Neodesk Clipboard. Have any of you seen this tiny
] ramdisk? or heard anything about it. this ramdisk is reset-proof and
] takes as much memory as it needs!!!! Like STReview says, Flexdisk :
] dynamically changes its size when you copy or delete files.

Seen it, used it, got a hard-drive, deleted it :)

It seems to work okay, not sure how system friendly it is though.
I've seen it on atari.archive.umich.edu and I _think_ micros.hensa.ac.uk
somewhere. in ./atari/ on a.a and ./micros/atari/ on hensa.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

5438. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 20:26:32 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELPUCBVGUP@galaxy.owl.de>
Source record: 174461

In <3cl8bg$686@golem.wcc.govt.nz> Roger Sheppard. wrote:

>>Is there any info if there will be more DSP's?
>
>To do what, make the coffee ???

Provide more power for snappy sound-FX?

>The Falcon is a very bad design, it will take many many $$$$ to sort it out,
>and nowing what the German prices are like it will cost some $4000us...

Yeah right, as you would know.

>Ans it still has the stupid GEM/TOS OS, I think the best way is to forget
>about Atari clones, and go get a real computer that is supported...

Works fine for me. And soon one can use LINUX on a 68030 (+FPU).

>The main Music/MIDI Computer here in NZ is the Mac, Atari is a dirty word
>here.....

So do not spread them dirty words and take a hike, BOZO!

--
/Hendr!K/
''~``
(o o)
+---------------------.oooO--(_)--Oooo.------------------+-+
Hendrik Mylius MausNet: Hendrik Mylius @ PB2	P
Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de	G
D-32049 Herford .oooO Phone/Facsimile:	P
Germoney/Earth ( ) Oooo. +49-52 21-85 55 45	!
+----------------------\ (----( )-------------------+-+
_)) /
(_/

5439. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 20:28:34 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELPUCBVJUP@galaxy.owl.de>
Source record: 174462

In <bwanga-1312941515060001@tsa-41.ucsc.edu> Tim Seufert wrote:

>Nope - they're all 68LC040, a low-power surface mount version, 25 or 33
>MHz. People would really scream if they couldn't use VM on their
>PowerBooks. :-)

You're right ;-)

BTW, which models have a 66 mhz clock? There's even a PowerBook with that
speed but I forgot the model.

--
/Hendr!K/
''~``
(o o)
+---------------------.oooO--(_)--Oooo.------------------+-+
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D-32049 Herford .oooO Phone/Facsimile:	P
Germoney/Earth ( ) Oooo. +49-52 21-85 55 45	!
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_)) /
(_/

5440. MiNT Problems (Part 1)

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 20:33:17 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3cq96d$q2m@m.ehd.hwc.ca>
Source record: 174503

I'm using a 4 meg STe with TOS 1.06, MiNT 1.12 via the Toswin (V1.4) accessory. I also have a Minix file system (.60 PL10) mounted on one HD partition and use TCSH, I beleive it's v6.02.

Depending on what AUTO folder programs I load, (as selected by Superboot 8.1,) MiNT may or may not load it's configuration file from C:\.

For example; if I run GEMRAM(1.6)/WINX(2.2) before MiNT, my environment variables, as defined in the MINT.CNF, are not put into the environment space.

Is there a known incompatability between MiNT and TOS 1.06? ..or GEMRAM/WINX? ..or Superboot?

Has anyone else had this happen to them and how did you remedy the problems?

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

5441. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 20:33:48 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELQJDCUQUp@stingray.manawatu.gen.nz>
Source record: 174504

>selick@bu.edu (Steven Selick) writes:
>
>>OK, then - here's what I would like to see on the C-Lab Falcon clone:
>
>>68040 or 68060 at different speeds for different needs. Preferably at least 50
>>mhz.

Different speeds makes good sense, and shouldn't be avoided just because that's what other companies do. Upgradeable mother boards would be handy, then no need to buy a whole new computer, and less expensive too!

>>Reasonable room for RAM expansion - in the 128 meg range
>Can anyone afford that much RAM...?

Well if the "new" Falcon's graphics and sound were up to it, then people would need 128 Meg (or more) for ram-intensive sound and graphics apps.

I don't think 8 RCAs would be neccessary though - how about having just 2 in / 2 out from scratch and allow customers to order any extras from an option list?

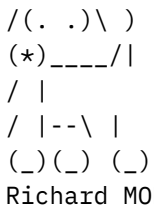
I agree it's better to pay less from the start and pay for upgrades. I wonder how many people used things like the LAN port on a Falcon and I wonder how many people actually used MIDI ports?

Perhaps these could be an option to keep the initial price down also?

Richard =8-]

PS. I think that the initial comment about advertising is _VERY_ _CORRECT_

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

5442. Re: Medusa Hardware Specs.

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 20:34:40 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELPUCBVMUP@galaxy.owl.de>
Source record: 174463

In <3cmrjt$elu@ccpnws.in2p3.fr> Stephane Acounis wrote:

>> The medusa was originally offered to a german magazine as a hardware project
>> by some computer wizz - are the specs/diagrams or alike still avaliable and does

>This is wrong, the Medusa comes from Switzerland and is made and sold by
>a guy named Fredi ASCHWANDEN (source: French "ST Magazine" - october 94)

Sorry, but you're wrong.

The 68040 board started as a design project in the (now gone) German
ST-Magazin!

Now it's in Fredi's hands, that's correct.

>The PAK68/3 accelerator was a project from the German magazine "c't".

Right.

--
/Hendr!K/
''~``
(o o)
+---------------------.oooO--(_)--Oooo.------------------+-+
Hendrik Mylius MausNet: Hendrik Mylius @ PB2	P
Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de	G
D-32049 Herford .oooO Phone/Facsimile:	P
Germoney/Earth ( ) Oooo. +49-52 21-85 55 45	!
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_)) /
(_/

5443. Re: Kobold

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 20:39:06 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELPUCBVPUP@galaxy.owl.de>
Source record: 174464

In <1994Dec14.132855.1581@cathy.ijs.si> Matija Grabnar wrote:

>Yes, that is very definitely possible. The user manual describes the whole
>procedure. The procedure includes a modification of aes.inf (or whaterver that
>configuration file is called).

[GEM.CNF on]

gem.cnf
==
use 'setenv' to set the AES environment variables. Current
useful environment variables are:
#
DESKFMT - can be used to install alternate disk
formatter
DESKCOPY - used to install alternate disk copy
application (into Desktop).
SHPRINT - full path for desktop print utility
SHSHOW - full path for desktop view file utility

[off]

so one could specify the following

setenv DESKCOPY=D:\TOOLS\KOBOLD_2.PRG

to make it work.

--
/Hendr!K/
''~``
(o o)
+--------------------.oooO--(_)--Oooo.------------------+-+
Hendrik Mylius MausNet: Hendrik Mylius @ PB2	P
Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de	G
D-32049 Herford .oooO Phone/Facsimile:	P
Germoney/Earth ( ) Oooo. +49-52 21-85 55 45	!
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_)) /
(_/

5444. MO Fujitsu 230Mb on atari TT?

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 20:40:32 UTC
From: ybernard@innet.be
Message-ID: <ybernard-151294214642@ybernard.innet.be>
Source record: 174538

Hello All,

this is for a friend of I:

he owns a magneto-optical drive from Fujitsu, a 230Mb, scsi and wants to
use it on his atari TT; no way; it does not seem to be recognized.

Any of you has an idea?

Please reply by e-mail as i don't read very much the news...

Thanks a lot

5445. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 20:47:48 UTC
From: contacts@mits.mdata.fi
Message-ID: <3cqa1k$4ra@prime.mdata.fi>
Source record: 174505

In article <9412151714.AA130604@cluster1.urz.uni-halle.de>,
<iagaw@cluster1.urz.uni-halle.de> wrote:
>I have heard, that Atari has a Falcon040 almost ready, but has no intereset
>in releasing the machine. Whats your opinion, could C-Lab try but buy
>the rights, complete this machine and released it?
>That would be a nice idea, wouldn't it?

IMHO it would be the best to leave C-lab doing their own thing. After all
they are trying to do a machine that the people want. I have always had
the impression that Atari could not care less of what the users need.

Their (Atari's) 040 is probably the same as 030 with all the former
mistakes (like 16-bit bus, miniplugs, low quality AD/DA's...)
Why should they do any better now?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5446. Re: 512K SIMMS Where?

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 21:07:32 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3cqb6k$q2m@m.ehd.hwc.ca>
Source record: 174506

Steven John Mcintyre (s9104948@yallara.cs.rmit.OZ.AU) wrote:
: Does anyone know where to find 512K simms for the Atari 1040 STE computer?
: Want phone numbers for any supplier within Australia.

: Also after suppliers from U.K. though, if you read this U.K. suppliers
: please mail me.

Why would you want 512K SIMMs?? If all you want is 2 meg of RAM, just
put in two 1 meg SIMMs. You could even fill the machine out using two of
the displaced 256K SIMMs.

I didn't know there were 512K SIMMs.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

5447. STUDENT DISCOUNTS LIST

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 21:36:38 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3cqct6$l5f@dux.dundee.ac.uk>
Source record: 174507
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Here is issue one of 'The Student Discounts List', I will put out
issue two at some point over xmas/new year.

If your company wishes to be added to this list then please
read the article 'TO ALL COMPANIES' in the .advocacy group
which details information and the accepted format.

All enquries regarding this list should be sent to:

rmccall@mcs.dundee.ac.uk

DISCLAIMER: I accept no liability for errors, ommissions or inaccuracy.

Cheers

Rod

--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

==

LEXICOR SOFTWARE CORPORATION
36 Queensberry street, suite 6
(617) 437 0414 service@lexicor.com, info@lexicor.com
(617) 437 9413

(510) 848 7621
(510) 848 7613

PRODUCT INFORMATION:

Lexicor Software imports several products and developes several too,
discount rates for students only apply to some products that are not on
special sales.

DTP software/Graphics Hardware and Software such as NOVA Graphics Board,
Medusa Computer system, Phoenix 2.0 Object Renderer, Raystart, DA Picture,
DA Vector (and Pro), Metamorphosis 24, Chronos-3D, Utility Pack, CAD 3D
Design and Illustration Disk, Prism Paint plus more.

DISCOUNT RATES & MIN ORDER: Student
Educational

please call or email for information

RESTRICTIONS ON DISCOUNTS:

please call or email for information (U.S.A. only)

December 8th, 1994

==========

TEAM Software
POB 7332, Washington, DC 20044, USA
TEL 703-533-2132, FAX 703-538-4598

email address mlake@dgs.dgsys.com

PRODUCT INFORMATION: Entertainment, simulation of the horse racing track

DISCOUNT RATES & MIN ORDER: Student any quantity, $10 off list
which comes to $29.95 plus
shipping
Educational ditto

RESTRICTIONS ON DISCOUNTS: no restrictions

December 7, 1994

==========

5448. Re: Help Please Modems

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 21:43:49 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3cqdal$q2m@m.ehd.hwc.ca>
Source record: 174508

JOHN WILLIAM GLAZEBROOK (jwg3@aber.ac.uk) wrote:
: Hi there,

: My brother is interested in getting stuff from the net, he's
: got an STE with 1 Mbyte of ram (i think ...) and I have a number
: of questions to ask you guy's on his behalf :-

: one: what type of modems are you using, can you recomend
: one? Do they all come with revelent S/W ?

Any standard external modem will do, preferably the fastest you can get. A brand name 14,400 baud fax/modem is going for about $175 Canadian locally, cheaper if bought used. He will need a standard serial cable to hook it up to his Atari. Most 'in the box' software is for the PC or the MAC & is pretty much useless to us. I'm not going to start another flame fest so I'll just say that there is a number of very good comm programs, in commercial, shareware and public domain flavours.

: two: is there a good ftp site for atari software and utilities ?

atari.archive.umich.edu and its mirror sites.
micros.hensa.ac.uk

There are many others, I think you just missed the list. It is posted here about once a month or so, so stick around, you'll see it.

: four : can he get S/W to get mosaic, or is it too slow and a waist
: of time?

I think to use it he would have to have a TT or Falcon. There are SLIP, UUCP and PPP packages for the Atari, but I don't know much about them.

: five : how much is this all going to cost .....

Pretty much depends on how much you are willing to put out.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

5449. Re: Kobold

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 21:56:40 UTC
From: Kevin.Beardsworth@f7.n200.z777.fidonet.org
Message-ID: <132_9412191706@centron.com>
Source record: 174522

Hi neptune@galaxy.owl.de you said in a message to All ....

>> : It doesn't appear to work with Geneva at all,

I'm using Kobold and Geneva, make sure that the user interface is
switched to boxes and not windows, if switched to windows Kobold won't work.

Regards
|/\ /
|\e\/
--
|Fidonet: Kevin Beardsworth 777:200/7
|Internet: Kevin.Beardsworth@f7.n200.z777.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

5450. Re: Atari magz

Newsgroup: comp.sys.atari.st
Date: 1994-12-15 22:31:37 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3cqg49$lns@dux.dundee.ac.uk>
Source record: 174513

Don Maple (donm@ucon.gun.de) wrote:

: The bottom line is, short of learning German (which is highly recomended
: anyway - heck, learning any language (except C :-)) is highly recomended!)
: So, short of that, why don't all these "unemployed journos" put their money
: where their collective mouths are and get together to create a new mag!
: That's, more or less, what some people in Germany did because they were
: unhappy with the monopoly of the ST Computer. Even though I'd be happy
: to continue writing a EuroNews style column for it the commercial
: feasability of such a newcomer at this point in time is very questionable.

A few years ago I was involved in trying to set up a new 8-bit mag,
it was based around the idea of quality (tech stuf) AND games. We tried
everything. Free software, cheap games and a LOW subscription price but
it still didn't get anywhere. I know the 8-bit market is small but I
fear the ST in the long term will go the same way.

I would suggest one thing though offer poeple a ST Apps (I haven't seen
it but I gather it is a bit serious) and ST Format mix and you might
be on to a winner. It is very cheap to print the mags typically less than
#2 (in B&W) but the real costs are running it, e.g edd, journalists,
admin etc. If people accepted a minimal amount at the outset you might get
somewhere.

I'm game if you are?

Rod

--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

5451. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 00:07:41 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0vn0t.C56@cix.compulink.co.uk>
Source record: 174514

In message <ELNGFDVF43UP@galaxy.owl.de>, neptune@galaxy.owl.de said:
> In <D0o7qt.Ex7@cix.compulink.co.uk> "Roland Givan" wrote :
>
> > to outway the cost savings of the drive. 60m DAT tapes are available
> > in the UK for 6ukp (+VAT) in bulk. Really I would like a DAT drive!
> >
>
> The audio ones or the data ones?

The *data* ones. Don't know what the audio ones cost.

> BIG difference! I wouldn't rely on an audio-DAT to backup my data.

Well I've seen suposedly reputably companies supplying patches to mini
computer applications on *audio* DAT types. They worked - but thats all
I can say for them. The company I work for only buys *data* ones.

Roland.

@CiX

5452. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 00:51:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.79KsIXgYCvs@semprini.waterloo-rdp.on.ca>
Source record: 174515

In <3ci9da$2pbd@sat.ipp-garching.mpg.de>, Cornelius Krasel writes:
>Problem with MS Word is that it doesn't use the routines of the OS which
>are supposed to do the GUI-stuff, it uses its own (AFAIK). Therefore,
>MS Word is (e.g.) surprisingly slow on a PowerMac or on S 7.5 since
>it cannot take advantage of the optimized OS routines.

Word isn't an application, it's a P-Code interpreter with a whole lot of
P-Code sitting there. _That's_ why it's so huge, and so slow on
anything... the running program is actually interpreted P-Code instead
of compiled machine code. Interpreted languages are almost always much
slower than compiled languages.

What does this have to do with comp.sys.atari.st or even the "Obsolete
Ataris" thread? It should be in alt.fan.bill-gates under an "idiotic
p-code" thread.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

5453. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 01:00:02 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.UEIcjwQ9Zwo@semprini.waterloo-rdp.on.ca>
Source record: 174516

In <3cjdsm$pbb@cxc1.cl.msu.edu>, Michael Olin writes:
>Worse yet, while Intel wants you to believe it's a single/double precision
>problem when performing decimal divides, it's equally defective when
>performing integer manipulations. Even the WINDOZE desktop calculator is
>smarter than a pentium...

Check out http://www.ibm.com/ for a good article analyzing the Pentium's division problems... For an "average" user of a spreadsheet (ie, not heavy scientific or ray-tracing applications), they'll get a totally undetected math error about once every 24 days. And that's counting only ~15 minutes/day of actual calculations (ie, most users sit around a lot, or enter data, or whatever, and only do a re-calc every now and then).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

5454. Re: The dream atari...

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 02:09:58 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <3cqstm$geq@cri.ens-lyon.fr>
Source record: 174517

In article kq1@percy.cs.bham.ac.uk, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>>My local dealer has received a paper (from ?) saying that the new machine
>>from Atari will have NO floppy drive. No-one here agreed with this decision.
>>Does anyone have some information about this?
>
>Well I'm sure he was talking about the Jaguar games console. Atari
>hasn't been designing new computers for a while.

No, the paper deals with a computer. It comes from PROTOS.
But here we think it's only a rumour...
(except if someone can confirm the information)

Vincent Lefevre

5455. Falcon sold to C-Lab? Is this true?

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 03:20:28 UTC
From: naina@technet.sg
Message-ID: <3cr11s$kl6@raffles.technet.sg>
Source record: 174518

I just read a news report that Atari has sold all rights for the Falcon technology to CLab. Is this true? I understand CLab will continue all developments for Falcon from now on. Apparently CLab labelled Falcons will be called CLab Falcon MKII. Can anybody confirm this. I was about to purchase the Falcon and now this. If this is true, Damn you Atari...

naina@technet.sg

5456. gst software internet address?

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 03:25:08 UTC
From: 3ws5@qlink.queensu.ca
Message-ID: <3cr1ak$843@knot.queensu.ca>
Source record: 174519

Does anyone know the phone number of Gst software, or the internet address? I have first word plus version 3 and would like to update to version 4. Does anyone know the additional capabilities of first word plus version 4?. ie downloadable fonts? or translation capabilities to other wordprocessors formats? I would greatly appreciate some help.

P.S. I can't seem to find my registration card.

5457. Is my Falcon broken?

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 03:30:57 UTC
From: sammcgee@crl.com
Message-ID: <3cr1lh$74j@crl9.crl.com>
Source record: 174520

My mouse just stopped working. The buttons work but the arrow doesn't.
I tried another mouse and it does the same thing. My UVK 6.0 reported nothing
either. Can my Falcon mouse port be broken? Is there any program to
redirect the mouse port to the joystick port?

Sam

(Thank goodness for ALT-arrows)

5458. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 03:47:53 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3cr2l9$98d@cxc1.cl.msu.edu>
Source record: 174521

krasel@alf.biochem.mpg.de (Cornelius Krasel) writes:

>> Worse yet, while Intel wants you to believe it's a single/double precision
>> problem when performing decimal divides, it's equally defective when
>> performing integer manipulations.

>Do you have _any_ evidence for that? (Although the calculation above
>[deleted by me] uses only integers, it's clearly a floating point
>calculation.)

Only the word of people I know who have tested their units for same.
Engineers at Ford Motor Company...
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

5459. 1994 Jaguar Letter Writing Campaign (repost)

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 04:02:37 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3cr3gu$g2s@usenet.INS.CWRU.Edu>
Source record: 174530
Cross-posted to: rec.games.video.atari,rec.games.video.misc,comp.sys.atari.st,comp.sys.atari.advocacy,alt.games.lynx

I'm reposting this again because it is important for everyone to write these companies this month. I have posted it today for you to print out and then do some writing this weekend (with those extra .29 cent stamps you have left over from Christmas cards!).

And remember, this is the best time to write. Stamps only cost .29 cents. Find those left over stamps and write!

I will not post this the week of Christmas so please copy this text now!!!

-------- begin text --------

END OF THE YEAR Jaguar Letter Writing Campaign

Organized by: Len Stys

E-mail: aa399@cleveland.freenet.edu

Hey Jaguar players!

In September, I spent several hours getting names, addresses, and information related to these well-known game software companies for you. I did this because I felt it was real important for everyone to write these companies and let them know that we want their games for the Jaguar. Since September, I have been posting four or five of these companies each month to the Internet and various systems to get the word out about this campaign.

If you haven't written them because you didn't have time, this is your last chance this year to write them.

It is extremely important for these companies to start developing for the Jaguar now. This is because December is really the last month that developers can start developing for the Jaguar and have their game out for it by Christmas of next year. It takes approximately nine months to develop and manufacture a real great Jaguar game. And add another couple of months if the programmers need to get familiar with the unit.

If you are worried that Sony, Nintendo, and Sega are going to come along late next year with a $70 million advertising budget to spoil the Jaguar's fun--you should be worried! Because that is what the companies are planning to do. (Let's not forget about 3DO and Apple Computer!)

Right now, Sony, Nintendo, and Sega are attempting to convince these very companies listed in this text-file to develop for their next generation system. Atari Corp. is probably doing the same thing. But Sony, Nintendo, and Sega are bigger players than Atari right now. This is why we need to help Atari

out a little bit by letting these companies know that we want their games for the Jaguar.

I cannot urge you enough to write these companies. You (even though you may not realize it) play a big part in if the Jaguar succeeds or fails. Just by -one- letter to each of these companies could determine Jaguar's fate. Your one letter can also make sure your investment in purchasing the Jaguar and several Jaguar games was a wise one.

Christmas time is about GIVING to others. Why not give Jaguar a chance in 1995? Write these companies.

id Software
WMS Industries Inc.
Capcom USA Inc.
Electronic Arts Inc.

>>>>>>>>>>>>>>>>>>>>>>>>> id Software <<<<<<<<<<<<<<<<<<<<<<<<<

The letter to id Software should thank the company for producing Wolfenstein 3-D and DOOM for the Jaguar and encourage the company to make QUAKE for the Jaguar.

id Software's e-mailing address:

Jay Wilbur, CEO
id Software
Town East Tower
18601 LBJ Freeway
Suite 615
Mesquite, Texas 75150

The following is a list of things which you may want to say in your letter to id Software:

Dear Mr. Wilbur,

1) How much you enjoy Jaguar Wolfenstein 3-D and/or DOOM.
2) How much you like id Software.
3) Thanks for making Wolfenstein 3-D and DOOM for the Jaguar.
4) How you are excited about id Software making games for the Jaguar.
5) How you would like to see QUAKE made for the Jaguar.
6) Thank you to Mr. Wilbur for reading your letter.

Another thing which you may want to include in this letter is concerning Jaguar DOOM II. It is possible for id Software to release DOOM II for Jaguar next year. If you would like to see DOOM II for the Jaguar, encourage the company to make it. But if you do encourage them to make it, ask that it support modem and at least four players networked. Also, ask for the company to place DOOM II on cartridge so that public domain maps can be released on CD for Jaguar's CD-ROM player. This will make sure that DOOM II -never- gets boring on the Jaguar and multi-playing is always exciting.

>>>>>>>>>>>>>>>>>>>>>> WMS Industries Inc. <<<<<<<<<<<<<<<<<<<<<<

As of December 1, 1994, Mortal Kombat II has not been announced for the Jaguar. And Acclaim has no plans to produce Mortal Kombat for the Jaguar. But next year, WMS Industries will be able to release Mortal Kombat II for any game system that the company wishes to release it for. The time is now to let WMS Industries know that we want to see Mortal Kombat II and Mortal Kombat III for the Jaguar.

Mortal Kombat II is by far the #1 most wanted game for the Jaguar according to the Most Wanted Games for the Jaguar list by CAIN Newsletter. If this game is released for the Jaguar, the Jaguar will be the most wanted game system.

The mailing address of WMS Industries Inc. is:

Louis J. Nicastro, CEO
WMS Industries Inc.
3401 North California Ave.
Chicago, IL 60618-5889

OK. I don't think I have to remind you that you should write as neat and as professional as possible to get the best results. If you certify your letter, you may even reach the president with your letter.

The following is a list of things in which you may want to say in your letter to WMS Industries Inc.:

Dear Mr. Nicastro,

1) How much you enjoy Mortal Kombat II
2) How you like the games that WMS Industries makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do the game justice.
5) How you will run out and get the game for the Jaguar as soon as it is released.
6) How you would also like to see Jaguar be the first system to get Mortal Kombat III.
7) Thank you to Mr. Nicastro for reading your letter and for considering making Moral Kombat II for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>> Capcom USA INC. <<<<<<<<<<<<<<<<<<<<<<

Capcom is known for producing the Street Fighter II series of games. The company is also known for producing games such as The Great Circus Mystery Starring Mickey & Minnie Mouse, Demon's Crest, and Saturday Night Slam Masters. The company also does conversions of popular titles such as Wizardry V and Eye of the Beholder.

Super Street Fighter II Turbo is second only to Mortal Kombat II on the most wanted games for the Jaguar CAIN Newsletter listing. If the game existed for the Jaguar, it would no doubt sell a lot of Jaguars. But

Capcom is not making Super Street Fighter for the Jaguar and no plans have been announced to do so in the near future.

The strange thing is that Capcom is making Super Street Fighter II Turbo for the 3DO platform. The game will even have better graphics than that on the SNES and Genesis. But this only means that if Capcom will make a version of SSFIIT for a much higher-priced system than there is a chance that the company will be willing to make a Jaguar version.

The mailing address for Capcom USA Inc. is:

Scott Smith
Product-Development Coordinator
Capcom USA Inc.
475 Oakmead Parkway
Sunnyvale, CA 94086

The following is a list of things in which you may want to say in your letter to Capcom USA Inc.:

Mr. Smith,

1) How much you enjoy Street Fighter at the arcades.
2) How you like the games that Capcom makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do the game justice.
5) How you will run out and get Super Street Fighter II Turbo for the Jaguar as soon as it is released.
6) Thank you to Mr. Smith for reading your letter and for considering making Super Street Fighter II Turbo for the Jaguar.

You may also want to FAX Capcom USA by the phone number: 408/774-3995. But sending mail through the U.S. Postal Service may prove to be more successful.

>>>>>>>>>>>>>>>>>>>> Electronic Arts Inc. <<<<<<<<<<<<<<<<<<<<

Electronic Arts is the publisher of some incredible games such as: NBA Showdown, FIFA International Soccer, PGA European Tour Golf, NHL Hockey '94, Wing Commander, Super Wing Commander, John Madden NFL Football, Escape from Monster Manner, Twisted, Mario Andretti Racing, MLBPA Baseball, and many more! Electronic Arts also owns several other software companies that they may give the OK to develop the Jaguar for if they see there is a demand for Jaguar games.

Unfortunately, Electronic Arts is also a major backer of 3DO, a company that is a big competitor of Atari Corp. Electronic Arts is spending a lot of time and money on making games for 3DO that it could be spending on the Jaguar.

There is hope though! Electronic Arts is a licensee. This means that the company has Jaguar developers units. Electronic Arts' management

just has to give the OK to make games for the Jaguar.

The mailing address for Electronic Arts Inc. is:

Lawrence F. Probst III, President
Electronic Arts Inc.
1450 Fashion Isle. Blv.
San Mateo, CA 94404

The following is a list of things in which you may want to say in your letter to Electronic Arts:

Dear Mr. Probst,

1) How much you enjoy Electronic Arts games.
2) How you have been buying Electronic Arts games for your computers since the company was started (if this is true).
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) The games that you would love to slee on the Jaguar (choose two or three Electronic Arts games--I'm choosing John Madden NFL Football!).
6) How you believe Electronic Arts games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Electronic Arts' games when they are produced for the Jaguar.
8) Thank you to Mr. Probst for reading your letter and a thank you for considering producing games for the Jaguar.

Sierra On-Line Inc.
Dynamix Inc.
LucasArts Entertainment Co.
NovaLogic

>>>>>>>>>>>>>>>>>>>>>>>> Sierra On-Line Inc. <<<<<<<<<<<<<<<<<<<<<<<<

Sierra On-Line is a company that is well-known for their role-playing games such as their Space Quest and Police Quest series. The company is also known for their latest hits in the PC world: Gabriel Knight, Aces Over Europe, and Leisure Suit Larry VI. Sierra On-Line is planning to release their new title, Phantasmagoria, very soon.

Sierra On-Line is definitely a company that needs to be developing for the Jaguar if the Jaguar CD-ROM is to become used. If Sierra On-Line starts making games for the Jaguar CD-ROM, several other companies will make games for it as well.

The mailing address for Sierra On-Line is:

Kenneth A. Williams, President
Sierra On-Line Inc.
P.O. Box 485
Coarsegold, CA 93614

The following is a list of things in which you may want to say in your letter to Electronic Arts:

Dear Mr. Williams,

1) How much you enjoy Sierra On-Line games.
2) How you have been buying Sierra On-Line games for your computer since the company started making computer games (if this is true).
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see Sierra On-Line producing several Jaguar CD-ROM games.
6) The games you would love to see on the Jaguar (choose two or three Sierra On-Line games).
7) How you believe Sierra On-Line games would be fantastic on the Atari Jaguar.
8) How you will run out and buy Sierra On-Line games when they are made for the Jaguar.
9) Thank you to Mr. Williams for reading your letter and for considering producing games for the Jaguar.

In my letter, I will also be encouraging Mr. Williams to make games which have the option of using a keyboard with the Jaguar. A keyboard can be created for the Jaguar and Sierra On-Line could work with Atari Corp. to produce one for it. The use of a keyboard in role-playing games help children learn words. This is something that Sierra has gotten away from in PC games.

I'm also writing Sierra to release HOYLE Card Games for the Jaguar. I love this game and it would be great to see a modem feature being used in the Jaguar version of this game.

>>>>>>>>>>>>>>>>>>>>>>>>> Dynamix Inc. <<<<<<<<<<<<<<<<<<<<<<<<<

Dynamix Inc. is a game company owned by Sierra On-Line. This game company makes many wonderful titles for the PC such as: Betrayal at Kronder, Aces of the Pacific, and Front Page Sports Football Pro. The company is planning to release: Front Page Baseball, Battledrome, LodeRunner: A Legend, MetalTech: Earth Siege, Alien Legacy, and an excellent reviewed game called Aces of the Deep (submarine game).

Dynamix Inc. is making some real great games and these games would be a very good addition to the present Jaguar game library.

The mailing address for Dynamix Inc. is:

Alan Higginson
Executive Vice-President
Dynamix Inc.
P.O. Box 978
Oakhurst, CA 93644-0978

The following is a list of things in which you may want to say in your letter to Dynamix Inc.:

Dear Mr. Higginson,

1) How you enjoy Dynamix games on the PC.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose two or three Dynamix games--I'm choosing Front Page Sports Football, Alien Legacy, and Aces of the Deep).
5) How you believe Dynamix games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Dynamix games when they are produced for the Jaguar.
7) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>> LucasArts Entertainment Co. <<<<<<<<<<<<<<<<<<<

LucasArts is famous for making games based on popular movies. The company has also has several popular titles out for the PC. Some of these titles are: Star Wars Rebel Assault, X-Wing, Indiana Jones and the Fate of Atlantis, Monkey Island 2: Le chuck's Revenge, and Day of the Tentacle. And if there is any truth to the rumor of a new Indiana Jones movie, LucasArts will probably make a great game based on this movie.

The mailing address for LucasArts is:

LucasArts Entertainment Co.
LucasArts Games Division
P.O. Box 10307
San Rafael, CA 94912

The following is a list of things in which you may want to say in your letter to LucasArts:

Dear Sir or Madam,

1) How much you enjoy LucasArts games.
2) How much you enjoy the Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games you would love to see on the Jaguar (choose two or three LucasArts games).
5) How you believe LucasArts games would be fantastic on the Atari Jaguar.
6) How you will run out and buy LucasArts games when they are made for the Jaguar.
7) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX LucasArts by the phone number: 415/721-3344.

>>>>>>>>>>>>>>>>>>>>>>>>>>>> NovaLogic <<<<<<<<<<<<<<<<<<<<<<<<<<<<

NovaLogic is known for its high-quality games on the PC. The president and CEO, John Garcia makes sure each game title released is of the highest quality. NovaLogic is known for producing Comanche: Maximum Overkill (a game title that rated high on the Most Wanted Games for the Jaguar listing from CAIN Newsletter). The company also produced WolfPack (a submarine simulator) and UltraBots. The latest and greatest game from NovaLogic is Armored Fist. This game is highly praised by reviewers that have seen it.

John Garcia is interested in producing modem games and networking games in the future. NovaLogic's games would be a great addition to the Jaguar game library.

The mailing address for NovaLogic is:

John Garcia, President
NovaLogic
19510 Ventura Blvd.
Suite 200
Tarzana, CA 91356

The following is a list of things in which you may want to say in your letter to NovaLogic:

Dear Mr. Garcia,

1) How much you enjoy NovaLogic games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple of NovaLogic games).
5) How you believe that NovaLogic games will be even more fantastic when using the graphics and sound capabilities of the Jaguar.
6) How you would like to see NovaLogic games that use the Jaguar voice-modem and networking capabilities.
7) How you will run out and buy NovaLogic games when they are produced for the Jaguar.
8) Thank Mr. Garcia for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX NovaLogic by the phone number: 818/774-0684. Please consider writing NovaLogic through the U.S. mail first and then FAX NovaLogic.

Virgin Games
Spectrum Holobyte
Psygnosis
Origin Systems

>>>>>>>>>>>>>>>>>>>>>>>>>> Virgin Games <<<<<<<<<<<<<<<<<<<<<<<<<<

Virgin Games is already a Jaguar developer, so this letter is mainly to thank the company and to encourage them to make more titles for the Jaguar. Virgin is suppose to be making Cannon Fodder, Demolition Man, and Dragon for the Jaguar. The company is also planning to make a CD-ROM game called Creature Shock for the Jaguar.

Virgin Games is known for making a popular PC CD-ROM game called: The 7th Guest. It has also made Land of Lore, Dune II, and Indy Car Racing. It will also be releasing 11th Hour and Command & Conquer for the PC soon.

The mailing address for Virgin Games is:

Virgin Games
18061 Fitch Avenue
Irvine, CA 92714

The following is a list of things in which you may want to say in your letter to Virgin Games:

Dear Sir or Madam,

1) How you enjoy Virgin Games' games.
2) How much you enjoy the Atari Jaguar.
3) How you are really happy that Virgin Games is making games for the Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see other popular games such as The 7th Guest (and name a few) besides the ones the company is already making for the Jaguar.
6) How you would like to see the Jaguar modem and network features used in Virgin Games' software (OPTIONAL).
7) How you will run out and buy Virgin Games' games when they are produced for the Jaguar.
8) Thank you to the person for reading your letter and for producing games for the Jaguar.

You may also want to FAX Virgin Games by the phone number: 714/833-8717.

>>>>>>>>>>>>>>>>>>>>>>> Spectrum Holobyte <<<<<<<<<<<<<<<<<<<<<<<

Spectrum Holobyte is famous for their Falcon flight simulator game. The game can even be played through the modem on PCs. Spectrum Holobyte has just released Fields of Glory and is rumored to be working on Falcon 4.0.

Modem games is something that a game system must have if it will be successful in the future. And Spectrum Holobyte is well-known for their modem games. Falcon 4.0 sounds like it would be perfect for the Jaguar.

The mailing address for Spectrum Holobyte is:

Barry J. Folsom, President
Spectrum Holobyte
2490 Mariners Square Loop
Alameda, CA 94501

The following is a list of things in which you may want to say in your letter to Spectrum Holobyte:

Dear Mr. Folsom,

1) How much you enjoy Spectrum Holobyte games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) How you would like to see Falcon 4.0 with voice-modem and networking capabilities on the Jaguar.
5) How you would like to see Fields of Glory and other Spectrum Holobyte games for the Jaguar.
6) How you believe Spectrum Holobyte games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Spectrum Holobyte games when they are produced for the Jaguar.
8) Thank Mr. Folsom for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX Spectrum Holobyte by the phone number: 510/522-2138. But please keep in mind that sending a letter through the U.S. Postal Service may be more effective.

>>>>>>>>>>>>>>>>>>>>>>>>> Psygnosis <<<<<<<<<<<<<<<<<<<<<<<<<

Psygnosis is a well known producer of video games. A few of Psygnosis' popular games are Microcosm, Shadow of the Best II, and Puggsy. A recent game is Hexx: Heresy of the Wizard. TThe company has also done Lemmings.

The mailing address for Psygnosis is:

Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139

The following is a list of things in which you may want to say in your letter to Psygnosis:

Dear Sir or Madam,

1) How much you enjoy Psygnosis games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple of Pysgnosis games).

5) How you believe Psygnosis games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Psygnosis games when they are produced for the Jaguar.
7) Thank the person for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX Psygnosis by the phone number: 617/497-6759.

>>>>>>>>>>>>>>>>>>>>>>>>>> Origin Systems <<<<<<<<<<<<<<<<<<<<<<<<<

Origin Systems is a maker of many popular PC role-playing and action games. The company is owned by Electronic Arts but may have freedom to develop for any system it wishes. Some of the games that Origin makes are: Ultima series (most recently Ultima VIII: Pagan), Wing Commander Privateer, and just recently Pacific Strike. Origin will be also making Biforge and Wings of Glory.

Since Origin Systems is a subsidary of Electronic Arts, there is no specific person to write.

The mailing address for Origin Systems is:

Origin Systems
Attn: Production Teams
P.O. Box 161750
Austin, TX 78716

The following is a list of things in which you may want to say in your letter to Origin Systems:

Dear Sir or Madam,

1) How much you enjoy Origin Systems games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose two or three Origin Systems games).
5) How you wish the Origin Systems Production Teams will attempt to get these great games on the Jaguar.
6) How unbelievable Origin Systems games will be when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Origin Systems games when they are produced for the Jaguar.
8) A thank you to the person reading for reading your letter and for considering producing games for the Jaguar.

QQP, Inc.
Broderbund
Konami
MicroProse

>>>>>>>>>>>>>>>>>>>>>>>>>>>> QQP, Inc <<<<<<<<<<<<<<<<<<<<<<<<<<<<

Many people are not familiar with QQP, but the company has released some pretty amazing games for the PC. Some of the games are: Solitaire's Journey, Merchant Prince, The Perfect General, Conquered Kingdoms, and their most recent--Origamo.

Most of the games that QQP makes either has to do with strategy or war. Strategy games are always popular, but war games have been restricted to PCs due to lack of a "save game" feature on video game systems. Jaguar can save games on its cartridges so this is no longer a problem in getting war games to home video game systems.

The mailing address for QQP, Inc. is:

QQP, Inc.
495 Highway 202
Flemington, NJ 08822

The following is a list of things in which you may want to say in your letter to QQP:

Dear Sir or Madam,

1) How much you enjoy strategy games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you love to see on the Jaguar (choose two or three QQP games).
5) How you would like to see these games make use of Jaguar's voice-modem and networking capabilities.
6) How you believe QQP games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy QQP games when they are produced for the Jaguar.
8) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>>> Broderbund Software Inc. <<<<<<<<<<<<<<<<<<<<

Broderbund Software is well-known for producing two games. The first game is a CD-ROM game called Myst. The second is the Carmen Sandiego series of games. The Carmen Sandiego is educational.

The mailing address for Broderbund Software Inc. is:

Edmund R. Auer, President
Broderbund Software Inc.
500 Redwood Blvd.
Novato, CA 94948-6121

The following is a list of things in which you may want to say in your letter to Broderbund:

Dear Mr. Auer,

1) How much you enjoy Broderbund Software's games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) How you would love to see Myst, Carmen Sandiego, and any other new Broderbund titles on the Jaguar.
5) How unbelievable Broderbund Software games will be when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Broderbund Software's games when they are produced for the Jaguar.
7) A thank you to Mr. Auer for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>>>>>>> Konami Inc. <<<<<<<<<<<<<<<<<<<<<<<<<<<

Konami makes several popular games. Among these are Double Dribble: The Playoff Edition, Lethal Enforcers 2, Batman the Animated Series, and a new game called Contra 4. The company has also made Rocket Knight Adventures, Teenage Mutant Ninja Turtles Tournament Fighters, Blades of Steel, Track & Field II, Top Gun: The Second Mission, and many others. Konami is also rumored to be developing Gradius for Sony's new PSX. Since Konami is already developing for other next generation systems, it may be more difficult to convince them to make games for the Jaguar. But Konami certainly does bring a lot of titles to a game system.

The mailing address of Konami is:

Konami Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510

The folowing is a list of things in which you may want to say in your letter to Konami:

Dear Sir or Madam,

1) How much you enjoy Konami games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a few Konami games).
5) How unbelievable Konami games will be when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Konami games when they are produced for the Jaguar.
7) A thank you to the person for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>>>>>>> MicroProse Inc. <<<<<<<<<<<<<<<<<<<<<<<<

MicroProse is already developing Jaguar games so this letter will be mainly to thank MicroProse and encourage the company to make more of their games for the Jaguar. MicroProse is supposedly making Grand Prix, Gunship 2000, and possibly Star Trek: The Next Generation game. But MicroProse has made a lot of fantastic games for the PC that should really be made for the Jaguar. These include: World Circuit, Fleet Defender, Master of Orion, and Civilization. Civilization has already been made for the Falcon030 so it may not be too hard to convert the game to the Jaguar. Since Jaguar can save games on cartridge, it may be possible to make Civilization on the Jaguar. MicroProse is also making Across the Rhine, Colonization, and Masters of Magic.

MicroProse is indeed a very good company to have making Jaguar games. The quality has always been good and it would be nice for the company to make a lot of their games for the Jaguar.

The mailing address for MicroProse is:

Ronald J. Bueche, CEO
MicroProse Inc.
180 Lakefront Dr.
Hunt Valley, MD 21030-2245

The following is a list of things in which you may want to say in your letter to MicroProse:

Dear Mr. Bueche,

1) How much you enjoy MicroProse games.
2) How much you enjoy your Atari Jaguar.
3) How you are really glad that MicroProse is making games for the Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see other popular games besides Gunship 2000 and Grand Prix be made for the Jaguar (name a few of your favorite MicroProse games).
6) How you would like to see the Jaguar voice modem and network capabilities used in MicroProse games. (OPTIONAL)
7) How you will run out and buy MicroProse games when they are produced for the Jaguar.
8) Thank you to Mr. Bueche for reading your letter and for making games for the Jaguar.

You may also want to FAX MicroProse at the phone number: 410/771-1174. But only FAX MicroProse if you do not have time to mail the letter or if you have already sent mail to the company.

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********** LETTER WRITING CAMPAIGN FINISHED **********

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After you have done writing all of these companies, the letter writing campaign will be finished. If you have written all of these companies, the campaign will no doubt be successful and we will be seeing the games we want for the Jaguar very soon.

Please spread the word around about this letter writing campaign on online systems, BBSs, message areas, user groups, and any other place that you can help get the word out abuot this campaign.

Also, please tell your friends! It is very important to get everyone participating in this letter writing campaign!

********** THANK YOU! **********

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5460. User Group Meeting Notice

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 04:49:50 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1994Dec16.044950.21888@vpnet.chi.il.us>
Source record: 174465
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Suburban Chicago ATarians (SCAT) user group will hold its December meeting/Christmas party on Tues. Dec. 20 at 7:30 PM at the College of DuPage, Room SRC 1046 (at the North end of the cafeteria, which is at 22nd St. and Lambert Rd., in Glen Ellyn). We will have our Elections and our annual Charity Benefit Auction, and generally just munch on goodies and have a good time. (There will probably be a Jaguar set up, so if you haven't seen one of these, you just gotta come!)

Everyone is welcome to attend. (Especially anyone who is thinking of joining SCAT :-) Remember, SCAT memberships are FAMILY memberships, so feel free to bring your family.

For more information, send me E-Mail at one of the addresses below. [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, feel free to stop by!]

Nick DiMasi, SCAT President

dimasi@ssd.comm.mot.com (temp., read M-F except holidays & vacation)
nickd@vpnet.chi.il.us ('perm.', read once or twice/week)
TURBONICK@delphi.com (" " " " " ")

5461. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 05:03:01 UTC
From: bkp3@Ra.MsState.Edu
Message-ID: <3cr725$jcb@Tut.MsState.Edu>
Source record: 174545

Don Schmidt (Don.Schmidt@p480.f79.n105.z1.fidonet.org) wrote:
: GG> The Pentium says:

: GG> 4195835-(4195835/3145727)*3145727 = 256

: On my HP-19C it comes out to 0.

On my HP48 it comes out to be -.00001
Another example is 9999 [1/x] = .000100010001 [1/x] = 9999.00000001
The last 2 values will then remain the same with each [1/x] command.
It Doesn't keep changing. I have a list of Intel Jokes I'm putting
on my HOME PAGE if anyone is interested. (URL Below)
--
Barry Patterson E-mail: bkp3@ra.msstate.edu
URL: http://www2.msstate.edu/~bkp3/warped.html
That's it.... Have a nice day!

5462. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 07:04:23 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3cre5n$49a@darkstar.UCSC.EDU>
Source record: 174523

In <3cpvuo$461@prime.mdata.fi> contacts@mits.mdata.fi (Pekka Saarinen) writes:

>Graphics: 1024*768 75Hz NI in 2, 16, 256 and 16,7 million colours (such
>PC cards are really cheap nowadays, so there are cheap components there).

That alone requires a 4 meg VRAm Video card. That's about $300 - $500
depending on the quality... I'd say stick to 2megs. Sure, you can "only"
get 800 x 600 in 24bit color, but you can do 10 x 7 in 16 bit color. It's
good enough for 99% of applications. Hell, they can even do just a 1 meg
of Vram abilities...

~Chris

>Continue the list!

>Best Regards,

>----Pekka Saarinen

>Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)
>---
>Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
>CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
>PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
>---

--
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5463. Re: Falcon screen size...

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 07:09:48 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1512942312540001@tsb-50.ucsc.edu>
Source record: 174524
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3cparv$jcb@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu
(Christopher Taylor Oates) wrote:

> With just the standard config it goes up to 640 x 480, and depending on the
> monitor, it does true color in 640x480 or up to 320 x 480. With other
> additions, ranging from free softwatre to a $100 piece of hardware, it can
> do nearly any resolution. the Video hardware is completely programmable.
^^^^^^^^^^^^^^^^^^^^

As long as you like interlacing and/or lower refresh rates. As I recall,
the crucial thing is that the system can give the video controller
something like 24 MB/s of total bandwidth, no more. You also get a system
slowdown at higher resolutions: the memory bus is contested more by the
video controller in high bandwidth modes.

Any cheap (under $150) SVGA card worth its salt should be able to handle
1024x768x256 at 60 Hz noninterlaced or better, a resolution which the
Falcon is incapable of even with the ~$100 hardware res-enhancers.

```
+---------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---------------------------------------------------------------+
```

5464. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 07:12:09 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1512942315160001@tsb-50.ucsc.edu>
Source record: 174525

In article <xY-0Wxy.lmcclure@delphi.com>, Lonnie McClure
<lmcclure@delphi.com> wrote:

> You are correct as regards the 68060, it is not a 64-bit chip, but
> rather 32-bits. (In fact, unless I am seriously misrembering, the
> external data path is 32-bit, not the 64-bit path someone else
> reported here).

The spec sheet I got from Motorola at COMDEX lo, those many years ago, at least according to my memory, claimed a bus width of 64 bits. It makes sense, since the 68060 is a superscalar processor, and thus will need a much higher bandwidth than a single-issue processor.

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

5465. Re: Fax Software

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 07:53:04 UTC
From: chrisgio@netcom.com
Message-ID: <chrisgioD0w8KG.43E@netcom.com>
Source record: 174526

Christian Mittendorf (christian.mittendorf@space.ct.se) wrote:
: In a message of <07 Dec 94 11:37:34>, Hendrik Mylius (2:200/427.3) writes:

: Hi!
: >> Try STraight FAX from Newstar Technology. Toad Computers carries it.
: >> There's at least one shareware fax program, but I can't recall its
: HM>
: HM> JuniorOffice comes to my mind. It's shareware and should be available
: HM> from any ftp servers. Works fine with Class 1 and Class 2 style modems.
: You could also use CoMa which should be available on different ftp-servers.
: It's cripple-ware - you could only send 500 lines but you could receive
: a fax without problems. It costs about 100,- DM to get the key. (It also
: supports voice modems and allows the user to run a small ftp-server.)
^^^^^^^^^^^^^^^^^^^^
SNIP!

Hmm, does anyone know if this will work with the new Supra 28.8k modems
that have the voice port in the back? Thanks
~~~~~Chris Giorgi~~~~~

--

____
| Chris Giorgi, chrisgio@netcom.com |

| Atari Mega 4 STe Atari Jaguar Magic:The Gathering |
|____|
~~~~~

5466. MagiCMac-FAQ

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 08:02:06 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELQIEAVMUP@galaxy.owl.de>
Source record: 174457

Hi folx!

This is what you've been all waitung for (at least I think you were :-):

I'm not the author of this FAQ. Please reply to the given CI$-address!

---------------------------electronictearline-------------------------------

MagiCMac: Frequently asked questions Date: 12. Dec 1994
==
You find an updated version of the FAQ list (MMACEFAQ.TXT) in the
public section of the ASH mailbox. (Phone 0049-6221-303671/German user
interface, sorry)

Further questions and other information can be posted to the ASH
CompuServe account 100067.3712@COMPUSERVE.COM

Contents

General
Printing
File system and data exchange
Hardware
The Mac side
Application compatibility
List of tested Macs

General

Q: What is MagiCMac?
A: MagiC is a preemptive multitasking operating system which was first
developed for computers of the Atari-ST- and TT-series. It there became
very widespread. It is highly compatible with most of the Atari software
packages. MagiCMac is MagiC for Apple Macintosh computers.

Q: Does MagiCMac include any hardware?
A: No. MagiCMac is a pure software package.

Q: Is it very difficult to install MagiCMac?
A: No, not at all. MagiCMac comes on only one disk. After you have inserted
the disk just double click the setup icon and the program does the rest.

Q: Which computers work with MagiCMac?
A: MagiCMac works with all Apple Macintosh computers with a 68030 or 68040
processor. For example, Quadra 700, PowerBook 150, Duo 270c, Performa 475
or 630. You should have at least 4 MB RAM available. With this
configuration you will only have 1.5 MB under MagiCMac. For convenient

working we recommend 8 MB RAM.

Q: Does MagiCMac work with Apple's PowerMacs?
A: No, not with the version currently distributed. MagiCMac also does not run under the 68K-emulation of the PowerMac. As the 68K-emulation only emulates a 68020 processor without a PMMU and the PMMU is absolutely necessary to run MagiCMac. But, we are planning a special version for the PPC.

Q: Which software packages can be used under MagiCMac?
A: Generally speaking, it is very likely that any application which ran under MagiC on the Atari (and does not have any specific hardware accesses) will run under MagiCMac. For example, Signum!Drei, Papillon and Phoenix. A file (MMAC_PRG.TXT) listing all the software packages that work with MagiCMac can be downloaded from the public section of the ASH box.

Q: How much RAM can be used under MagiCMac?
A: MagiCMac itself has no limitation. The problem is that the Atari's I/O section lies at end of the 16-MB-range and this RAM section must not be overlapped by any application. But, this does not mean MagiCMac cannot be used with computers that are equipped with more than 16 MB RAM. For example, if your Macintosh has 48 MB RAM the upper 32 MB or the lower 16 MB can be used. This will be subject of changes in future versions of MagiCMac. So that in the end the whole memory can be used. There will be a division as on the Atari TT into ST- and TT-RAM .

Q: Is the emulation fast enough for my software?
A: MagiCMac is not an emulation. MagiCMac runs on exactly the type of processor it has been designed for. That is the reason why on the Performa 630 software runs four times faster compared to TT-speed. If you consider that most of the TOS applications can be very well used with a 68000/ 8 MHz processor, imagine what will happen if you run them with an 68040/ 33 MHz.

Q: Which monitor settings work with MagiCMac?
A: All known Macintosh resolutions are supported. The standard version supports 256 colours. With an additional driver 32.768 or even million colours can be displayed. In the 640x400 mode MagiCMac can be run in a mode which is different from the current Mac setting.

Q: Which desktop is used under MagiCMac?
A: The MagiCMac package includes Ease, a graphic user interface. The final version of MagiCMac (Version 1.0) will come with a modified version of Ease which will allow to eject disks with a newly built in function.

Q: What about the second mouse button?
A: Usually a Mac mouse has only one button. The second button can be simulated by simultaneously pressing the Cmd-key and the mouse-button. There are two-button-mice from third party suppliers which can be used with later versions of MagiCMac.

Q: What about the function keys, the help key ...(e.g. PowerBooks)?
A: Several keys, e.g. Help, Undo and function keys are simulated by pressing the Cmd-Key plus the respective other key. E. g., function key F1 is simulated by Cmd-1.

Q: How can I eject floppy disks?
A: In this version of MagiCMac you have to switch to the Apple menu (Cmd-W) on which you will find EJECT. You can also press Cmd-Shift-1 to eject a floppy disk.

Q: How much does MagiCMac cost?
A: 298,-- DM. Users who already have MagiC for the Atari pay only 250,-- DM.

Q: Where can I get MagiCMac?
A: Directly from Application Systems Heidelberg, PO box 102646, D-69016 Heidelberg, Phone 49-6221-300002, Fax 49-6221-300389 or any software dealer. In the UK the distribution is done by System Solutions, Brandt Fernandes Ltd., 17-19 Blackwater Street, London SE22 8RS, Fax 44-1816936948.

Q: Is MagiCMac already available?
A: At the moment ASH is shipping a preliminary version which is already very robust. An update to version 1.0 is already included. It will be shipped free of charge as soon as it is ready.

Q: Is there a demo version of MagiCMac available?
A: Yes, there is a demo version. Slightly modified it does allow printing or accessing external SCSI harddisks. You can test compatibility of your applications. The demo can be found in the ASH box and is updated from time to time. Currently it is all German.

Printing

Q: Can every application print from MagiCMac?
A: Every application that uses BIOS for printing can also print from MagiCMac. If an application directly uses the Atari hardware printing is not possible.

Q: Can I use my Centronics printer with MagiCMac?
A: Yes. There are several options. The Macintosh is equipped with a fast serial interface which is able to send data at a speed of 56 kilobaud. You can connect the printer and your Mac via serial port by a cable with integrated serial/parallel converter. The cable transforms the serial signal to a parallel one which is compatible with Centronics and therefore data can be sent at full speed to the printer. This procedure is faster than the direct use of the printer's built-in serial port because most of the printers only reach a speed of 19.200 baud. A cable like that costs about 100,-- DM. Another option which we consider more reasonable, is to use the software package Powerprint. This package includes more than 1.000 drivers for DOS printers and of course the cable mentioned above. It costs 250,-- DM and is available through Application Systems. The advantage with PowerPrint is that you are able to print also from Mac applications.

Q: Can I use an AppleTalk printer which only understands Quickdraw?
A: No, not with the current version of MagiCMac. The reason is simple. As nobody has been able to connect a special Apple printer with an Atari computer there is no application that includes a driver for this purpose. But we think it will be only a matter of time until drivers will be available.

File system and data exchange

Q: How are files stored under MagiCMac?
A: Files are stored as usual on your Mac harddisk. We recommend to create a subdirectory and assign it in the MagiCMac parameters for example as drive 'C:`. You can very easily exchange data with Mac applications. For example, scan a picture using a Mac application, store the file in the folder you chose as Drive C: and switch to MagiCMac. Now you can open the file in Papillon and edit it. Also there is the possibility to use cut, copy and paste from the MagiCMac clipboard to the Mac clipboard and the other way round. This does work for text only at the moment.

Q: How can I use my Atari data on the Mac?
A: Together with Apple's new system software comes the utility PC Exchange. Using it the Mac can read PC-formatted disks which can also be read by the Atari. If you are not sure whether the disk is PC-formatted or not you should format it on your Mac (Format: DOS 1.4 MB or Format: DOS 720 KB). If you insert a DOS disk without having PC Exchange installed your Mac will ask you if you would like to have the disk formatted. If you insert a disk under an active MagiCMac you can can read it. Because PC Exchange is not necessary to read a DOS disk once MagiCMac has taken control over the disk drive. Problems with reading a disk may occur with 720 KB disks that were formatted under an older TOS and also with exotic formats (e.g. 10 sectors, more than 80 tracks). In those cases the data has to be copied onto a PC formatted disk. Most of the software packages are distributed on PC compatible disks. For example, Signum!Drei can be installed directly from the original disks.

Q: What about SCSI devices?
A: SCSI harddisks can be connected directly to the SCSI-interface of the Mac. If the harddisk is formatted in a AHDI-compatible mode it cannot be addressed by the Mac. But MagiCMac detects the device and assigns it to the next free drive. You can instantly use the harddisk under MagiCMac without any further adjustment.

Q: Am I able to make a network access?
A: A computer that is connected via AppleTalk appears as a directory under MagiCMac and can easily be assigned to a partition. Another computer can be addressed as drive G: from MagiCMac or any application running under MagiCMac.

Q: And what about filesharing?
A: At the moment filesharing is not possible because the system calls are not implemented. Filesharing may be implemented in future versions.

Q: Can I use a CD-ROM drive?
A: Yes, you can. Under MagiCMac the CD-ROM drive is a subdirectory. You only have to assign it to a drive and access it as usual.

Q: Can I use an external SCSI-CD-ROM drive in a chain with an Atari harddisk?
A: Yes, devices like that can addressed from the Mac and MagiCMac without any special adjustment (of course, you need a CD-ROM driver for the Mac).

Q: Do I have to install a special driver software for MagiCMac to use
CD-ROMs?
A: No. You can read CD-ROMs directly using the Mac operating system and its
drivers.

Q: What about ARA?
A: ARA stands for Apple Remote Access and is used to contact another Mac via
modem and access its harddisk. You can use ARA under MagiCMac. The remote
Mac can be connected via ARA and appears as a directory. You just have to
assign it to a drive and you have full access.

Hardware

Q: What kinds of monitors work with a Mac?
A: You can connect any VGA monitor to the Mac. You just need a special
connector for about 50,-- DM.

Q: What about the DMA interface and the ROM port?
A: Macintosh computers are not equipped with a DMA interface or a ROM port.
Therefore you cannot use an application which needs the DMA interface or
ROM port for a protection key (dongle). The Atari laser printer cannot be
used with the Mac. Several companies intend to develop a card for the Mac
which will allow DMA and Midi.

Q: What about Midi?
A: The midi interface is optional. At the moment it is not supported
by MagiCMac.

Q: Is there a two-button mouse for the Mac available?
A: Yes, there is. MagiCMac will support at least one type of
two-button mouse.

The Mac side

Q: Do I need any extensions or control panels?
A: No. MagiCMac is 100% clean. No additional files - neither system files nor
control panels - are needed

Q: What does MacOS do when MagiCMac is active?
A: For MacOS MagiCMac is just another application. MagiCMac runs parallel with
the Finder or any active application. You can switch from MagiCMac to
another application and back at any time.

Q: Can I exchange data via clipboard?
A: With the current version you can cut pieces of text from MagiCMac
applications and paste them into Mac applications and vice versa.

Q: Which Version of MacOS do I need to run MagiCMac?
A: MagiCMac runs under System 7.x (also 7.5).

Q: Can I use the Mac's virtual memory?
A: Virtual memory can be active. But MagiCMac can only address the built-in
memory. Anyway, when switching from MagiCMac to Mac or vice versa parts of
the applications running may be moved into virtual memory.

Q: Can I use RAM Doubler?
A: RAM Doubler is a very efficient memory administration and can be used on the Mac side. But as mentioned before MagiCMac is only able to address physical (built-in) memory

Q: Is MagiCMac already able to use the FPU?
A: Yes, if the FPU is a real coprocessor 68881 or 68882. Soft-FPU does not work with MagiCMac. The integrated FPU of the 68040 cannot be used with the current version of MagiCMac.

Application compatibility

Q: Does NVDI run under MagiCMac?
A: NVDI has to be adjusted to MagiCMac then it will run under MagiCMac.

Q: Which fonts will be supported?
A: All the fonts that NVDI supported on the Atari, including TrueType fonts. Postscript is currently not supported. A special MagiCMac version of NVDI will allow to use those TrueType which are already installed under MacOS.

Q: Does Gemini run with MagiCMac?
A: Simple Answer. Gemini runs under MagiCMac.

Q: Does Signum!2 run with MagiCMac?
A: This is the question we hear more frequently than any other. And much to everybody's surprise the answer is : Yes, it does run. Because under MagiCMac there is a special 640x400 monochrome mode which allows to run even older applications. If you want to print from Signum!2 you have to redirect the output to a file (with the tool PREMUL) which you later drag onto the printer.

Q: Can I use Kobold under MagiCMac?
A: You can use Kobold in the fast Kobold-mode with an external AHDI-formatted harddisks (e.g. SCSI harddisks). You can also use it on the Mac's drive but just in the GEMDOS mode. You can also use applications like Semprini (harddisk optimizer) or disk monitors.

Q: Does Calamus run under MagiCMac?
A: Yes, it does. And the speed is astonishing.

Q: Can MagiCMac handle long file names?
A: Yes, it can. To display it on the MagiCMac desktop they are cut to 12 letters. MagiCMac has a modified file system which allows extended file names.

The following Macintosh computers have been tested with MagiCMac:

Apple Workgroup Server 95
Quadra 950, 700, 840
Performa 475, 460, 630
PowerBook 145B, 150, 210, 270C, 280C
Mac II fx

Compatibility under MagiCMac. As of: 15. December 94
==========

Fully working programmes (A-Z)

ASH-Utilities
CAT, Calamus SL (Sommer 1994), Connect
Ease 3.5, Everest
Fred
Kobold
LHARC
McCoy, Megamax Modula 2, Morpher 1.0
Papyrus, Papillon 2.2, Phoenix 3.5, Postfix 1.1, Pure C (Debugger has some
problmes on 040-Macs, will be fixed with a patch)
QED
Script 2, Signum!Drei, ST Online 4.1 (Datex J), ST-ZIP
Tempus Word (angepaï¿½te Version), Twist, Twilight (fixed version)
XControl (some CPX-modules work, others don't)
WinCom

Fully working, slight limitations

Signum!Zwei (640x400 monochrome, printing with PREMUL and printerfile).

Tested (no problems)

1st BASE (some problems in ACC-mode, will be fixed)
DA Layout (single-mode), DA Picture, DA Vektor (2.1)
Gemini
Harlekin
Karma, Kandinsky, Kodak-Photo-CD-Software
XEdit

Not yet working

Omikron Basic
GfA-Basic (and many programes compiled with it)
Pure Pascal (will be fixed)
Pure Profiler (doesn't work, requires MFP-Timer A)

---electronictearline---

NJoy!

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''~``
(o o)
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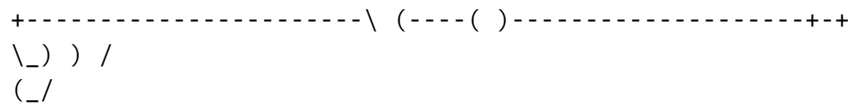
Hendrik Mylius MausNet: Hendrik Mylius @ PB2	P
Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de	G
D-32049 Herford .oooO Phone/Facsimile:	P
Germoney/Earth ( ) Oooo. +49-52 21-85 55 45	!



5467. Many thanks concerning Atari files within a PC!!!!!#

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 08:50:45 UTC
From: P.I.Williams@derby.ac.uk
Message-ID: <1994Dec16.085046.18811@leeds.ac.uk>
Source record: 174487

I feel I had to post another article to say Thanks to all those people who replied to my request for help with atari disks within a PC!

I am now starting to pull down a lot of software for it. So once again.

Many thanks

and Merry Christmas!!!

Pete 'Tinker' Williams
Computer Graphics Technician
University of Derby

5468. Re: Need Advice on Atari Files within a PC!!!! Please!!! : -)

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 09:19:41 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Dec16.091941.6014@unix.brighton.ac.uk>
Source record: 174485
Body handling: HTML body converted to readable text

Brian Duff (bd@st-andrews.ac.uk) wrote -
:In article <1994Dec13.091458.295@leeds.ac.uk>,
:Pete Williams wrote:
:>Greetings.

:Hi.

:>I've been asked to download some files of the internet for a friend
:>who has just acquired an old atari st to use with his midi
:>keyboards. Problem is, I use a PC at work to do all my
:>downloading!! Is there a program (on the PC of course) anyone
:>knows of to enable me to format and write to a Atari ST disk??

:You can format MS-DOS disks on the atari, and they will be readable both by the PC and ST.
You need to do the formatting on the ST, though, as PC formatted
:disks don't always work on the ST. Use a program like KnifeST of Fastcopy PRO
:(or one of the PD versions of this program (Fastcopy 3 I think), and choose
:MS-DOS format. The disk will format, and should be readable on both the ST
:and PC. I've been doing a similar thing, as all my downloading is done on a
:PC (I had a small spate with attempting to transfer Mac files, but gave up
:in frustration), and this is the way I do it.

Later TOS versions (STe upwards?) will format MSDOS format as standard.
--

Stephen Ticehurst /\
s.ticehurst@bton.ac.uk \/
=-=-=-

5469. Re: S3M Module player?

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 09:26:44 UTC
From: cmothers@netcom.com
Message-ID: <cmothersD0wCwK.Bwo@netcom.com>
Source record: 174486

David Cook (davecook@yarrow.wt.uwa.edu.au) wrote:
: cynic on the edge of sanity (chrishinds@delphi.com) wrote:
: : I've been seeing a lot of .s3m modules floating around...Does anybody
: : know of a Falcon player for them?
: :
: : Thanks,
: : --c

: The best one I have found is MegaTracker v0.96. It has played everything
: I have thrown at it so far.

: The file name is Megtkr96.zip and it is available on quite a few FTP
: sites in the Falcon directories.

: Hope this helps.

: Cheers,
: Dave
: --

I know there is a player for the Falcon, But is there a converter/player
for the 1040STe, So I can convert s3m files to 8-channel Fast-tracker
Mods that are compatible with OctalyserSTe, Hopefully the makers of
OctaSTe will support the new s3m format. Since it seems to be outgaining
the Fast-Tracker format 10fold.

-Zarathos!

5470. Re: WWW browser

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 10:02:20 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.GzPpij5zewM@pluto.ping.de>
Source record: 174527

In <jrote-131294195925@rop22.mhs.mendocino.k12.ca.us>, jrote@mhs.mendocino.k12.ca.us (Jim Rote) writes:
> Well the big question on my keyboard today is:
> Where are the WWW browsers for the Atari? one would be fine thank you.
> one that takes advantage of the GEM.

The www browser for the Atari is a lynx port. (lynx 2.3?.?)
It is a text only browser -> no GEM.

It's working fine on my machine for several weeks now. I'm using lynx
together with MiNT an MiNT-NET 0.56.

cu, michi
--
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

5471. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 10:05:46 UTC
From: chainxor@kom.auc.dk
Message-ID: <3cropq$t1o@news.iesd.auc.dk>
Source record: 174488

In article 49a@darkstar.UCSC.EDU, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
> In <3cpvuo$461@prime.mdata.fi> contacts@mits.mdata.fi (Pekka Saarinen) writes:
>
> >Graphics: 1024*768 75Hz NI in 2, 16, 256 and 16,7 million colours (such
> >PC cards are really cheap nowadays, so there are cheap components there).
>
> That alone requires a 4 meg VRAm Video card. That's about $300 - $500
> depending on the quality... I'd say stick to 2megs. Sure, you can "only"
> get 800 x 600 in 24bit color, but you can do 10 x 7 in 16 bit color. It's
> good enough for 99% of applications. Hell, they can even do just a 1 meg
> of Vram abilities...
>
> ~Chris
>
> >Continue the list!

I would also be nice if the DSP DMA channel between the DSP and the rest of the system gets wider like 32-bit or something like that for fast access to system memory.

And something VERY important - THE MACHINE MUST BE WITH OPEN ARCHITECTURE SO THAT IT HAS LOTS OF EXPANSION POSSIBILITIES. A PCI-BUS WOULD BE VERY GOOD.

Keep Cool and Flying...

ChainXOR....

**** Atari Falcon030, 4 MB, 65 MB-HDD, 36 Mhz 68030 CPU ****

5472. Re: To the author of rainbow (or anyone else who knows)!

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 10:28:00 UTC
From: mandus.soderberg@f0.n200.z2.ct.se
Message-ID: <ftn_2.203.203$fidonet.org_2ef16ee6_Mandus.Soderberg@ct.se>
Source record: 174528

DS>> From: stuart@cs.ualberta.ca (David Stuart)

DS>> How much is rainbow going to cost me to register and/or buy for
DS>> either the current demo version, or for rainbow II?
DS>> There are some prices quoted in the credits, but they are mostly for
DS>> europe- there are no american or canadian distributors, so I am
DS>> having a hard time estimating what it would cost me in canadian
DS>> dollars!
DS>> Rainbow looks like a sure-fire winner though. Great art package. I'm
DS>> still used to having different shaped brushes like in degas though-
DS>> oh well, perhaps in version II?

Thank you for your interest in Rainbow, Dave. I`m glad you liked it.
Unfortunately we have no US/Canadian distributor, but if you can
recommend any Atari dealer in Canada I would very much appreciate if you
could give me the address (preferably as a public message in this area,
or an E-mail to f90rusa@dd.chalmers.se which will be forwarded to me).
I'm not sure what the price will be in Canada, but I'll look into that.
Brushes and a whole lot of other things will appear in Rainbow II
Multimedia.

Best Regards Mandus Soderberg, Addiction Software

5473. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 11:10:56 UTC
From: andrew@raffle.demon.co.uk
Message-ID: <19941216.111056.93@raffle.demon.co.uk>
Source record: 174529
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc,comp.sys.atari.st

Lawrence D'Oliveiro, Waikato University (ldo@waikato.ac.nz) wrote:

> In article <YivBoWu00iVD481lUN@andrew.cmu.edu>, Charles William Swiger
<infidel+@CMU.EDU> writes:
> > Excerpts from netnews.comp.sys.next.misc: 12-Dec-94 Re:
> > insel_intide_A.gif.uu (.. by Kartik Subbarao:
> >>> That makes no difference. It is bad netiquette to post binaries in
> >>> discussion groups. Also, if you are downloading via a dial-up SLIP link,
> >>> it takes a while to download 18K, time which the recipient is paying for.
> >>
> >> Quit your damn whining.
> >
> > What "damn whining"? Everything said above is factually correct.
>
> Where is it written that "discussions" shall be conducted exclusively in
> the English language and restricted to 7-bit ASCII?

It's also poor netiquette to hold discussions over seven newsgroups simultaneously. There's been probably more bandwidth used up by the resulting argument than by the original files.

Andy.

5474. Re: WANTED: ST EPROM Programmer

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 12:00:29 UTC
From: schaerer@isi.ee.ethz.ch
Message-ID: <3crvgt$10j@elna.ethz.ch>
Source record: 174531

Doug Graham (dgraham@nyx10.cs.du.edu) wrote:

: I'm looking for an EPROM programmer for the Atari ST. If you
: have one for sale, please send details in email.

If you get the EASYPROMMER, JUNIORPROMMER or VESUV, I recommend to take
the Share-Ware-Software PINATUBO from Michael Schwingen. You can
programme until 4 M - EPROMs.
rincewind@discworld.oche.de (Michael Schwingen)
Bye
Thomas


```
|\
/ |
| /
_\|__
| |
__X-| |-X__ Thomas Schaerer
/~ | | \ schaerer@isi.ee.ethz.ch
X | | X Swiss Federal Institute of Technology
| | / Zurich, ETHZ
_X-----X----X ~
/ | | Signal and Information Processing
X | | X Laboratory ISI CH-8092 Zurich,
\ | | _/ Switzerland |||
X~--| |-X~~ / | \
|_ |
~--_|
```

5475. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 12:01:40 UTC
From: sinclair@ins.infonet.net
Message-ID: <3crvj4$hpa@insosf1.infonet.net>
Source record: 174532

In article <9412151714.AA130604@cluster1.urz.uni-halle.de>,
iagaw@cluster1.urz.uni-halle.de writes:
>I have heard, that Atari has a Falcon040 almost ready, but has no intereset
>in releasing the machine. Whats your opinion, could C-Lab try but buy
>the rights, complete this machine and released it?
>That would be a nice idea, wouldn't it?
>

The new Falcon(?) should be using a PowerPC chip not the 680x0 one.

-Peter

5476. Re: Atari newbie request chess programs for ST1040

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 12:01:43 UTC
From: nj1@ukc.ac.uk
Message-ID: <10587@falcon.ukc.ac.uk>
Source record: 174533

In article <p80U+la.brepetto@delphi.com> Bill Repetto <brepetto@delphi.com> writes:
>Battle Chess is not all that bad, either. The entertainment aspect of it
>aside, it's also a pretty good chess program. I have the ST version and the

The problem I have with Battle Chess is I usually sacrifice a peice just to see
the silly animation that goes with it :)

Neil.
--
Neil Jones-Rodway
University Of Kent

5477. Re: ST-Review...!! [nearly gone] NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 12:05:42 UTC
From: nj1@ukc.ac.uk
Message-ID: <10588@falcon.ukc.ac.uk>
Source record: 174534

In article <cb170.787237656@coombe> cb170@city.ac.uk (HALL B J) writes:
>>Also, does this move mean there may not be any more of those UK Atari shows???
>>Unfortunately I missed the one in London yesterday (Darned trains :( ) but I
>>would definately be annoyed it Future killed those off as well....
>No - we had a vote on it in the meeting, and there will definately be more
>shows (with a longer discussion forum next time). I think most exhibitors
>had a pretty good weekend at the shows.
I'm so glad about that - I went to the Bristol one in July and the enthusiam
of the people there was amazing.
It sounds like the forum was well worth seeing - I'm definately going to have
to make it to the next show.

>And did the trains _really_ run a whole day late...? That's pretty bad
>service...
That's right - first train from Lancaster on Sundays is 3.00 in the afternoon :(
And it was 20 minutes late.

Neil.
--
Neil Jones-Rodway
University Of Kent

5478. Magic & Calamus 1.09

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 12:54:38 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3cs2me$hkm@aggedor.rmit.EDU.AU>
Source record: 174494

When using Calamus 1.09 under MagiC, I have a problem of not being able to move any sort of frame to a new position. Does anyone know how to fix this problem. With Calamus SL, I have found that i cannot enter any text inside the text editor under MagiC as well, anybody else been able to overcome this problem to? Or is Calamus totally incompatible with MagiC?????

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

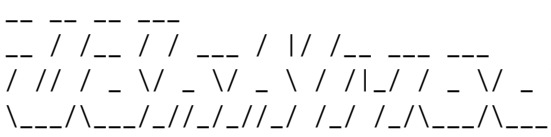
s9205525@otto.bf.rmit.edu.au

5479. Apex Media Demo

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 13:21:06 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3cs482$i3u@aggedor.rmit.EDU.AU>
Source record: 174496

Is there a Demo in existence of APEX media?? If so, can someone tell
me where i can get it?

--



s9205525@otto.bf.rmit.edu.au

5480. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 13:40:20 UTC
From: C.A.Roberts@herts.ac.uk
Message-ID: <3cs5c4$7vs@helios.herts.ac.uk>
Source record: 174535

Steven Selick (selick@bu.edu) comp.sys.atari.st wrote:
: OK, then - here's what I would like to see on the C-Lab Falcon clone:

: 68040 or 68060 at different speeds for different needs. Preferably at least 50
: mhz.

68040, with upgradable processors using ziff sockets!!!!

: Reasonable room for RAM expansion - in the 128 meg range

Maximum needed is 8 SIM slots which could tak 8*4meg simms which
is more than enough.

: Tower Case

Yeah! GOOD call, with a turbo button to slow it down for ST stuff...

: Hard drives and RAM should probably be optional, as many people like to make
: their own config

Should make it IDE/SCSI so you can get cheap P.C drives...

: DSP - if they could come up with a way to throw in Logic Audio, they could
: build in the dongle into the main board. They do still have the rights to
: Notator, right? This could be a good selling point.

: Go ahead and build in a 486 board as well. Might as well be compatible with
: those PC's

No need if they make it better, who would bother with the P.C bit???
Otherwise you'll end up with somthing simular to that amstrad P.C with
the mega drive in it...

: Include SCSI-2, IDE interfaces

: Also maybe have a board with lots of audio in's and out's. Maybe even some
: XLR's would be nice. 8 rca in's and out's is a start.

: Keep the base price down. It's easier to stomach upgrading $300 here and there
: than $5000 down

If it is fully P.C compatible, I mean in the hardware department then
the price could be kept down as you could add stuff as you wanted...
E.G
P.C Dual Speed C.D Drives
2.8 Meg Floppy Drives
Bigger IDE or SCSI Hard drives
New Keyboards, as these should be external and sam sockets as P.C ones

: Oh - one more thing...ADVERTISE IT!

: That's all I can think of at the moment...please feel free to add to this
: list.

5481. Speedo fonts

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 13:41:24 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <787585284snz@chowgar.demon.co.uk>
Source record: 174405

Are there any fonts available for Speedo in the public domain. I've got version 4.2 so I can't use True Type ones.

Thanks.

--

Simon Moore
smoore@chowgar.demon.co.uk

5482. Spectre GCR v3

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 14:09:17 UTC
From: g.m.hockney@sussex.ac.uk
Message-ID: <g.m.hockney-1612941509170001@edbtech.central.susx.ac.uk>
Source record: 174536

Come you people out there. Is there nobody out there who wants to buy my Spectre GCR v3?. It is in perfect condition & has the Apple ROM's + a Quantum 160Mb SCSI HD. So come on, treat yourself to a super bit of kit for Xmas. I only want 200 pounds (UK) inc carriage.

I do not need it any more as I have a new Quadra.

Geoff

--
Geoff Hockney
Snr Computer Technician
Institute of Continuing and Professional Education
Education Development Building
University of Sussex
Falmer
East Sussex. BN1 2DB
Tel: (0273) 606755 ext 2535
(Overworked & underpaid)

5483. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 14:52:56 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <3cs9k8$4tb@josie.abo.fi>
Source record: 174537

In <9412151714.AA130604@cluster1.urz.uni-halle.de> iagaw@cluster1.urz.uni-halle.de writes:

> I have heard, that Atari has a Falcon040 almost ready, but has no intereset
> in releasing the machine. Whats your opinion, could C-Lab try but buy
> the rights, complete this machine and released it?
> That would be a nice idea, wouldn't it?

It would =-) !

But there are some things worth considering, though...

First, F-030 was _so_ incomplete when taken to production that nobody would want to have another "incomplete" Falcon model out, no matter 030 or 040? Fortunately, the design flaws in F-030 are mostly pretty minor; loudness in sound output (easily fixed), the casing (again, easily changed..), the keyboard, etc...

Then I've heard that TOS 4 isn't completely 040-compatible (why?) without fixes.

This all means that although there very probably _is_ a 040 Falcon existing, and perhaps even working, there's pretty lot to do before it's really working and ready for commercial manufacturing.

I personally wouldn't be too surprised, if Atari (despite their current product policy) released some updated Falcon model in silence. If they have one relatively ready, that is. They wouldn't put much money behind it - but they do have a music computer business to think about...

And if I were in Atari's shoes, I wouldn't want to lose this music market. It's that simple. Falcon 030 is a nice computer despite its problems, but today you need a bit more horsepower, different casing, etc. to really compete against Mac and PCs. Atari probably waits for its moment.

Just think: WHY do they still produce TTs and F-030s..? For hobby? No. There are reasons behind that - and one reason is that Atari doesn't want to give up computer business completely. Righ now they have to; there's barely enough money for Jaguar alone.. But if/when Jaguar gets on its wings (well, symbolically..), then... We'll see.

5484. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 15:13:34 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <3csaqu$4tb@josie.abo.fi>
Source record: 174540

This goes a bit aside from the actual subject, but anyway:

A silly, simply question:

HOW does one change Falcon 030's bus speed from 16 to 18 or 20 MHz..?

Would a simple change of the oscillator be enough (like in many PCs) ?

If not, why?

While we're all dreaming of 040/060, we could spend the waiting time blowing
our Falcons up with a bit faster 030 CPUs ;-) ?

I believe Falcon can be modified more or less "do it yourself" - I have removed
the loudness circuit for example, with good success. Now the freq. response is
linear (inside 1 decibel) between about 40 and 18000 hz. That's good enough
for anyone. But those "speed" things are a bit more bizarre - there doesn't
seem to be lots of information around. Those who "know" seem to keep their
knowledge - and produce their own Falcon accelerators for sale ;-) !

That's good - but it would be interesting (if dangerous, too) to get some
public, proper information about Falcon's accelerating too. I once asked this in the
"Atari technies" area, but nobody took any interest. So, perhaps this subject
is silly 8-) !

Tommi (The Solder of Fortune)

5485. Simms

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 15:20:03 UTC
From: hkjdv93@hermes.hv.se
Message-ID: <3csb73$a8d@bellboy.ucc.uconn.edu>
Source record: 174539

Is there anyone out there that knows if you (someway) attach 4 2Mbyte Simms on the Falcon? How?

Thanx

```
/------------------------------\
| Henrik Kjellsson |
| E-mail:hkjdv93@hermes.hv.se |
| May the schwartz be with you |
\------------------------------/
```

5486. Re: STARDUST FINALLY FINISHED!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 15:23:52 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Dec16.152352.5535@bay.cc.kcl.ac.uk>
Source record: 174498

In article <3cq1k3$sg3@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (Steve Wells) writes:
>] This is only STE 1 meg and Falcon only I take it? Not poss. on
>] a STFM 1 meg or more?
>
> Only runs on machines with a Blitter, and DMA sound. (e.g., STE's
> and Falcons, I forget if TT's were supported), and then only with
> 1meg of better (e.g. All falcons, and 99% of STes)
>

Hmmmm......bugger!

-Al, udem148@bay.cc.kcl.ac.uk-

5487. Re: Magic & Calamus 1.09

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 16:01:10 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.787593670@thame>
Source record: 174541

s9205525@otto.bf.rmit.edu.au (Glenda Moon) writes:

>When using Calamus 1.09 under MagiC, I have a problem of not being
>able to move any sort of frame to a new position. Does anyone know
>how to fix this problem. With Calamus SL, I have found that i cannot
>enter any text inside the text editor under MagiC as well, anybody
>else been able to overcome this problem to? Or is Calamus totally
>incompatible with MagiC?????

Under MagiC, Calamus SL locks out keyboard input. What you need to do
is run the freeware patch, CALAPAT.TOS over SL, and it cures the problem,
so SL works fine under MagiC. You should be able to find this on a FTP
site somewhere.

I don't know about 1.09 off hand though.

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

5488. Re: STARDUST FINALLY FINISHED!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 16:50:41 UTC
From: janip@mail.freenet.hut.fi
Message-ID: <3csgh1$2vc@freenet.hut.fi>
Source record: 174543

In a previous article, biofotos@ars.ath.forthnet.gr () says:

>
>Hi
>I am interested in STARDUST for FALCON.
>Can you tell me the price, if you accept VISA etc. cause
>I live in Greece and I liked the demo version of your game
>(the tunnel sequence). I hope the full version is like that
>or better.

Stardust can be played on both STe and Falcon (it even supports Falcon!)
It costs 26GBP. The fastest way to get it is to send the money
(cash or postal money order) in your own currency (just remember to
ensure the sum is at least 26 Great Britain Pounds (GBP) to the
following address.

Creator/Aggression
c/o Jani Penttinen
Lahdekuja 2B5
16300 Orimattila
Finland

I promise you that the full version is just fabulous! You'll drop your
eyes! It is available now.

--
Creator / Aggression
> Bloodhouse Ltd. <
----
janip@freenet.hut.fi

5489. WANTED: Cubase

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 17:03:44 UTC
From: mrkleen@mindvox.phantom.com
Message-ID: <muRFXc5w165w@mindvox.phantom.com>
Source record: 174548

Anybody has Cubase for Atari for sale email me at:
mrkleen@phantom.com

5490. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 17:04:14 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D0wy32.5q5@cix.compulink.co.uk>
Source record: 174544

> Some facts needed:
>
> 1) Can DSP 56001 be used as a sound data packer (something like 4:1
> compression ratio), like some PC expansion cards can ?
Yes it can. Whether the software exists in another matter.

> 2) Can Falcon handle IDE CD-ROMs, 2 CD-ROMs, and over 500 Mb sized HDDs?
500Mb+ HDs Definitely, whatever SCSI device you fancy really.
2CD-ROMs, Yes but why?
IDE CD-ROM Unknown

> 3) Are there any "Digital Diskjockey" -style applivcations existing for
> Falcon yet? Music from hard disk and CD-ROMs, mixing possibilities,
> etc..?
Not sure what you mean. Cubase Audio? Tracker programs?

+------------+--------------------------+--------------------------+
|Iain Laskey |ilaskey@ix.compulink.co.uk | |
+------------+--------------------------+--------------------------+
|Techno Junky - Atari Falcon/2600/PC/CD-ROM/Laserdisk/Dolby Prologic |
+---+

5491. C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 17:57:38 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELQSFFURUP@galaxy.owl.de>
Source record: 174474

In <9412141921.AA01382@ilmen.lanl.gov> Hutch wrote:

>Well, regardless of the wording of the 'licensing agreement' between Clab and
>Atari, I'd bet that your original understanding of it is probably much closer
>to the truth anyway. ;-)

Can those C-Lab guys be reached somewhere on the net? Might be interesting to
get some first-hand information from them.

Anyway, it sounds promising.

--
/Hendr!K/
''~``
(o o)
+---------------------.oooO--(_)--Oooo.------------------+-+
Hendrik Mylius MausNet: Hendrik Mylius @ PB2	P
Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de	G
D-32049 Herford .oooO Phone/Facsimile:	P
Germoney/Earth ( ) Oooo. +49-52 21-85 55 45	!
+----------------------\ (----( )-------------------+-+
_)) /
(_/

5492. Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 18:02:44 UTC
From: Don.Schmidt@f79.n105.z1.fidonet.org
Message-ID: <787614346.AA03357@jina.rain.com>
Source record: 174549

```
LH> >] 4195835-(4195835/3145727)*3145727 = 256

> to the effect of 13.2*10^10+ (13.2 * 10 to the power of
> something larger than 10).

LH> Unfortunately, it really is. I have done that exact
LH> calculation, and that is the result.

The correct answer is 0.

(4195835/3145727) = 1.333820449
1.333820449*3145727 = 4195835
4195835-4195835 = 0

Remember way back when Ol Donald was a kid, Sister Bernadete said,
"Work the most inside parenthesis first, then multipy, divide, plus
then minus." (I know you weren't there, just remembering the days
of school and arithmetic). %-)

... * * 15/16 of us Engineers want the Metric System. * *
___ Mountain Reader II - #Beta 001
```

5493. Atari 1040ST software-F/S cheap

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 18:03:43 UTC
From: jamesd@cg57.esnet.com
Message-ID: <3cskpv$5gp@cg57.esnet.com>
Source record: 174550
Cross-posted to: misc.forsale,ca.forsale,sdnet.forsale,comp.sys.atari.st,rec.games.video.marketplace,rec.games.misc

I have the following Atari ST programs for sale. They are all
original disks but, with exceptions noted, are parted from
their documentation.

I pay postage at the prices shown to anywhere in the US.

Their Finest Hour, The Battle for Britain, on 2 disks. $9.

The Black Cauldron: Sierra Software, Walt Disney, on 2 disks. $9.

Falcon: Spectrum Holobyte, on 4 disks, $13.

King's Quest: Sierra Software, 2 disks plus a 360 page book
"King's Quest Companion," all for $10.50 (The book by itself is cover
priced at $14.95)

King's Quest II: Sierra Software, 2 disks $9.

Flight Simulator II, 3 disks (2 are scenery disk) $10.

High Roller: Mindscape, 2 disks, $11.

--------the following programs are each on a single disk----

STWars: Miles Computing $7.50

Outrun: Sega $7.50

Hades Nebula: Gamebusters (requires color monitor) $7.50

Airball: Microdeal $7.50

Super Cycle: Epyx 7.50

MadLibs, World's Greatest Party Game: Price/Stern/Sloan $7.50

ALSO

PrintMaster Plus: Kyocera Unison Inc. $13.

--

jamesd@cg57.esnet.com

"To be born in a certain faith is good,
to die in it is unfortunate."
The Initiate, Some Impressions of a Great Soul

5494. Re: Atari 800xl emulators?? exists or what?

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 18:04:16 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3cskr0$m0l@mother.usf.edu>
Source record: 174451

Do any emulators work on the Falcon?

5495. Re: 8MHZ 68000 vs Pentium

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 18:11:46 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3csl92$m0l@mother.usf.edu>
Source record: 174452

Darek Mihocka (darekm@microsoft.com) wrote:

: Your final comment has me most interested. You obviously know more
: about Microsoft than I do, and I work here! I was not aware that
: we had a "Cripple the Pentium" department in the company. Are they
: in building 3 or building 4? I recently moved to the "port Windows
: to the 130XE" department so I must not be up to date with what
: other people are doing in the company.

: Please humor me and explain to me how my co-workers are responsible
: for crippling the Pentium. This I have to hear. Ok, Chris, I'm
: all ears.

Microsoft can cripple any processor. It's poorly written, bloated code.
Microsoft cares more about making a buck than making good software.

NT requires 16 megs just to run the OS? GET REAL!

Microsoft in a nutshell:

The processors speed up, so the code slows down to compensate

Users get more memory, so the software grows to fill the extra space.

You see, Mr. Microsoft programmer. Faster processors and more memory are
supposed to be there so WE, the USERS can do more, not simply for us to
try to keep up with the OS programmers.

If Microsoft some day produces a decent OS that can fit in less than 2
megs of RAM and less than 5 megs of HD space, as well as run efficiently
on something as slow as a 286, then MAYBE I'll respect them. Until then, no.

You see, I want to use the other 14 megs of my RAM to run APPLICATIONS,
not the rest of the OS. I want to use the rest of my 300 meg HD to store
APPLICATIONS, not the rest of my OS. I want the extra 100 MHZ of my
processor so I can run APPLICATIONS fast, not simply so that I can
tollerate my OS.

5496. Re: Doom & AvP not all that great

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 18:16:49 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3cslii$m0l@mother.usf.edu>
Source record: 174453

Could someone explain to me the Jaguar's CRY color system?

5497. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 18:36:47 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3csmnv$m0l@mother.usf.edu>
Source record: 174454
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

I missed the files. Could someone email them to me?

5498. Software For Videotex Decoding

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 18:41:19 UTC
From: npetrlik@public.srce.hr
Message-ID: <3csn0f$dln@nippur.irb.hr>
Source record: 174455

Is there any programs for videotex decoding ?
If is, where can I find them .. ftp ?

Bye, and thanks.

5499. Falcon-STOS

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 18:56:23 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3csnsn$boj@golem.wcc.govt.nz>
Source record: 174456

Does anyone have any clues as to where one would obtain a/the fix to enable STOS to support _at least_ the 320*200*256 mode on the falcon, and possibly the DSP. This is almost as important over here as MiNT is to you guys, so any assistance would be appreciated!

Does anyone know if Mandarin finished writing FalcOS but just never released it? If so, we may be able to write them a letter and ask them how much they would want for one individual copy...

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

5500. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 19:51:29 UTC
From: rappleye@felix.kodak.com
Message-ID: <rappleye-161294145034@150.102.161.162>
Source record: 174466

In article <9412151714.AA130604@cluster1.urz.uni-halle.de>,
iagaw@cluster1.urz.uni-halle.de wrote:

> I have heard, that Atari has a Falcon040 almost ready, but has no intereset
> in releasing the machine. Whats your opinion, could C-Lab try but buy
> the rights, complete this machine and released it?
> That would be a nice idea, wouldn't it?

Actually, the timing is just about right...mainstream computing is just
getting ready to leave the 680XX architecture behind for PPC. Personally,
it seems like the best chance for an 040 Atari is MagicMac on a cheap 68040
Mac clone.

RevDrFreak
'foot soldier

5501. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 19:54:40 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELQUDDUUUP@galaxy.owl.de>
Source record: 174475

In <3cla01$j7j@josie.abo.fi> Morgoth wrote:

>2) Can Falcon handle IDE CD-ROMs, 2 CD-ROMs, and over 500 Mb sized HDDs?

Yes, yes, and again yes ;-)

If you're talking about the industry-standard IDE/ATAPI-drives, you can connect those to a falcon. E. g. Mitsumi FX300. Forget about those really cheap Mitsumi FX001x drives. They have a vendor specific interface and won't work. (I've written this at least once before).

I dunno whether you can connect 2 of those to the Falcon as a Master/Slave combination.

Undoubtedly this will work with SCSI-CD-ROM's.

But, you'll need a driver wihch is capable of CD's connected to IDE. AFAIK the only one available right now is CD-Tools from Hard & Soft, Germany. Even multiple CD's are no problem at all. CD-Tools comes with a nice installer and a nice lil' Audio-Player. With some drives, e. g. Toshiba XM's you can transfer the Audio-Data digitally via the SCSI-bus.

Big HDD's work as well. Why shouldn't they?

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5502. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 20:00:52 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELQUDDUXUP@galaxy.owl.de>
Source record: 174476

In <D0snyC.92s@cix.compulink.co.uk> "Harry Sideras" wrote:

>We were only given a verbal statement at the show. Is this press release
>available anywhere on the net? I'd be interested in what it said rather
>han some half remembered snatches of it.

That's what I'm looking 4 as well! Nicely put, Harry ;-)

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5503. Re: Need advice on TOS upgrade ...

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 20:06:10 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELQUDDVAUP@galaxy.owl.de>
Source record: 174478

In <3cmkgl$fa0@olivea.ATC.Olivetti.Com> Savino Grillo AB wrote:

>: 2.06, which gives you a marginally better Desktop and GEM. There is a
>: third option, installing the TOS clone MagiC, but you will need more
> ^^^^^^^^^^^^^^^^^
> I wouldn't say "TOS clone MagiC" since not all the programs
> run under MagiC, and one of those is Cubase....

But that's not Mag!C's fault. If Cubase would use standard OS-Calls and proper GEM it would work. But it doesn't and so it fails. As it probably would on any new machine, e. g Medusa or Eagle.

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5504. Re: NVDI 3.0 and ET 4000

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 20:09:50 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELQUDDVDUP@galaxy.owl.de>
Source record: 174477

In <3cnn91$i7a@newsbf01.news.aol.com> Al Fasoldt wrote:

>I tried that. (I'll try anything.) Crash city. I use ET4000 on my TT with
>the CDII card and NVDI 3.0 on my 4-meg ST. I also am awaiting the
>announcement of an upgraded ET4000.

NVDI ET-4000 3.0 was available at the time the 'normal` NVDI 3.0 was
available.

Hendr!K

5505. Geneva/CS-TeX

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 20:14:48 UTC
From: thopman@uoguelph.ca
Message-ID: <3cssfo$8c4@nermal.cs.uoguelph.ca>
Source record: 174467

OK, so I've got Geneva (which works great) and CS-TeX (which by all accounts is also great) running on my system. When I use the CTEX shell that came with CS-TeX, there's a relatively minor problem when the shell runs the various .TTP TeX programs. What happens is the programs run the normal way, just the way they would under regular TOS (ie clear the screen, start printing text, etc, just like a regular .TTP program). The programs work fine, produce excellent output, etc. etc. However, once they're done, they run _again_, this time under GenevaTOS, doing exactly the same thing. The same thing happens when I try to edit a file. I've got Everest installed as my editor, and the CTEX shell runs it once in single tasking mode, then again in multitasking mode. What's going on here? Is there any way I can avoid this? It's not a life threatening problem, but it is irritating. I've noticed the same thing with other programs as well, although I can't remember which ones.

In case it helps, I'm running a 25 MHz Mega 4, TOS 1.04, hard drive. I usually boot up with HDRIVER (1.44 meg floppy driver), LEDPANEL, Petra, Paula, X-Control, Geneva Task manager, and of course, Geneva.

Please reply in email, since I'm going on home for the holidays (YAY!) and won't have news access for 3 or 4 weeks.

THeo

5506. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 20:15:04 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELQUDDVGUP@galaxy.owl.de>
Source record: 174479

In <1994Dec14.203928.21656@ucon.gun.de> Don Maple wrote:

Hi Don!

>> The proTOS in Hennef was _way_ better than the one in Ulm!!

>One thing Atari did right was choosing Dusseldorf for their show
>(not that it takes a lot of smarts to figure that one out...) But
>Dusseldorf, which is located centrally to *Europe*, is bound to be

But the Hennef proTOS was also considered to be much better than the FEZ-A-BIT
in Berlin. And Berlin is quite famous, isn't it ;-)

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5507. Sheephead: Bozo, Nerd or what?

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 20:19:54 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELQUDDVJUP@galaxy.owl.de>
Source record: 174480

In <3cnoj0$i9l@golem.wcc.govt.nz> Roger Sheppard. wrote:

>Because of People like you that just can't see the tree because of the woods...

As if you would know ...

I think you're a couple of irons short of a full golf-bag.

>And just pissed of at the rubish that is posted here, like your statement on
>German prices, utter rubish, German prices are the highest I have ever come

For software that is absolutely true. Some standard hardware e. g. SCSI
devices are probably cheaper in the US. But what Pekka said is quite true.

>I preach against evil, to much evil is spoken here, meening Lies etc...

You are the evil in person. Get lost.

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5508. Voice modems

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 20:35:04 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELQUDDVSUP@galaxy.owl.de>
Source record: 174481

In <chrisgioD0w8KG.43E@netcom.com> Chris Giorgi wrote:

>: supports voice modems and allows the user to run a small ftp-server.)
> ^^^^^^^^^^^^^^^^^^^^
> SNIP!
>
>Hmm, does anyone know if this will work with the new Supra 28.8k modems
>that have the voice port in the back? Thanks

I dunno. AFAIK CoMa supports the ZyXel voice functions and those Rockwell
voice chipsets.

Perhaps the Supra will be supported in the future. Ask

siegfried_hartmann@b.maus.de

about this. I have my doubts, though.

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5509. Re: Where is Atari ST emulator?

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 20:37:32 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D0x7yK.5r0@cix.compulink.co.uk>
Source record: 174468

> Darek,
> First of all, you know that I respect you from previous correspondence;
> however, you're way out of line with your comment about "real
> computers."
> I could give dozens of reasons why the Falcon is better than a PC
> (for _me_) such as Newdesk vs. Windows, ease of use and software.
> People
> _do_ have reasons for choosing the systems they do. If you feel that
> you have to bash a particular platform then do it in advocacy.
> The more I see my friends' experiences with IBM/Macs the happier I am
> to own my Atari. BTW, did you see the talk about CLab making a Falcon
> clone? Have you heard of the Medusa? Also, don't ignore the many 3rd
> party developers that DO support our Ataris as well as all the great
> people in the Atari community. The Atari is a very real computer.
Well said Scott. I have a PC & a Falcon and theyboth have their
strengths. For a start the Falcon doesn't require 1/2hours messing about
with configuration changes every time you add an application.
The audio is very nice and the DSP unpacks JPGs as fast as my 486 if not
quicker.

> -scott tirrell

+------------+--------------------------+--------------------------+
|Iain Laskey |ilaskey@ix.compulink.co.uk | |
+------------+--------------------------+--------------------------+
|Techno Junky - Atari Falcon/2600/PC/CD-ROM/Laserdisk/Dolby Prologic |
+---+

5510. Power supply pinout

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 20:45:58 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3csua6$b66@mailer.fsu.edu>
Source record: 174469
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have obtained a really old 520ST, the type with no internal floppy drive or power supply. For the latter, there was a "power brick" thingie that plugged into the wall and the back of the computer. Unfortunately, I do not have that power brick. It had a round female connector with about 4 pins in it.

Does anyone have a pinout diagram for that power brick? I could probably cobble something together if I knew which pins needed what voltages.

Of course, if anyone has an extra power brick like this for sale, I'd be interested as well.

Please email responses directly to me. Thanks much in advance.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

5511. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 21:04:25 UTC
From: whitema@rtsg.mot.com
Message-ID: <3csvcp$obm@delphinium.cig.mot.com>
Source record: 174470

In article <3cre5n$49a@darkstar.UCSC.EDU>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>
>
>That alone requires a 4 meg VRAm Video card. That's about $300 - $500
>depending on the quality... I'd say stick to 2megs. Sure, you can "only"
>get 800 x 600 in 24bit color, but you can do 10 x 7 in 16 bit color. It's
>good enough for 99% of applications. Hell, they can even do just a 1 meg
>of Vram abilities...
>
> ~Chris
>

Why don't they use DRAM instead? DRAM is a lot cheaper than VRAM, even
if the DRAM is faster. There are several interleaving techniques that
will produce the same capabilities of VRAM in twice as much DRAM.

Mike
whitema@cig.mot.com

5512. Re: Gdgets By Small future?

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 21:05:06 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELQWAEURUP@galaxy.owl.de>
Source record: 174482

In <D0uxyL.HAL@freenet.carleton.ca> Mark Montreuil wrote:

>a blow to our platforms continued viability. Does anyone know how close
>Dave really was to releasing Spectre 3.1? Could he see his way to
>releasing it as shareware or freeware to help out the loyal users of

I kinda want to know that myself. Is the 3.1 available anywhere?

Do any other versions support the SCSI-port?

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5513. Atari<->PC disk utilities???

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 21:28:08 UTC
From: joe@zirconium.mcc.com
Message-ID: <D0xAAx.LAu@mcc.com>
Source record: 174472

I've got a bunch of MIDI files on my Atari that I'd like to save on
my PC before selling my Atari. I don't want to buy a sequencer for
the PC. Does anyone know where I could get either:

A) A PC utility that reads an Atari disk, or
B) An Atari utility that writes files to PC-formatted disks?

Please e-mail me if you can help.

Thanks,
--

Joe Newman
MCC/Experimental Systems Lab
jnewman@mcc.com

5514. Path for CLIPBRD... Help !

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 21:33:06 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ct12i$ens@nippur.irb.hr>
Source record: 174473

I'm using 1st Wordplus 3.20, and i'm
interested is it possible to set the
path for Clipboard to C:\CLIPBRD ?
Cause dummy 1stW. saves CLIPBRD dir
in the current directory ..
although in the WORDPLUS.PRG file
stays C:\CLIPBRD ...
But hear this:

All the prg's use clipboard path
C:\CLIPBRD (if hard disc is present),
but:
I start a 1stWord+, use a clipbrd,
then use a LZHSHELL, use a clipbrd,
and LZHSHELL think the clipbrd is
in the dir. where 1stWord+ put his
clipbrd ! (D:\TEXT\1STWORD\CLIPBRD) !
So, I was thinking, maybe some sys
variable, or a short assembly prg
could handle this ?
Maybe in desktop.inf ?

I'm using Teradesk 1.40, my
TOS version is 1.04 (1040STFM),
and i have a MEGAFILE60.

Please help!

Thanx.

5515. Re: Problem with HD disks, PLEASE HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 22:27:53 UTC
From: chrisw@perth.DIALix.oz.au
Message-ID: <3ct499$76j$1@perth.DIALix.oz.au>
Source record: 174483

geoff@damp.apana.org.au (Geoff Camp) writes:

>Yes and no..... The internal DD drive on my ST (very old ST) will quite
>happily format HD discs to DD standard, and with no errors at the time of
>format and with no loss of data over at least 2 years. The external DD
>drive will not format the discs at all without lots of errors. I suppose
>it a mix of technical mis-nmatch and good luck!

You are taking a huge risk with you data by using HD disks in a DD drive!
Don't do it!

The compounds used to coat the magnetically sensitive platter are chemically
different. DD use a ferric oxide whereas HD used a barium based coating.
The two require _different_ levels of current in the drive head to align the
magnetic particles properly.

If your DD drive can register your data on a HD disk then the drive head and
circuits must be operating on the edge of their tolerances, and you
should be prepared for the day that you insert the disk and find all data
lost...

Regards
Chris Whitelock

5516. Re: Problem with HD disks, PLEASE HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-12-16 22:35:44 UTC
From: chrisw@perth.DIALix.oz.au
Message-ID: <3ct4o0$8sk$1@perth.DIALix.oz.au>
Source record: 174484

wongck@lobby.ti.com (William Wong) writes:

>Sorry, but I have engineers friends in floppy drive companies that verified
>the existance of these sensors. A lot of problems arise from these because
>they can get dirty and impair the sensor so the drive going to the wrong mode
>of operation. Would be a bit difficult switching PINs if you change using HD
>disk to DD disk and then back to HD disk each time, no?

>Well, then again, you somewhat right because the drives inside ST are only DD
>and so they don't have that LED/sensor thing. All newer and PC drive have.

Absolutely right William.
All HD drives that I have come across (and I have installed them in STs as
DD drives on more than one occasion) use an LED coupled with a photosensitive
cell to detect the existence of the hole in the corner that identifies HD
disks.

BTW there is often a jumper on the drive board which will allow a HD drive
to operate correctly as a DD drive on an ST.

Regards
Chris Whitelock

5517. Re: WANT: bare memory board

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 00:06:37 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3cta2d$e1m@golem.wcc.govt.nz>
Source record: 174489

In article <12141994.215732@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk (Kevan Winch) writes:
>Hi,
>
>Anyone got a bare memory board they want to sell ? I've got a couple of
>1Mb SIMMS (30 pin) and whilst I *could* do the DIY upgrade with lots of
>wires everywhere, it would be easier to get a bare board and just plug
>'em in !
>
>I've got a 1Mb 520STFM.

There is no such thing as a Bare board, if you are not into Electronics
Please leave it alown...

I have 2 STFM here that people have suffed up because of this....

>Kev.
>Kevan@empyr.dircon.uk

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5518. Re: Where is Atari ST emulator?

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 00:06:37 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3cta2d$jg8@osiris.wu-wien.ac.at>
Source record: 174490

Darek Mihocka (darekm@microsoft.com) wrote:

: The Atari ST emulator for PCs, known as Gemulator 3, is not a free product.

Please refrain from advertising in that tone. There is no THE Atari
emulator for PCs

: About 3000 Gemulators are currently in use by Atari users all over the world
: who made the intelligent choice to buy a real computer rather than waste money
: repairing their old Atari computers (which are no longer supported by Atari).

If you want to make intelligent choices, there are some available:
a) Stick to your old Atari, which is supported by thitd party developers
b) If you wanna change toa PC, use the
Janus board
instead, which is a fully featured hardware emulator (with 68000-16
processor) and runs in fual mode (i.e 68000 + PC CPU, which results in
speeds of about a factor of ten compared to a TT)
c) Buy an Atari clone, such as the Eagle, The Medusa or the upcoming
C-Lab Falcon
d) Upgrade to a Macintosh with Magic Mac.

IMO, buying a software emulator under such hard competition is like
buying a toy, you are going to fool around with it for some time and due
to inusabilty you will forget about it some time later.

: If you need a more complete dealer list or info about either the Atari ST
: emulator for DOS or the new Mega STE emulator for Windows, drop a note to
: Gemulator's manufacturer:

: Branch Always Software
: 14150 NE 20th St, #302
: Bellevue, WA 98007
: U.S.A.

: and ask for a product catalog. You cal also find reviews of Gemulator in
: recent issues of ST Applications, Current Notes, and other magazines.

: - Darek

: --
: /--------------------------------------\
: | Darek Mihocka. net: darekm@microsoft |
: | Views expressed are always my own. |
: \--------------------------------------/

5519. Re: Where is Atari ST emulator?

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 00:08:19 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3cta5j$jg8@osiris.wu-wien.ac.at>
Source record: 174491

Darek Mihocka (darekm@microsoft.com) wrote:
: In article <3c7dp8$drt@mercury.dur.ac.uk> L A Boon <L.A.Boon@durham.ac.uk> writes:
: > Could anyone tell me where I can find an ATARI ST emulator for my
: >PC? As I'd like to be able to play some of my old games but my STs broken.

BTW, I forgot to tell, that 99.99 percent of all games will not run under
Gemulator or any other more advanced system running TOS.

Regards,

Alfred

5520. Re: Re: The dream atari (forwarded reply)

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 00:29:20 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0xIow.3r@cix.compulink.co.uk>
Source record: 174492
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
m>
X-Newsreader: CixRead/CixComm

In message <D0E2rw.FJL@hpbbrd.bbn.hp.com>, clausb@hpbbrd.bbn.hp.com said:
>
> While a PowerPC certainly would be nice, note that a PowerPC computer
> which does not adhere to the PREP standard (or its successor) would
> probably not be accepted by the marketplace. At least it would be
> a difficult marketing feat.

Which is why rushing out to buy a Apple PowerMAC is not necessarily the
good investment it might look now. IMHO in a couple of years from now there
will be a standard for PPC machines, and anything that doesn't comply
might as well not have a PPC chip in it at all.

Roland.

@CiX
```

5521. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 00:29:22 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0xIoy.4E@cix.compulink.co.uk>
Source record: 174493
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

t.se> <3ckq20$fbq@acmex.gatech.edu> <3cn1cc$hon@whitbeck.ncl.ac.uk>
X-Newsreader: CixRead/CixComm

In message <3cn1cc$hon@whitbeck.ncl.ac.uk>, Craig.Graham@ncl.ac.uk said:

> Nope, the reason for a 040 accelerator is simply that the 060 is to
> bloody expensive to buy at the moment (and may remain that way as
> Apple aren't using it as they have in the past).

A well designed 040 accelerator is going to blow the Falcon (and TT for
that matter) away anyway. I'd be surprised if many Falcon owners could
afford to buy a 060 accelerator. I'm sure many of them would consider it
just *too* expensive.

Roland.

@CiX

5522. Re: Path for CLIPBRD... Help !

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 01:15:20 UTC
From: alpldbia@w251zrz.zrz.tu-berlin.de
Message-ID: <3cte38$lk1@brachio.zrz.TU-Berlin.DE>
Source record: 174403

In article <3ct12i$ens@nippur.irb.hr>,
Neven Petrlik <npetrlik@public.srce.hr> wrote:
> I'm using 1st Wordplus 3.20, and i'm
> interested is it possible to set the
> path for Clipboard to C:\CLIPBRD ?
> Cause dummy 1stW. saves CLIPBRD dir
> in the current directory ..

You need a program which sets the clipboard path before you run 1stWordPlus. This program should set the environment variable SCRAPDIR to C:\CLIPBRD (capital letters are important for 1stWP!) and then do some AES call to inform the AES about this path.

I can't tell you how to write a program like this (I'm not a programmer) but in case you use GEMINI (oh no, I just noticed it's TERADESK on your system) you could add the following lines to your profile:

```
setenv SCRAPDIR "C:\CLIPBOARD"
setscrap -q $SCRAPDIR
```

This will only work with GEMINI's internal mupfel. The external mupfel.ttp doesn't know the `setscrap' command.

Andre

PS: Does anybody need a translated version of the gemini.faq? The German version is being posted once a month on Mausnet and since I have some spare time now I could translate it.

5523. Prices

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 01:55:20 UTC
From: drozycki@binkley.cs.mcgill.ca
Message-ID: <3ctge9$6kf@homer.cs.mcgill.ca>
Source record: 174495

Greetings. I'd like to get an estimate on the price I couuld get for an Atari 1040STf and an SC1224 color monitor. All in a good condition and about 3 years old. Thanks!

Derek

5524. What is MagicMac

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 03:43:06 UTC
From: jmax@panix.com
Message-ID: <3ctmoa$rlr@panix.com>
Source record: 174497

Sorry for the stupid question, but I've only seen the mention recently.
Just what is a MagicMac, MagiCMac, or MacMagic or whatever.

Thanks in advance,

jmax@panix.com

5525. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 05:06:29 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3ctrkl$ccc@terminator.rs.itd.umich.edu>
Source record: 174499
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- molin 90237 Dec 10 01:42 ./Archivers/esscd63.lzh
-rw-rw-r-- entropy 4162 Dec 12 00:16 ./Archivers/0index
-rw-r--r-- molin 124109 Dec 12 00:21 ./0ls-lR.Z
-rw-r--r-- molin 124075 Dec 12 00:22 ./0ls-lRc.Z
-rw-r--r-- molin 155644 Dec 12 00:19 ./0compind.Z
-rw-r--r-- molin 385511 Dec 12 00:19 ./0index
-rw-r--r-- hyc 1222 Dec 14 04:36 ./Mint/X11/COPYING
-rw-r--r-- hyc 5590 Dec 14 04:36 ./Mint/X11/README
-rw-r--r-- hyc 643949 Dec 14 04:37 ./Mint/X11/X11R5.lib.zoo
-rw-r--r-- hyc 1751884 Dec 14 04:42 ./Mint/X11/X11R5.zoo
-rw-r--r-- hyc 1341129 Dec 14 04:45 ./Mint/X11/clients.tar.gz
-rw-r--r-- hyc 107267 Dec 14 04:46 ./Mint/X11/includes.tar.gz
-rw-r--r-- hyc 409501 Dec 14 04:47 ./Mint/X11/libs.tar.gz
-rw-r--r-- hyc 349613 Dec 14 04:48 ./Mint/X11/system.tar.gz
-rw-rw-r-- weiner 851 Dec 15 20:59 ./Emulators/0index
-rw-r--r-- baldrick 180218 Dec 15 18:56 ./Emulators/800xldj.lzh
-rw-rw-r-- weiner 9403 Dec 15 21:51 ./Applications/0index
-rw-rw-r-- entropy 12229 Dec 15 22:00 ./Diskutils/0index
-rw-r--r-- baldrick 27292 Dec 15 20:42 ./Games/0index
-rw-r--r-- baldrick 65112 Dec 15 18:55 ./Games/Cards/spider.tos
-rw-r--r-- entropy 14584 Dec 15 20:53 ./Graphics/0index
-rw-r--r-- baldrick 517964 Dec 15 18:55 ./Graphics/Fractals/mdl_plot.tos
-rw-r--r-- hyc 109101 Dec 15 07:47 ./Mint/MPatches/mh-mint-1.12h2-bin.tar.gz
lrwxr-xr-x hyc 22 Dec 15 16:18 ./Mint/MPatches/README.1ST -> mint-1.12h2-README.1ST
-rw-r--r-- hyc 317714 Dec 15 10:26 ./Mint/MPatches/mh-mint-1.12h2-src.tar.gz
-rw-r--r-- hyc 37382 Dec 15 10:38 ./Mint/MPatches/mint-1.12-1.12h1-diffs.gz
-rw-r--r-- hyc 38792 Dec 15 10:59 ./Mint/MPatches/mint-1.12-1.12h2-diffs.gz
-rw-r--r-- hyc 3755 Dec 15 11:01 ./Mint/MPatches/mint-1.12h1-1.12h2-diffs.gz
-rw-r--r-- hyc 552 Dec 15 11:08 ./Mint/MPatches/mint-1.12h2-README.1ST
-rw-r--r-- molin 124607 Dec 15 22:05 ./0ls-lR.Z
-rw-r--r-- molin 124319 Dec 15 22:07 ./0ls-lRc.Z
-rw-r--r-- baldrick 10334 Dec 15 20:13 ./Falcon/0index
-rw-r--r-- baldrick 36678 Dec 9 13:55 ./Falcon/Games/tetrhunr.zip
-rw-r--r-- baldrick 1257482 Dec 15 18:51 ./Falcon/Games/MoonSpeeder_demo.zip
-rw-r--r-- boydm 5041 Dec 15 19:46 ./Network/0index
-rw------- baldrick 30720 Dec 11 06:27 ./Network/EtherNet/lprcard.best
-rw------- baldrick 3791 Dec 11 06:27 ./Network/EtherNet/lprcard.gal.tar.gz
-rw------- baldrick 107064 Dec 11 06:27 ./Network/EtherNet/lprcard.gif.tar.gz
-rw------- baldrick 413 Dec 11 06:27 ./Network/EtherNet/lprcard.idx
-rw------- baldrick 1409 Dec 11 06:27 ./Network/EtherNet/lprcard.readme
-rw-r--r-- molin 156010 Dec 15 22:03 ./0compind.Z
-rw-r--r-- molin 386042 Dec 15 22:03 ./0index
--
```

```
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

5526. Re: The dream atari...Medusa?.

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 05:09:36 UTC
From: Lexicor@world.std.com
Message-ID: <D0xvo0.9FF@world.std.com>
Source record: 174500

In article <ELPUCBVDUP@galaxy.owl.de>,
Hendrik Mylius <neptune@galaxy.owl.de> wrote:

>From what I've seen and heard MagiCMac runs as a parallel application. But the
>Medusa still have the slow atari-bus to squeeze all the data through.
>Especially vertical scrolling is so s-l-o-w, you won't believe it.

Hendrik,

I happen to own a Medusa :), it's not so s-l-o-w..then again maybe
with the ET-4000 base card it is...
>
>MacMagic is not an emulator. It's a complete OS running on the cpu it was
>designed for. A MAC Performa 630 is about three times faster than a TT.

Very intriguiging, commercial release however will start next year I have
heard, versions out now are early releases for the show only?

>
>I'd _guess_ a Mac running MagiCMac is still faster than a T40 with the same
>clock-rate. Dunno about the T60, but this is yet another price-step to heaven,
>isn't it?.
>

It is, then again from what I know and have heard it may be a good
investment for people who already own a Medusa.
>
>QED
>Script 2, Signum!Drei, ST Online 4.1 (Datex J), ST-ZIP

I am surprised Signum three works..

>Tempus Word (fixed version), Twist, Twilight (fixed version)
>XControl (some CPX-modules work, others don't)
>WinCom

I would like to also add Phoenix version 2.0 works fine on MacMagic as
our Distributor Digital Arts has tried it on MacMagic (Render 3D Studio)
the Phoenix Object Renderer that is..

>
>Compatible, slight limitations
>----------
>Signum!Zwei (640x400 monochrom, printing with PREMUL and printer-file
>1st BASE (problems in accessory-mode, will be fixed)
>DA Layout (single-mode), DA Picture
>Gemini

>Harlekin
>Karma, Kandinsky, Kodak-Photo-CD-Software
>XEdit
>
>Not yet working
>----------
>DA Vektor (eine ältere Version funktionierte, ist also nur eine Kleinigkeit)
>Omikron Basic
>GfA-Basic (as some programmes compiled with it)
>Pure Pascal (will be fixed)
>Pure Profiler (requires MFP-Timer A)

Cheers

5527. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 05:19:39 UTC
From: lando5@iii1.iii.net
Message-ID: <3ctsdu$na4@iii1.iii.net>
Source record: 174401

Just a thought.

I don't know if anyone else has considered this, but, given the market C-Lab and Emagic pursue, it seems possible, even probable, that they will not be developing or marketing general-purpose computers. It occurs to me that there is a great possibility they licensed the Falcon technology with an eye toward developing one or more highly specific applications such as, for example, a digital audio workstation, based on the Falcon.

5528. Re: STuff for sale closeout

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 06:15:17 UTC
From: JOHN <jtlb@delphi.com>
Message-ID: <Js9VnwV.jtlb@delphi.com>
Source record: 174427

Jeff Poling <jpoling@magnus.acs.ohio-state.edu> writes:

>
>Black Lamp (game)
>
>Atari TrakBall
>
>
> $50.00 plus shipping and handling takes it all.
>
>jpoling@magnus.acs.ohio-state.edu

Would you be interested in a trade for a very nice color VGA monitor I am
currently using on the 1040STE?
John Townley
jtlb@delphi.com

5529. Re: wanted 1040st

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 06:18:55 UTC
From: JOHN <jtlb@delphi.com>
Message-ID: <Ju+2fcf.jtlb@delphi.com>
Source record: 174428

Jonathan Kadish <mrkleen@mindvox.phantom.com> writes:

>I need an atari 1040st with at least 1 meg.
>I don't need a MONITER, BUT IF IT IS INCLUDED(sorry)
>I want a monochrome.
>email me
>mrkleen@phantom.com

I have a 1040STE w/ 4 Megs, DSDD and a nice color VGA (Only mono works though)
or I could send it without monitor... let me know what you think its worth.
John TOwnley
jtlb@delphi.com

5530. Re: Atari to Axe Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 07:56:02 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <ELRHCCVJ1UP@cabal.sh.sub.de>
Source record: 174402

In <941215Z181326.079dbrewood@nest.demon.co.uk> Daron Brewood wrote :
>In article <3cph09$t47@dux.dundee.ac.uk>
> rmccall@mcs.dundee.ac.uk "Rod McCall" writes:

>> Apparently Atari have announced they are to Axe the Falcon. Does anyone
>> know how true this is?

>atari.st/2chatter #1805, from atari, 684 chars, Dec 15 10:01 94
>Comment to 1802. Comments.
>----------
>John

>Ms Obersteiner (arm immediately straightens and points to the sky diagonally
^^
>on impulse) from this 'ere Euro office has done a superb deal that guarantees
^^^^^^^^^^
>the future of the machine....but it is still our machine.

Nice, truly nice. Anyone with this attitude should delete all the programs
from Germany from his HDD to get rid of that Evil Nazi Impulse (tm) now!

This includes Papyrus, Calamus, GEM-View, ConNect, Hermes, UPoint, Cubase
Audio, etc., etc..

Or he should buy hmself a time machine and get to the time where this
'impulse' was appropriate.

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

5531. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 08:11:16 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELRJADUWUP@galaxy.owl.de>
Source record: 174404

In <3crvj4$hpa@insosf1.infonet.net> sinclair@ins.infonet.net wrote:

Oh no, sincrap, not again

>The new Falcon(?) should be using a PowerPC chip not the 680x0 one.

Yeah right, so all programmes are _completely_ incompatible and everything has
to be re-written. Great idea!

--
/Hendr!K/
''~``
(o o)
+---------------------.oooO--(_)--Oooo.------------------+-+
Hendrik Mylius MausNet: Hendrik Mylius @ PB2	P
Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de	G
D-32049 Herford .oooO Phone/Facsimile:	P
Germoney/Earth ( ) Oooo. +49-52 21-85 55 45	!
+----------------------\ (----( )-------------------+-+
_)) /
(_/

5532. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 09:29:34 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-ELRBAFVQ@ttgk.textlitho.nl>
Source record: 174411

In <H.eg.NAMUNGawN6Q@semprini.waterloo-rdp.on.ca> Chris Herborth wrote :

>Yup. As soon as you start swapping, or even just accessing the drive a
>lot (say, during compiles or running something like Windows that hits
>the disk constantly even when it's not swapping), you're losing CPU
>cycles to the IDE transfers, when they should be going to the running
>processes.

Unfortunately, things aren't any better on a Falcon or TT as the processor
just sits and waits until the DMA transfer is over... The IDE in the Falcon
is totally processor driven, just like the PC, but that's the inheritage
of the IDE PC mess.....

Does anyone know if Linux (or the newer versions of Mint) handles SCSI
interrupt driven ?

Gert

--

-- --
Atari TT-Point
-- --

5533. Re: Where is Atari ST emulator?

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 12:02:16 UTC
From: jtace@prometheus.hol.forthnet.gr
Message-ID: <3cuk08$i6d@brigitte.forthnet.gr>
Source record: 174431

L A Boon (L.A.Boon@durham.ac.uk) wrote:
: Could anyone tell me where I can find an ATARI ST emulator for my
: PC? As I'd like to be able to play some of my old games but my STs broken.
: I'd appreciate it if you could mail me directly, thanks.

--
Try out Gemulator..It is a hardware PC Card that emulates nicely Atari St
in any 486 machine. Ask about it at the shops.

****
* ATARI ST 2.5 MB, 1.4 ROM *
* Hardware MacPlus & PC286 Emulator *
* SCSI 210MB HD with RealTime Clock *
*************************** Hawk A4 Scanner & Stylus 800+ Printer *
* Friendly : * Mono & Color Monitors *
* * Zoom 9600/2400 FaxModem *
* Dimitris Souyrmelidis * *
* Athens, Greece * *
*************************** *
* If you want to e'mail me, try out these...: *
* *
* jtace@hol.ath.forthnet.gr *
* jtace@prometheus.hol.forthnet.gr *
****

5534. Re: Simms

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 13:24:02 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <ELRNCCUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 174406

In <3csb73$a8d@bellboy.ucc.uconn.edu> Henrik Kjellsson wrote :

>Is there anyone out there that knows if you (someway) attach 4
>2Mbyte Simms on the Falcon? How?
>
>Thanx
>
Nope, you cannot upgrade to 8 megs on a Falcon, as far as I know.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

5535. Re: New atari machine

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 14:15:16 UTC
From: fvdakker@sterbbs.nl
Message-ID: <28852JLCIXIMRXAHHBU@sterbbs.nl>
Source record: 174446

```
gu>Last year or early this year. Normen Kowalewski moved to Atari
gu>Sunnyvale, the phone number still exists (though you are connected
gu>to Atari Benelux in Rotterdam on Atari's cost), but that's all.

It's in Vianen :-)
Greetings, Frits van den Akker, fvdakker@sterbbs.nl, JFA Software.
Now also avaliable: fvdakker@runner.knoware.nl !!!!

--
|[From]============================================================|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |
```

5536. alt.forsale.atari?

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 14:15:17 UTC
From: fvdakker@sterbbs.nl
Message-ID: <28853KUACLPIDEFNRRO@sterbbs.nl>
Source record: 174447

Hi!

Isn't there a atari-for-sale-usenetgroup?
If not, how difficult is it to make one? (e.g. alt.forsale.atari)
Greetings, Frits van den Akker, fvdakker@sterbbs.nl, JFA Software.
Now also avaliable: fvdakker@runner.knoware.nl !!!!

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

5537. FS: 1040ST/color monitor/printer $175+shipping

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 14:43:57 UTC
From: "Eric R Stephens", "Ph.D." <eric.stephens@cad.gatech.edu>
Message-ID: <3cutfd$gvd@cae.cad.gatech.edu>
Source record: 174429

I would like to sale:

1040 ST 1meg
Atari SC1224 monitor
Star SG-10

$175 + shipping

Please respond by email.

5538. Mailing lists

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 15:05:43 UTC
From: hkjdv93@hermes.hv.se
Message-ID: <3cuuo7$g2c@bellboy.ucc.uconn.edu>
Source record: 174408

Are there any Atari/Mint related mailinglists available? And how do you join them?

Henrik

5539. Re: ST-Review...!! [nearly gone] NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 15:42:52 UTC
From: paul@xciv.demon.co.uk
Message-ID: <787678972snz@xciv.demon.co.uk>
Source record: 174409

In article <cb170.787401582@radley> cb170@city.ac.uk "HALL B J" writes:

> >He would make a good MP. He seemed to avoid most of the questions and I
> >don't think I saw him smile much.
> EXACTLY what I thought?
> - "Trenton, what exactly are your saes figues?"
> - "Well. we'll have to wait until January...blah blah blah"

On the topic of print run certificates, passing the buck or what!

> >Yes, very interesting forum wasn't it. :-)
> Yup, although I think we could've go on for another four hours and
> _really_ talked in some detail about everything that was on peoples'
> minds. :-)

I think so, but then there'd be no show time left...

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC "All is quiet on New Year's Day, a world in white gets */
/* Owner underway" Let me be the first to wish you a... nah. */

5540. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 16:58:49 UTC
From: jonaeson@algonet.se
Message-ID: <3cv5c9$i1j@aristotle.algonet.se>
Source record: 174432
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: If I went out and bought a Falcon today,
: what else would I have to buy with it?

: Everyone seems to have accelerator boards - would I need to buy one as well?

No, not immidiately anyway. A 16 MHz 68030 is roughly 4 times as fast as
an 8 MHz 68000. Personally, I would like an accelerator (who wouldn't),
but so far I haven't seen any that appeal to me. (price, FPU, FastRam)

: Should I use a TV or SVGA monitor or even RGB monitor? I would like a
: standard PC-equivalent resolution of 1024x768x256 colours (all my friends
: have this from scratch, so it's no big thing).

I use both a VGA and an RGB. What you need/want is the key issue here.
VGA: Nicer display (fot your eyes), in some ways higher resolution and
some nice software demands VGA.
RGB: Not so nice display, in other ways higher resolution
(overscan/truecolour), and some nice softs demands RGB.

Best would be if you could get hold of an multisync that could handle
both VGA and RGB signals.

: From what I have heard, it appears that IDE drives are effectively faster than
: SCSI in Falcons - so would I be better off getting a 540 Meg IDE?

Maybe, I'd prefer a SCSI though.
IDE: faster throughput, limited to one 2.5" IDE, unless you get a tower,
faster booting than a SCSI.
SCSI: Slower, more drives. boots slower than IDE. (There is a hack that
corrects that though)
I'm not 100% sure that SCSI is indeed slower than IDE, but it sure looks
that way.

: I also hear that the Falcon has a 2 1/2" drive instead of the "standard" 3 1/5"
: But I can fit one into the Falcon by removing the internal speaker?

Don't think so. Unless you get a tower for your Falcon.

: It has an internal speaker then I presume? What happens if I remove this?
: Would I lose any specific sounds? Or was it just put there in case you bought
: a SVGA monitor without sound? Would I need to hack bits off the computer to
: get this drive in?

Nothing. I've removed it without problems. It's no good anyway, I'd
recommend that you remove it in any case.

: Then do I need to buy (immediately) NVDI, BlowUp (or somethng like that),
: and more RAM ?

NVDI is very nice, I'd recommend it to anyone getting an Atari.
4 meg RAM is sufficient. 1 meg is unuseable. 14 meg very nice.
Get a four meg Falcon, and if you get a accelerator, get some fastram.

: The Falcon memory looks incredibly expensive - does it use "funny"-ram i.e.
: Falcon-only stuff, or can I use "PC" ram (72 pin or whatever) with it?

Falcon has it's own memory-cards. But there are a lot of third-party
simmcards around that you can buy. (100-150 USD is an estimated cost)

: I realise I would be stuck with the keyboard attached to the computer *sigh*,
: but understand that the keyboard is much better than the ST I am using now?

Basically, it is the same keyboard. You can get a detached keyboard from
a Mega or TT and use it with your F030. I've done it.

: So basically, I would like to know:

: Just what would the cost be, after I cover all the hidden (but necessary) costs
: of buying a Falcon? I would dearly love to buy a Falcon, but if it is going to
: end up costing the same as a PC (I can get an Intel 486 dx2/66, 8 Meg, 540 IDE
: enhanced, SVGA monitor 1Meg video ram VESA[or something], soundblaster 16 bit
: stereo, plenty of software free, Borland C++ for the student price -a third
: of the standard retail price] - forgive me if I have missed anything).
: Oh the computer is a Compaq Prolinear btw. (so it's not the cheapest PC).

Depends on what you want. A Falcon 030 4/0 (4 meg no hardrive) is almost
a complete computer. What you would need is a Harddrive and a monitor.

: The PC above would cost (last month's prices): $NZ3800 (about $US2400)
: A Falcon (4 Meg and _NO_ HD, _NO_ monitor...): Approx.$NZ2100 (about $US1324)
: not far off 1/2 price, but that's without a 540Meg HDD ($NZ500 - $US315),
: a monitor (not too sure of the cost), and a whole bunch of software - C,
: an Assembler for the '030 and DSP) and any GFA Basic update for the Falcon.

: Oh yes, and cables too - some monitor cable to attach a Monitor (SVGA or RGB)
: to the Falcon (at least I already have a SCART for a TV) - they usually cost
: a fortune.

You should get one adaptor of your own choice for free with the computer.
Some dealers would want to charge you extra for that, tried it with me.
I declared it a greedy attitude and started to go. I ended up with one
for free. (It doesn't cost very much, maybe 30 USD tops)

: And ignoring the fact that there are a _lot_ of PC dealers in New Zealand - but
: _no_ Atari dealers - this is vital if I want to see software b4 I buy it rather
: than having to try get hold of an illegal copy, just so I can preview it before
: actually buying an official version from overseas!!!

: I'm not trying to convert people to PCs (else I'd be saying this in .advocacy)
: as I myself _love_ ataris. But the problem is - is it really worth buying a
: Falcon? Please give me reason to buy one (next year when I have the money).

Reading all your arguments. I would recommend you to buy a Falcon 4/0
with an RGB-adaptor, and use it with your scart-TV.
Get an external SCSI-drive. (costs a little more, but I prefer SCSI over IDE)
Then, if you have the money, and wish to obtain a VGA-monitor, get it!

Another point is that if you get a SVGA, there's nothing stopping you to
use it with a PC if you decide to buy one at a later point.
(It would lower the cost of the PC). Same goes for simms if you decide to
get one of those simm-cards and so on.

I bought my F030 for the only reason that I like Atari. (I've got a 486
DX2-66 as well). But I've carefully configured my Falcon (and even spent
more money than really needed) to get hardware that I know will be
useable even if I decide to get another computer. (PC/MAC/whatever).
I see that as an investment for the future.
Most of my stuff I can use both with my PC, and my F030. Like harddrives,
monitors, CD-rom, memory, laser-printer, etc.

Anyway, if you like Atari, there is no real reason not to buy it.
Unless, of course, you don't have the moeny, or there is something you
have to be able to do, but can't with an Atari.
Before you decide, think about -why- you like Atari, is it because of the
OS? Easy to program? Any special programs you like? etc
I've got loads of reasons why I like Atari, and even got some as to why I
like PC. There are things I don't like with both. (They do complement
eachother pretty good)

Still, I like my Atari the most, and use it atleast 5 times more than my PC.

Just my opinion!

Regards, Tommy

5541. Re: What is Karl Anders Oygard's address?

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 17:15:48 UTC
From: jonaeson@algonet.se
Message-ID: <3cv6c4$isu@aristotle.algonet.se>
Source record: 174410

Shawn Hargreaves (slh100@unix.york.ac.uk) wrote:
: Does anyone have a (snail mail) address for Karl Anders Oygard (author of
: Protracker ST)? I got a copy of this from a.a.u.e. but the address given
: in the readme file contains some extended ascii Norwegian characters,
: and since I only have access to a unix terminal at the moment they
: get displayed all wrong. Could someone tell me what his address is, or
: alternatively what is the closest ascii approximation to the characters
: 146 and 178 (decimal) in the Atari charset?
: Many thanks.

: Shawn Hargreaves "God is real, unless declared as integer."
: slh100@tower.york.ac.uk --

Tricky question, well, I'll give it a try!

] (A with one dot over it, equates to AA or just an A)
[(A with two dots over it, equates to AE or just an A)
\ (O with two dots over it, equates to OE or just an O)

{ is a with 2 dots
| is o with 2 dots

unfortunately my swedish characters isn't working very well, so I wont be
able to show a non-capital]... :(

The norwegians use the same charset, with one exception.
\ is an O with a line straight through it.
| is an o with a line ....

Hope this helps!

(you can type the adress as correct as possible. The postoffice may be
slow, but the are fairly smart, and will sort possible mis-types out!)

Regards, Tommy

5542. Re: Where is Atari ST emulator?

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 17:59:02 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3cv8t6$17vl@sat.ipp-garching.mpg.de>
Source record: 174434

Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
> Darek Mihocka (darekm@microsoft.com) wrote:

> : The Atari ST emulator for PCs, known as Gemulator 3, is not a free product.

[...]

> IMO, buying a software emulator under such hard competition is like
> buying a toy, you are going to fool around with it for some time and due
> to inusabilty you will forget about it some time later.

Although you are correct that the Gemulator is not the only one Atari ST
emulator, you are incorrect in your assumption that the Gemulator is a
software emulator.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

5543. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 17:59:35 UTC
From: pblagay@crash.cts.com
Message-ID: <D0yvBB.IzC@crash.cts.com>
Source record: 174412
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: t.se> <3ckq20$fbq@acmex.gatech.edu> <3cn1cc$hon@whitbeck.ncl.ac.uk>
: X-Newsreader: CixRead/CixComm

: In message <3cn1cc$hon@whitbeck.ncl.ac.uk>, Craig.Graham@ncl.ac.uk said:

: > Nope, the reason for a 040 accelerator is simply that the 060 is to
: > bloody expensive to buy at the moment (and may remain that way as
: > Apple aren't using it as they have in the past).

: A well designed 040 accelerator is going to blow the Falcon (and TT for
: that matter) away anyway. I'd be surprised if many Falcon owners could
: afford to buy a 060 accelerator. I'm sure many of them would consider it
: just *too* expensive.

: Roland.

: @CiX

I spent some time at a Motorola office here in San Diego, CA. I was told
that the 060 is not very much more than the 040 price wise. Therefore,
there is really not much problems in getting the 060 in place of an 040.
The 060 is bus compatible with the 040, so the 040 type upgrade would be
needed in order to run the 060. This is where the real expense would be,
no the cost of the CPU.

Motorola rules.....

Paul

5544. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 18:06:46 UTC
From: kidd@rockyj.rockefeller.edu
Message-ID: <D0yvnB.D0v@rockyd.rockefeller.edu>
Source record: 174413
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

In article <3chpi7$ncs@tadpole.fc.hp.com>,
Kartik Subbarao <subbarao@concorde.fc.hp.com> wrote:
>In article <19941211.105835.74@mipc-08.brunel.ac.uk>,
>Mark Smith <ee91mds2@brunel.ac.uk> wrote:
>>In article <niteowl-1012941258250001@rusxppp06.rus.uni-stuttgart.de>,
>> niteowl@studbox.uni-stuttgart.de (Werner J. Lilie) wrote:
>>
>>> Note : both files are a mere 18K in size.
>>
>>That makes no difference. It is bad netiquette to post binaries in
>>discussion groups. Also, if you are downloading via a dial-up SLIP link, it
>>takes a while to download 18K, time which the recipient is paying for.
>
>Quit your damn whining. Nobody's putting a gun to your head saying you have
>to read news. Watch more discussion be generated about this than the
>actual innocuous posting!
>
> -Kartik

His point is simply that there is a place for everything and this is not the
place for binaries or green cards. If everybody took yours and the original
attitude Usenet would be an even bigger mess than it is and people who download
news to read it would be penalised.

Simon

5545. Cheap Genlock

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 18:38:02 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3cvb6a$m2r@nntp.Stanford.EDU>
Source record: 174414

Does anyone know where I can get some really cheap Genlock device to hook into my Falcon? I don't care about software or anything - all I want is the "black box". Any leads?

5546. Re: Internet Access With Atar

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 18:40:32 UTC
From: Martin.Stacey@f1.n200.z777.fidonet.org
Message-ID: <133_9412191706@centron.com>
Source record: 174421

Once in roman times colin@cogsci.ed.ac.uk hailed All

> From: colin@cogsci.ed.ac.uk (Colin Matheson)
> Date: Thu, 15 Dec 1994 15:54:10 GMT
>
> In article <afb_9412150701@tor250.org>
> Dan.Dreibelbis@balmybeach.tor250.org (Dan Dreibelbis) writes:
>
>> here's an important question - can one properly access the
>> Internet without having to learn oodles and oodles of syntax with
>> an ST? By this I mean being able to access the Usenet, download
>> files, leave messages, etc.
>
> A recent ST Format mag (November, I think) had an article on using
> Ataris on the net. I leant my copy to someone, so I'm not sure
> exactly what it recommended - everything looked pretty
> straightforward, though.

NOS will allow you to use a service provider like Demon in the UK to
FTP, Newsgroups and Email all from the comfort of your ST.

An archive containg all you need to get going (apart from an account) was doing
the rounds on BBS's sometime ago so is probably available at a boardor ftp site
near you.

/\

Martin Stacey Chameleon BBS
mas@cbbs.centron.com +44 (0)1454 881095

Walu Software developing QBBS ST and HoloQwk

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|Fidonet: Martin Stacey 777:200/1
|Internet: Martin.Stacey@f1.n200.z777.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

5547. Re: Help Please Modems

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 18:52:00 UTC
From: Martin.Stacey@f1.n200.z777.fidonet.org
Message-ID: <134_9412191706@centron.com>
Source record: 174422

Once in roman times jwg3@aber.ac.uk hailed All

> From: jwg3@aber.ac.uk (JOHN WILLIAM GLAZEBROOK)
> Date: 15 Dec 1994 17:15:32 GMT
>
> Hi there,
>
> My brother is interested in getting stuff from the net, he's
> got an STE with 1 Mbyte of ram (i think ...) and I have a number
> of questions to ask you guy's on his behalf :-
>
>
> one: what type of modems are you using, can you recomend
> one? Do they all come with revelent S/W ?

Supra V32bis and a Hayes Optima 288 niether of which came with software for the ST. There are plenty of terminal programs around if your brothers intention is to access the net via a bbs system but if he's going to opt for a slip account with the likes of demon in the UK then he has only one option (as far as I know) and thats the NOS package.

It can be a bit of a pig to set up if its his first attempts at comms but does yield some benifits in the long run.
#

> two: is there a good ftp site for atari software and utilities ?

Hensa has a good selection but its not the only one.

> three : are you linked up to Deamon or the such to get this News
> service (being on a SunSparc these trivial matters of how
> i actually get the services don't bother me ;))

I have a demon account which I access using an ST, I also have an indirect link via a BBS system but that is limited to mail only.

> four : can he get S/W to get mosaic, or is it too slow and a waist
> of time?

I know of none but I don't know it all and would be delighted to have someone say I was wrong and tell me where to get it :-)

> five : how much is this all going to cost .....

Difficult to answer ... Demon will set him back about 12 quid a month plus an intial joing fee of IIRC 25 quid. Phone bill on top of that but no surcharges for online time or use of local access points.

> six : what modem protocols do you have to comply to ?

The modem/comms standards available for him to use will be dictated by the service provider he chosses to use. Generally buy the fastest modem he can afford, something that will do V32bis but V.FC or V#$ if he can stretch to it. Most of the UK service providers currently support speeds to V32bis with faster speeds being in the minority but they will IMO offer V.FC and or V34 soon.

> Realy what would be a great help, is a detailed description of
> how you're doing it, so I can pass on the info.

I can access Demon on the ST using a Hayes modem and NOS

The file STNET100.ZIP contains all he needs to get him going for ftp, mail and newsgroups via demon. Its a big archive, approx 1.2MB and available from my BBS and no doubt others to.

/\

Martin Stacey Chameleon BBS
mas@cbbs.centron.com +44 (0)1454 881095

Walu Software developing QBBS ST and HoloQwk

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|Fidonet: Martin Stacey 777:200/1
|Internet: Martin.Stacey@f1.n200.z777.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

5548. Re: A new world order ...and it's crap

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 19:08:32 UTC
From: Martin.Stacey@f1.n200.z777.fidonet.org
Message-ID: <135_9412191706@centron.com>
Source record: 174424

Once in roman times odonnllb@vax1.tcd.ie hailed All

> From: odonnllb@vax1.tcd.ie
> Date: Thu, 15 Dec 1994 11:32:39 GMT
>
> I've just got the january issue of ST Format, I assume after
> everybody in the UK, and the back page makes interesting reading.
> Does anyone else agree that Trenton Webb is indicating displeasure at
> the takeover by Pearsons?
> Brian O'Donnell
> TCD Library
> odonnllb@vax1.tcd.ie

Hasn't Trenton left ?
Wether or not that was an outward sign of the percieved displeasure
at the pearsons takeover I know not and Trenton probably not about to tell us,
or is He..... ?

/\

Martin Stacey Chameleon BBS
mas@cbbs.centron.com +44 (0)1454 881095

Walu Software developing QBBS ST and HoloQwk

\/
--
|Fidonet: Martin Stacey 777:200/1
|Internet: Martin.Stacey@f1.n200.z777.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

5549. Re: Need Advice on Atari Files within a PC!!!! Please!!! :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 19:09:12 UTC
From: Martin.Stacey@f1.n200.z777.fidonet.org
Message-ID: <136_9412191706@centron.com>
Source record: 174425

Once in roman times P.I.Williams@derby.ac.uk hailed All

> From: P.I.Williams@derby.ac.uk (Pete Williams)
> Date: Tue, 13 Dec 1994 09:14:58 +0000 (GMT)
>
> Greetings.
>
> I've been asked to download some files of the internet for a friend
> who has just acquired an old atari st to use with his midi
> keyboards. Problem is, I use a PC at work to do all my
> downloading!! Is there a program (on the PC of course) anyone
> knows of to enable me to format and write to a Atari ST disk??
> Also, know any good places for Midi related ST files????
>

Format the discs on the PC and 720K DD DS and the ST will happily read/write to
them. Alternativley if the ST in question has the later TOS versions it can
format a disc to MSDOS format.

Or thirdly use something like FCopy III on the ST again to format the disc to
msdos format.

/\

Martin Stacey Chameleon BBS
mas@cbbs.centron.com +44 (0)1454 881095

Walu Software developing QBBS ST and HoloQwk

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--
|Fidonet: Martin Stacey 777:200/1
|Internet: Martin.Stacey@f1.n200.z777.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

5550. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 19:42:06 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <129605@cup.portal.com>
Source record: 174436
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article: <3cn1ff$i9g@news.nevada.edu>
gaghon@nevada.edu (GEORGE GAGHON) wrote:
>The PowerPC is not a 32bit processor. It has 64bit data/32bit address and
>32 64bit general registers and 32 64bit float registers... The only thing
>32bit about it is the address bus....

Actually the PowerPC has two versions of its architecture: 32 bit and 64 bit.

The currently available chips (601, 603, and 604) are all the 32 bit
architecture (32 32bit general registers and 32 64bit floating registers
^^^^^^^^^^^^^^^^^^^^^^^^^^
with a 32 bit effective address, a 52 bit virtual address, and 32 bit
physical address.

The only chip announced so far that implements the 64 bit architecture
(the 620), isn't available yet. It DOES provide 32 64bit general registers
and 32 64bit floating registers with a 64 bit effective address, an 80 bit
virtual address, and a 64 bit physical address.

So while the PowerPC does have a 64 bit version of its architecture, MOST
PowerPCs that will be sold will be the 32 bit architecture.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
technology, n. domesticated natural phenomena

5551. If you have a FAX, why not use it?

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 19:42:35 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3cvevc$dll@usenet.INS.CWRU.Edu>
Source record: 174415
Cross-posted to: rec.games.video.atari,alt.games.lynx,comp.sys.atari.st,comp.sys.atari.advocacy

Everyone knows that FAXING is much cheaper than sending mail through the U.S. postal service. Also, a lot of people have FAX modems and FAX software for their PCs...

So if you are interested in seeing some of these companies making games for the Jaguar, why not FAX them and let them know? The FAX number has been included for each of these companies.

Capcom USA Inc.
LucasArts Entertainment Co.
NovaLogic
Virgin Games
Spectrum Holobyte
Psygnosis
MicroProse

>>>>>>>>>>>>>>>>>>>>>>> Capcom USA INC. <<<<<<<<<<<<<<<<<<<<<<<

Capcom is known for producing the Street Fighter II series of games. The company is also known for producing games such as The Great Circus Mystery Starring Mickey & Minnie Mouse, Demon's Crest, and Saturday Night Slam Masters. The company also does conversions of popular titles such as Wizardry V and Eye of the Beholder.

Super Street Fighter II Turbo is second only to Mortal Kombat II on the most wanted games for the Jaguar CAIN Newsletter listing. If the game existed for the Jaguar, it would no doubt sell a lot of Jaguars. But Capcom is not making Super Street Fighter for the Jaguar and no plans have been announced to do so in the near future.

The strange thing is that Capcom is making Super Street Fighter II Turbo for the 3DO platform. The game will even have better graphics than that on the SNES and Genesis. But this only means that if Capcom will make a version of SSFIIT for a much higher-priced system than there is a chance that the company will be willing to make a Jaguar version.

The mailing address for Capcom USA Inc. is:

Scott Smith
Product-Development Coordinator
Capcom USA Inc.
475 Oakmead Parkway
Sunnyvale, CA 94086

The following is a list of things in which you may want to say in your letter to Capcom USA Inc.:

Mr. Smith,

1) How much you enjoy Street Fighter at the arcades.
2) How you like the games that Capcom makes.
3) How you enjoy the Atari Jaguar.
4) How you think the Atari Jaguar is the only game system that will do the game justice.
5) How you will run out and get Super Street Fighter II Turbo for the Jaguar as soon as it is released.
6) Thank you to Mr. Smith for reading your letter and for considering making Super Street Fighter II Turbo for the Jaguar.

You may also want to FAX Capcom USA by the phone number: 408/774-3995. But sending mail through the U.S. Postal Service may prove to be more successful.

>>>>>>>>>>>>>>>>>>> LucasArts Entertainment Co. <<<<<<<<<<<<<<<<<<<

LucasArts is famous for making games based on popular movies. The company has also has several popular titles out for the PC. Some of these titles are: Star Wars Rebel Assault, X-Wing, Indiana Jones and the Fate of Atlantis, Monkey Island 2: Le chuck's Revenge, and Day of the Tentacle. And LucasArts also has the rights to BallBlazer which is still a popular game and enjoyed by many.

The mailing address for LucasArts is:

LucasArts Entertainment Co.
LucasArts Games Division
P.O. Box 10307
San Rafael, CA 94912

The following is a list of things in which you may want to say in your letter to LucasArts:

Dear Sir or Madam,

1) How much you enjoy LucasArts games.
2) How much you enjoy the Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games you would love to see on the Jaguar (choose two or three LucasArts games).
5) How you believe LucasArts games would be fantastic on the Atari Jaguar.
6) How you will run out and buy LucasArts games when they are made for the Jaguar.
7) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX LucasArts by the phone number: 415/721-3344.

>>>>>>>>>>>>>>>>>>>>>>>>>>>> NovaLogic <<<<<<<<<<<<<<<<<<<<<<<<<<<<

NovaLogic is known for its high-quality games on the PC. The president and CEO, John Garcia makes sure each game title released is of the highest quality. NovaLogic is known for producing Comanche: Maximum Overkill (a game title that rated high on the Most Wanted Games for the Jaguar listing from CAIN Newsletter). The company also produced WolfPack (a submarine simulator) and UltraBots. The latest and greatest game from NovaLogic is Armored Fist. This game is highly praised by reviewers that have seen it.

John Garcia is interested in producing modem games and networking games in the future. NovaLogic's games would be a great addition to the Jaguar game library.

The mailing address for NovaLogic is:

John Garcia, President
NovaLogic
19510 Ventura Blvd.
Suite 200
Tarzana, CA 91356

The following is a list of things in which you may want to say in your letter to NovaLogic:

Dear Mr. Garcia,

1) How much you enjoy NovaLogic games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple of NovaLogic games).
5) How you believe that NovaLogic games will be even more fantastic when using the graphics and sound capabilities of the Jaguar.
6) How you would like to see NovaLogic games that use the Jaguar voice-modem and networking capabilities.
7) How you will run out and buy NovaLogic games when they are produced for the Jaguar.
8) Thank Mr. Garcia for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX NovaLogic by the phone number: 818/774-0684. Please consider writing NovaLogic through the U.S. mail first and then FAX NovaLogic.

>>>>>>>>>>>>>>>>>>>>>>>>>>>> Virgin Games <<<<<<<<<<<<<<<<<<<<<<<<<<<<

Virgin Games is already a Jaguar developer, so this letter is mainly to thank the company and to encourage them to make more titles for the Jaguar. Virgin is suppose to be making Cannon Fodder, Demolition Man, and

Dragon for the Jaguar. The company is also planning to make a CD-ROM game called Creature Shock for the Jaguar.

Virgin Games is known for making a popular PC CD-ROM game called: The 7th Guest. It has also made Land of Lore, Dune II, and Indy Car Racing. It will also be releasing 11th Hour and Command & Conquer for the PC soon.

The mailing address for Virgin Games is:

Virgin Games
18061 Fitch Avenue
Irvine, CA 92714

The following is a list of things in which you may want to say in your letter to Virgin Games:

Dear Sir or Madam,

1) How you enjoy Virgin Games' games.
2) How much you enjoy the Atari Jaguar.
3) How you are really happy that Virgin Games is making games for the Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see other popular games such as The 7th Guest (and name a few) besides the ones the company is already making for the Jaguar.
6) How you would like to see the Jaguar modem and network features used in Virgin Games' software (OPTIONAL).
7) How you will run out and buy Virgin Games' games when they are produced for the Jaguar.
8) Thank you to the person for reading your letter and for producing games for the Jaguar.

You may also want to FAX Virgin Games by the phone number: 714/833-8717.

>>>>>>>>>>>>>>>>>>>>>>> Spectrum Holobyte <<<<<<<<<<<<<<<<<<<<<<<

Spectrum Holobyte is famous for their Falcon flight simulator game. The game can even be played through the modem on PCs. Spectrum Holobyte has just released Fields of Glory and is rumored to be working on Falcon 4.0.

Modem games is something that a game system must have if it will be successful in the future. And Spectrum Holobyte is well-known for their modem games. Falcon 4.0 sounds like it would be perfect for the Jaguar.

The mailing address for Spectrum Holobyte is:

Barry J. Folsom, President
Spectrum Holobyte

2490 Mariners Square Loop
Alameda, CA 94501

The following is a list of things in which you may want to say in your letter to Spectrum Holobyte:

Dear Mr. Folsom,

1) How much you enjoy Spectrum Holobyte games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) How you would like to see Falcon 4.0 with voice-modem and networking capabilities on the Jaguar.
5) How you would like to see Fields of Glory and other Spectrum Holobyte games for the Jaguar.
6) How you believe Spectrum Holobyte games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Spectrum Holobyte games when they are produced for the Jaguar.
8) Thank Mr. Folsom for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX Spectrum Holobyte by the phone number: 510/522-2138. But please keep in mind that sending a letter through the U.S. Postal Service may be more effective.

>>>>>>>>>>>>>>>>>>>>>>>>>> Psygnosis <<<<<<<<<<<<<<<<<<<<<<<<<<

Psygnosis is a well known producer of video games. A few of Psygnosis' popular games are Microcosm, Shadow of the Best II, and Puggsy. A recent game is Hexx: Heresy of the Wizard. TThe company has also done Lemmings.

The mailing address for Psygnosis is:

Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139

The following is a list of things in which you may want to say in your letter to Psygnosis:

Dear Sir or Madam,

1) How much you enjoy Psygnosis games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple of Pysgnosis games).
5) How you believe Psygnosis games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Psygnosis games when they are produced

for the Jaguar.
7) Thank the person for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX Psygnosis by the phone number: 617/497-6759.

>>>>>>>>>>>>>>>>>>>>>>>> MicroProse Inc. <<<<<<<<<<<<<<<<<<<<<<<<

MicroProse is already developing Jaguar games so this letter will be mainly to thank MicroProse and encourage the company to make more of their games for the Jaguar. MicroProse is supposedly making Grand Prix, Gunship 2000, and possibly Star Trek: The Next Generation game. But MicroProse has made a lot of fantastic games for the PC that should really be made for the Jaguar. These include: World Circuit, Fleet Defender, Master of Orion, and Civilization. Civilization has already been made for the Falcon030 so it may not be too hard to convert the game to the Jaguar. Since Jaguar can save games on cartridge, it may be possible to make Civilization on the Jaguar. MicroProse is also making Across the Rhine, Colonization, and Masters of Magic.

MicroProse is indeed a very good company to have making Jaguar games. The quality has always been good and it would be nice for the company to make a lot of their games for the Jaguar.

The mailing address for MicroProse is:

Ronald J. Bueche, CEO
MicroProse Inc.
180 Lakefront Dr.
Hunt Valley, MD 21030-2245

The following is a list of things in which you may want to say in your letter to MicroProse:

Dear Mr. Bueche,

1) How much you enjoy MicroProse games.
2) How much you enjoy your Atari Jaguar.
3) How you are really glad that MicroProse is making games for the Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see other popular games besides Gunship 2000 and Grand Prix be made for the Jaguar (name a few of your favorite MicroProse games).
6) How you would like to see the Jaguar voice modem and network capabilities used in MicroProse games. (OPTIONAL)
7) How you will run out and buy MicroProse games when they are produced for the Jaguar.
8) Thank you to Mr. Bueche for reading your letter and for making games for the Jaguar.

You may also want to FAX MicroProse at the phone number: 410/771-1174.
But only FAX MicroProse if you do not have time to mail the letter or if
you have already sent mail to the company.

********** THANK YOU! **********

--

5552. Re: Speedo fonts

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 22:23:48 UTC
From: dba@jet.uk
Message-ID: <1994Dec17.222348.14769@jet.uk>
Source record: 174416

In <787585284snz@chowgar.demon.co.uk> smoore@chowgar.demon.co.uk (Simon Moore) writes:

>Are there any fonts available for Speedo in the public domain. I've got
>version 4.2 so I can't use True Type ones.

>Thanks.

The X11 distribution has some which work with speedo 4.2 they are:
73994 Jun 16 1992 font0419.spd
73570 Jun 16 1992 font0582.spd
74266 Jun 16 1992 font0583.spd
73686 Jun 16 1992 font0611.spd
59472 Jun 16 1992 font0648.spd
61214 Jun 16 1992 font0649.spd
59460 Jun 16 1992 font0709.spd
61065 Jun 16 1992 font0710.spd

font0648.spd -bitstream-charter-medium-r-normal--0-0-0-0-p-0-iso8859-1
font0649.spd -bitstream-charter-medium-i-normal--0-0-0-0-p-0-iso8859-1
font0709.spd -bitstream-charter-bold-r-normal--0-0-0-0-p-0-iso8859-1
font0710.spd -bitstream-charter-bold-i-normal--0-0-0-0-p-0-iso8859-1
font0419.spd -bitstream-courier-medium-r-normal--0-0-0-0-m-0-iso8859-1
font0582.spd -bitstream-courier-medium-i-normal--0-0-0-0-m-0-iso8859-1
font0583.spd -bitstream-courier-bold-r-normal--0-0-0-0-m-0-iso8859-1
font0611.spd -bitstream-courier-bold-i-normal--0-0-0-0-m-0-iso8859-1

so try your friendly unix sysadmin 8-)

dennis
--

_. .______________________. .____
_| |___. .__. ._____. .___| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 1235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5553. Re: Problems w/ Obsession on coverdisk

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 22:50:00 UTC
From: michael.brunnstrom@toxic.ct.se
Message-ID: <ftn_2.204.428.11_2c00debc_Michael.Brunnstrom@ct.se>
Source record: 174109

Hi Andrew Lonsdale, how are you

15-Dec-94 18:35, Andrew Lonsdale wrote to All
Subject: Re: Problems w/ Obsession on coverdisk

AL> From: lonsdale@acri.fr (Andrew Lonsdale)

AL> It works OK on my MegaSTE 2M but I have no score board.
AL> This is interesting because the mag invites you to send
AL> in your highest score!
AL> Andy

Hmmm... you don't see a scoreboard, is it totaly black below the table
or is the bottom of the table at the bottom of the screen on your monitor?
What I wonder is are there space between the table and the screen for a 32
pixels height score board?

Greetings from Michael Brunnstrom

5554. Re: alt.forsale.atari?

Newsgroup: comp.sys.atari.st
Date: 1994-12-17 23:36:11 UTC
From: Lexicor@world.std.com
Message-ID: <D0zAwC.Asn@world.std.com>
Source record: 174417

In article <28853KUACLPIDEFNRRO@sterbbs.nl>, <fvdakker@sterbbs.nl> wrote:
>
>Hi!
>
>
>Isn't there a atari-for-sale-usenetgroup?

No there isn't, not sure if there is enough interest for one.

Comp.sys.atari.forsale would be the logical group, alt newsgroups are
not always accepted but they are very easy to create, I don't suggest
creating alt newsgroups though as they are afterall "alternative" and
not every sysop likes to have them either.

Cheers

5555. Converting J-Pegs....

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 00:28:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3cvvml$qi4@golem.wcc.govt.nz>
Source record: 174418
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I know you can use Gemview and Speed of Light to convert
J-Pegs, but what about JPEG5BIN..

But is the JPEG5BIN better, or do I get better results using
Gemview, or Speed of Light...??

I would like to convert them to what ever standard that works best
with Photochome 4 and a STE....

Does TARGA give better results with Photochome 4....

Thanks.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5556. Re: Marpet Ram Xpander

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 00:36:05 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0zDo6.GxA@cix.compulink.co.uk>
Source record: 174419

In message <jrote-131294195206@rop22.mhs.mendocino.k12.ca.us>,
jrote@mhs.mendocino.k12.ca.us said:
> a while back I was reading about a company called Marpet (?) who was
> developing a RAM expansion card for the ST line. Sapose to give us
> something like 12 meg total. Well I am one of the lucky ones who
> has a Mega 4 STE and they were, so I was told, working on this ram
> expansion for this model. Well anybody know what happened and how
> to contact these Marpet people? I need more RAM!

I met someone once who had a Marpet 12Mb expansion in his MSTE. Apparently
it is very good - but not made anymore (or so he told me) :-(

This expansion came in several models with a different one for the STE than
the MSTE one. I never did determine why there was a difference. AFAIK the
standard STE model is still available.

I only have a UK phone number for them: 01423 712600

Roland.

@CiX

5557. How to read Atari disks on a PC?

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 01:54:15 UTC
From: jgyip@mailbox.syr.edu
Message-ID: <jgyip.4.00D735A3@mailbox.syr.edu>
Source record: 174362

I have a number of DSDD disks formatted by my Atari 1040ST-F containing files which I would like to read with my IBM-compatible PC. I am unable to use my Atari for this, since its monitor seems to have died.

I understand that the difference in format between an Atari-formatted DSDD and an IBM-compatible disk is small, and that an Atari-formatted disk can even be changed to be readable by an IBM-compatible with a few changes with a sector editor. Does anyone know the way in which this is done? Or any other way to recover the files from the disks?

If this is a Newbie question, please excuse it, but I couldn't find a FAQ for the Atari-ST, and I couldn't find the answer to this problem in other postings.

Thank you,
John Yip

5558. Re: Bad News

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 02:02:01 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3d056p$cft@usenet.INS.CWRU.Edu>
Source record: 174420

In a previous article, hutch@ilmen.lanl.gov (Hutch) says:

>I just heard last night that 'Gadgets by Small, Inc.' has declared bankruptcy.
>
>I have no other information to share about their situation other than to say
>I'm really sad to see this happen. It is a drastic measure to take and I can
>only wish Dave and Sandy Small the best in any of their future endeavors.
>

This isn't good news. But Dave Small had a lot of problems since his boy
was hit by a car. I'm pretty sure that is what happened to his son.

I'm surprised he declared bankruptcy. I guess he had a lot of bills that
weren't getting paid.

He should put the Spectre code on disk and then have it accessed through
the Gemulator on a PC. PC users will be able to at least run some of Mac
software...

Len

--

5559. for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 02:55:15 UTC
From: kim@kenyon.edu
Message-ID: <1994Dec17.215515.8528@kcvax1>
Source record: 174423

For sale: atari rgb monitor, atari st computer, disk drive,mouse, all cables-
ready to work right out of the "box". Asking $125+shipping or make a
reasonable offer. E-mail at above address.

5560. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 03:19:05 UTC
From: Andrew Ruth <aruth@delphi.com>
Message-ID: <hYx3-uR.aruth@delphi.com>
Source record: 174426

How about having the computer take ide disk drives and other ibm clone parts so people can upgrade at a lower price. try to make it more part compatable with the clone out there.

5561. **FOR SALE: SX212 MODEM**

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 05:25:32 UTC
From: chipdancer@aol.com
Message-ID: <3d0h4c$gk5@newsbf01.news.aol.com>
Source record: 174353

I have an Atari SX212

5562. **FOR SALE: SX212 MODEM**

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 05:30:26 UTC
From: chipdancer@aol.com
Message-ID: <3d0hdi$gme@newsbf01.news.aol.com>
Source record: 174354

Sorry, I messed up my last post. I have an Atari SX212 1200 baud modem for sale. It is in great condition and has the power supply and original manual. I will consider any REASONABLE offer plus shipping.
Please reply to: dginbey@tenet.edu

Thank you.
Damon

5563. Re: If you have a FAX, why not use it?

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 05:41:47 UTC
From: ah499@cleveland.Freenet.Edu
Message-ID: <3d0i2r$pi1@usenet.INS.CWRU.Edu>
Source record: 174450
Cross-posted to: rec.games.video.atari,alt.games.lynx,comp.sys.atari.st,comp.sys.atari.advocacy

Len Stys (aa399@cleveland.freenet.edu) replies:

>John Daniels (ah499@cleveland.freenet.edu) replies:
>
>>JEEZUS KEY-RISTE!!!!
>>
>>Len - this isn't the goddam Atari newsgroup: this is the Lynx group. If I
>>wanted to read about the Write a Letter for Jag-ware of the Month I'd read it
>>on purpose from a properly titled posting.
>>
>>I hate to have to sit through so many screens of unwanted text scrolling by.
>>
>>Give us a fukkin break.
>>

>Oh, C'mon John. Now don't tell me that you don't have paging on! Who
>reads messages without paging?

I have paging on but if I figure an article will be short and something I'm interested in I hit an uppercase "N" and let the message scroll by. I'm a fast enough reader that I can usually catch all I need as it flies by and if not I'll use my scrollback buffer to review it. Much less trouble than having to hit SPACE at the end of each screen.

>All you have to do is press "q" after the first page if you don't want
>to read it anymore. It is THAT simple!

The simplest would be to either keep non-Lynx related posts out of this newsgroup or make it known in the subject line that it's about the Jag. The purpose of the different newsgroups is to segregate the postings according to the reader's interests. Why not respect that?

>I don't know if you have noticed or not, but the Lynx -is- an Atari
>product so alt.games.lynx is an Atari newsgroup. Some people don't
>check out the other newsgroups and own a Jaguar.

It's an Atari *LYNX* newsgroup. "Lynx" is a subset of Atari. "Atari" is not a subset of Lynx. It has no more business there than a Mac posting would have in the Apple II newsgroup.

If you think that there are some stray Jag owners lost in alt.games.lynx why don't you just make a post guiding them to rec.games.video.atari instead of trying to move rgva here.

>I'm going to be releasing a Lynx Letter Writing Campaign next month and
>I'm going to post it in the Jaguar newsgroup too! If you don't like

>that, tough! <g>
>
>Len

Actually I don't like it. <no_g> There's too much crossposting-anarchy already and I hate to see anyone contributing to it, even for a cause that I'm sympathetic to.

BTW -in case you don't remember- we met at the Chardin Atarifest. I have 3 Lynx in the house with about 40 titles, a Jag with 6 titles and well over 300 titles for my Atari 2600 and 7800. I'm not anti-Atari by any stretch of the imagination. I just think that newsgroups should be respected.

John Daniels
ah499@cleveland.freenet.edu

5564. Converting J-Pegs....

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 05:52:12 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <7be_9412172322@genesplicer.org>
Source record: 174430

In a message of 18 Dec 94 00:28:05, Roger Sheppard. wrote:

RS> But is the JPEG5BIN better, or do I get better results using
RS> Gemview, or Speed of Light...??

I've never seen JPEG5BIN, but JPEG4BIN and Speed of Light appear to produce the same quality GIFs, but SoL is _much_ faster. I'm not sure about GEM-View, because I'm not registered (nor do I want to be).

5565. JPEG5

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 05:52:45 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3d0ind$t5m@golem.wcc.govt.nz>
Source record: 174355
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just had a play with JPEG5, gee what a problem to get it to run,
very bad Doc's...

Problem is none of the output files GIF/TGA will work with Photochrome 4,
do I need any more that 2 megs to use this program, the file JPG
that I was using was OK when converted with Speed of Light, and then viewed
with Photochrome 4...???

The GIF file that came from JPEG5 just locked up Photochrome 4, and the TGA
file just gave a garbled screen...

Any clues...???

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5566. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 05:55:43 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3d0isv$t5m@golem.wcc.govt.nz>
Source record: 174356

In article <hYx3-uR.aruth@delphi.com>, Andrew Ruth <aruth@delphi.com> writes:
>How about having the computer take ide disk drives and other ibm clone
>parts so people can upgrade at a lower price. try to make it more part
>compatable with the clone out there.

Yes I do aggree, just bye a PC clone, that would be far simpler..

IDE is not the way to go, SCSI II is the same price here, there are far more
things that are SCSI than IDE....

Real systems use SCSI not IDE.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5567. Message for Griff...

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 06:25:03 UTC
From: stuart@cs.ualberta.ca
Message-ID: <3d0kjv$qgg@scapa.cs.ualberta.ca>
Source record: 174360

I read somewhere that the next version of falconplay you do will have
S3M support! I sure hope so! When are you planning on releasing it? I'm
really looking forward to it, as you can tell.. ;)

Dave.

--
\o/\o/\o/\o/ \o/\o/\o/\o/				email:stuart@amisk.cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
< \< \< \< \/ \ / \/ >/ >/ >/ >	/	\ http://ugweb.cs.ualberta.ca/~stuart

5568. Re: What's the latest version of Mark Williams C?

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 06:29:51 UTC
From: saj@chinet.chinet.com
Message-ID: <D0zu1r.EHJ@chinet.chinet.com>
Source record: 174374

In article <D0ovG6.7Gs@nntpa.cb.att.com>,
03172-gasteren <evgaster@hvsae01.ns-nl.att.com> wrote:
>selick@acs2.bu.edu wrote:
>
>: I just got a 1040STF and it came with Mark Williams C v2.1.7 with a 3.0.6
>: update set. Is there a newer version available? Are there any files I should
>: know about - pd libraries, must have accessories, etc.? Will it work with
>: Mint, and can I use the pd mint libraries?
>
>I use 3.0.5. There is a 3.0.9 but as far as I know no newer version
>beyond that.

I used to bother the Mark Williams folks pretty regularly. They told me
that all the 3.0.x versions were the same binary. The last digit tells
them stuff about what distribution channel it went through, and what extras
came along with it.
Steve

5569. Atari ST for sale-- pretty cheap.

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 07:04:45 UTC
From: toddya@aloha.com
Message-ID: <3d0mud$47@mango.aloha.com>
Source record: 174372

I have to clean the house a bit.. thus I have an Atari ST for sale.

Atari 520ST 512K Ram (the original unit with TOS in ROM of course)
Future Systems External DoubleSided Disk Drive
Atari Color RGB Monitor SC1225.

$175.00 + shipping.

I will split half of the shipping.. Figure about $25 or so.. Includes
quite a few programs (games mainly).

The Atari RGB monitor will hook up to the Jaguar since its scans the
appropriate scan rate.

If you are interested please leave me mail! I will split up the package
(the unit/fdd and the monitor) separately if I must.

thanks!

5570. Connect capture buffer questions

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 08:18:21 UTC
From: hallvart@ifi.uio.no
Message-ID: <3d0r8d$ie3@holmenkollen.ifi.uio.no>
Source record: 174433

I've been using "STorm" for a while now, communicating on the net, until
I started getting problems with the 7up text editor. I have never had
problems with it before, but all of a sudden as I was writing it would
freeze the program, so I'd lose all my hard work. I suspec Storm to have
some bug in it, since someone else also had the same problem.

Well, I've started using Connect, which impresses me to say the least!
The problem is that I don't know how to use it that well, and I'm wondering
about the capture buffer.
In STorm I used to switch between the terminal screen and the capture
buffer, to copy/paste filenames etc. that had already scrolled past.
Can I do this in Connect? I also used it as a form of offline reader,
reading all my new email online, and offline I would just reply to what I
re-read from the capture buffer.
Can I do this as well in Connect?
If not, how should I cope with this? I seem to remember seeing somewhere
taht there was an accessory that captured everything that happened online.
Any help appreciated.
Thanks.

Hallvard, Oslo, Norway

5571. Re: If you have a FAX, why not use it?

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 09:01:51 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <3d0tpv$1r5@usenet.INS.CWRU.Edu>
Source record: 174435
Cross-posted to: rec.games.video.atari,alt.games.lynx,comp.sys.atari.st,comp.sys.atari.advocacy

In a previous article, ah499@cleveland.Freenet.Edu (John Daniels) says:

>
>Len Stys (aa399@cleveland.freenet.edu) replies:
>
> >John Daniels (ah499@cleveland.freenet.edu) replies:
> >
>>>JEEZUS KEY-RISTE!!!!
>>>
>>>Len - this isn't the goddam Atari newsgroup: this is the Lynx group. If I
>>>wanted to read about the Write a Letter for Jag-ware of the Month I'd read it
>>>on purpose from a properly titled posting.
>>>
>>>I hate to have to sit through so many screens of unwanted text scrolling by.
>>>
>>>Give us a fukkin break.
>>>
>
> >Oh, C'mon John. Now don't tell me that you don't have paging on! Who
> >reads messages without paging?

Ah, John, please do not post my private e-mail to you publicly without my
permission. Thank you. If you post a message on this newsgroup, I will post
a response. If you send me a private e-mail, I respond to you in private
e-mail, I think it is wrong to all of a sudden go public with my message and
respond to it publicly. For someone complaining about how public newsgroups
are used, you got a lot to learn!

Len
>
--

5572. Re: How to read Atari disks on a PC?

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 09:25:22 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELSVEEVEUp@stingray.manawatu.gen.nz>
Source record: 174371

```
>I understand that the difference in format between an Atari-formatted
>DSDD and an IBM-compatible disk is small, and that an Atari-formatted
>disk can even be changed to be readable by an IBM-compatible with a few
>changes with a sector editor. Does anyone know the way in which
>this is done? Or any other way to recover the files from the disks?
>

I used to use disk formatted to 828K with no problem from Windows & DOS
on a PC. There were a couple of PCs which wouldn't read the disks, but
90%, if not more, of them worked fine - so I can't see why you would have
to modify them.

Perhaps if you try a couple of PCs??? Maybe one of them will work for you.

Richard.

--
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
```

5573. Re: 2 CD-ROMs to Falcon? DSP-compression??

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 10:02:13 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D103vp.9z7@cix.compulink.co.uk>
Source record: 174437

Gasteiner in the Uk are advertsing an IDE CDROM cartridge for 5GBP including software. Works with Sony CDU33a, Mitsumi LU005/FX001/FX001D.

Software apparantly supports Mode 1-cds, photo cd & digital auio cd (It says). PSU & case for a SONY drive is 69GBP and the drive 99GBP.


```
+------------+--------------------------+--------------------------+
|Iain Laskey |ilaskey@ix.compulink.co.uk | |
+------------+--------------------------+--------------------------+
|Techno Junky - Atari Falcon/2600/PC/CD-ROM/Laserdisk/Dolby Prologic |
+-------------------------------------------------------------------+
```

5574. Re: Marpet Ram Xpander

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 10:02:15 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D103vr.9zs@cix.compulink.co.uk>
Source record: 174438

Try marpet on marpet@cix.compulink.co.uk.

```
+------------+--------------------------+--------------------------+
|Iain Laskey |ilaskey@ix.compulink.co.uk | |
+------------+--------------------------+--------------------------+
|Techno Junky - Atari Falcon/2600/PC/CD-ROM/Laserdisk/Dolby Prologic |
+--------------------------------------------------------------------+
```

5575. JPEG Binary Bugs...

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 11:16:35 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3d15mj$2a4@golem.wcc.govt.nz>
Source record: 174385
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

JPEG5 that I found on tu-berlin, does not work at all,
the GIF output file was stuffed, also you can't run it
from the desktop, due to the command line case bug, you need
a shell or Neodesk...

Was this case bug every fixed in TOS....??

I also ran the Julian Reschke port JPEG4, this produced
a working GIF runing from the desktop, the command line
is not the same as JPEG5, but I had to run JPEG4 from
the root as it could not find the files when in a directory,
unless you gave it a explicit path...

JPEG5 needs a > between the in/out file, JPEG4 does not...

So what is the lestest version of the JPEG source files,
and can some one do a port of them, what we need is the
LZH man Christian Grunenberg to do a port of it, then it will be
Fast....!!!

How about it chaps.... ??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5576. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 11:21:38 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3d1602$2bb@nyheter.chalmers.se>
Source record: 174384

>In article <hYx3-uR.aruth@delphi.com>, Andrew Ruth <aruth@delphi.com> writes:
>>How about having the computer take ide disk drives and other ibm clone
>>parts so people can upgrade at a lower price. try to make it more part
>>compatable with the clone out there.
>
>
My Falcon has both IDE and SCSI-II and I see no reason that the Falcon from
c-lab shouldn't. What I want to see is the keyboard separate from the computer.

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

5577. JPEG Version..

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 11:42:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3d177v$2ig@golem.wcc.govt.nz>
Source record: 174386
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I had a look on ftp.uu.net the Home for JPEG,
well its now up to 5A.....

So what we need is a good port, with maybe some ASM
code in it, may be Christian Grunenberg is the only
person that could make it run fast...

So any thought any one...???

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5578. Re: PAK 68030 Accelerator

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 11:46:48 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.y7&SWfb1NpY@pluto.ping.de>
Source record: 174439

Hi,

In <D0vB7n.DwE@dcc.uchile.cl>, scastro@dcc.uchile.cl (Sebastian A. Castro Miranda) writes:
> Subject say's it all ... where can I get a PAK 68030 accelerator ... and how
> much does it cost ???
>

The distributer of the PAK is:

MW electronic
Heisterbach Str. 96
53639 Koenigswinter
Germany
Phone: 02223-1567
Fax: 02223-26982

For the complete kit with 68030, 68882, Cache, patched TOS 3.06 and
FastRAM card (without SIMMS) + buffer card you have to pay about
1000 german Marks

>
> Seba.
>

cu, michi
--
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

5579. Re: Connect capture buffer questions

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 12:19:49 UTC
From: wwc@axher3.desy.de
Message-ID: <WWC.94Dec18131949@axher3.desy.de>
Source record: 174443

In article <3d0r8d$ie3@holmenkollen.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:

In STorm I used to switch between the terminal screen and the capture
buffer, to copy/paste filenames etc. that had already scrolled past.
Can I do this in Connect? I also used it as a form of offline reader,
reading all my new email online, and offline I would just reply to what I
re-read from the capture buffer.
Can I do this as well in Connect?

Well you can do most of it and somwhere a little more. How? Take a look
into the online help by just pressing the help button in any situation
you need help. If there are questios left afterwards, feel free to contact me
about details.

Wolfgang
--

Wolfgang Wander wwc@hermes.desy.de
hermes
DESY Hamburg Tel: +49 40 8998 2720
Notkestr. 85 Fax: +49 40 8998 3438
22603 Hamburg http://dxhra1.desy.de/wander.html

5580. Re: Falcon sold to C-Lab? Is this true?

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 12:20:17 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3d19e1$14h@darkstar.UCSC.EDU>
Source record: 174444

In <3cr11s$kl6@raffles.technet.sg> naina@technet.sg (Naina Jahangir) writes:

>I just read a news report that Atari has sold all rights for the Falcon
>technology to CLab. Is this true? I understand CLab will continue all
>developments for Falcon from now on. Apparently CLab labelled Falcons
>will be called CLab Falcon MKII. Can anybody confirm this. I was about to
>purchase the Falcon and now this. If this is true, Damn you Atari...

I believe that C-Lab has _licensed_ the falcon. They will be making Falcon
clones, but Atari will continue to own the rights as well. This is the
general consensus on all newsgroups.

~Chris

>naina@technet.sg

--

5581. Re: Jaguar Vs SNES Vs PC

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 12:21:48 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <ELSJAHXE1UP@cabal.sh.sub.de>
Source record: 174440

In <3cag5d$693@bigfoot.wustl.edu> Vladimir Elberg wrote :

> Well there are problems, The Atari Jaguar will mostlikely not make it at the
>the end of 1995 or the begining of 1996. Tempest 2000 and Doom are also PC
>games as well now (Tempest 2000 was anounced last month for the PC), Aliens vs
>Predator (wow, a Wolfenstien clone, big deal), I can modify doom to do Aliens
^^^^
wow, a Midimaze clone, big deal

>Vs Predator, its a simple hack, in fact with my scanner, I can take pictures of
>your AvP and scan them in and use them in Doom or Doom][, Wow!
^^^^^^^
wow, another Midimaze clone, big deal

Claiming AvP is a Doom/W3D clone is even more ridiculous than my
statements. In fact, Doom, like Midimaze, has very few tactical aspects.
AvP has these aspects. I like the Death Match mode in Doom most because
then you have to start thinking. But there's not too many opportunities
to play NetDoom :-(. In AvP, the computer controlled characters already
act clever.

> The Jaguar has been said to be 64 bit, but I really doubt it, I really thing
>think its just hype...

Yawn! See the diagram, check the bus width.

>I dont care what Atari advocates say, I just dont
>believe it is 64-bit, if it was it would be more expensive and more powerfull.
>The 3-D games it plays now should not be bogging down the game system, but yet
>they are, if the Jag was TRUE 64-bit, it would fly through all the graphics and
>such, but sadly its not much faster than a 486-25....

486-25: 25 MHz 32 bit, Jaguar: 13.3 MHz 64 bit. You just proved the Jaguar
is a 64 bit system (25*32 roughly equals 13.3*64).

Thorsten

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- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

5582. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 12:23:52 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3d19ko$14m@darkstar.UCSC.EDU>
Source record: 174445

In <3d0isv$t5m@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>In article <hYx3-uR.aruth@delphi.com>, Andrew Ruth <aruth@delphi.com> writes:
>>How about having the computer take ide disk drives and other ibm clone
>>parts so people can upgrade at a lower price. try to make it more part
>>compatable with the clone out there.

Since the Falcon has both SCSI II and IDE, It might not be too much of a hassle
to keep both. I do hope, however that they have an option for SCSI Internal.

>Yes I do aggree, just bye a PC clone, that would be far simpler..

Not if you want to run Atari Software... But then again, Roger, you seem to
start screaming "i'm melting! I'm melting!" Whenever people start saying
anything about Atari other than predictions of their demise.

>IDE is not the way to go, SCSI II is the same price here, there are far more
>things that are SCSI than IDE....

SCSI is about 1.5 times the price of an equivalent IDE drive. However, that
doesn't stop me from having only SCSI in my PC.

>Real systems use SCSI not IDE.....

Real systems are anything but a macintosh :)

~Chris

>***
>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
>* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
>***

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5583. Re: JPEG5

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 12:27:16 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <ELSJAHXH1UP@cabal.sh.sub.de>
Source record: 174441
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3d0ind$t5m@golem.wcc.govt.nz> Roger Sheppard. wrote :

>I have just had a play with JPEG5, gee what a problem to get it to run,
>very bad Doc's...

Yes, convert the CJPEG/DJPEG.1 files to ASCII with MANASCII.TTP, that
should fix it.

>Problem is none of the output files GIF/TGA will work with Photochrome 4,
>do I need any more that 2 megs to use this program, the file JPG
>that I was using was OK when converted with Speed of Light, and then viewed
>with Photochrome 4...???

1) I'd use GEM-View to unpack JPEGs (to TGA or whatever you want) and only
use CJPEG/GIF2JPG (who introduced the latter, silly name?) to encode
JPEGs.

>The GIF file that came from JPEG5 just locked up Photochrome 4, and the TGA
>file just gave a garbled screen...

>Any clues...???

2) I guess either a faulty version of CJPEG/DJPEG has been used or
Photocrome 4 itself doesn't work properly. Try JPEG4 and retry, this one
definitely works. And if it doesn't: complain to the Photocrome
programmer(s).

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

5584. Re: What is MagicMac

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 12:37:52 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D10B34.GLI@cix.compulink.co.uk>
Source record: 174390

MagicMac is Magic the ST OS replacement ported to run on the Mac. It isn't emulation, it runs native. Thus it lets you run all your St software on a Mac, generally much quicker given that bigger faster macs are available.

+------------+--------------------------+--------------------------+
|Iain Laskey |ilaskey@ix.compulink.co.uk | |
+------------+--------------------------+--------------------------+
|Techno Junky - Atari Falcon/2600/PC/CD-ROM/Laserdisk/Dolby Prologic |
+---+

5585. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 12:48:48 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <ELSJAHXK1UP@cabal.sh.sub.de>
Source record: 174442
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3cv5c9$i1j@aristotle.algonet.se> Tommy Jonaeson wrote :
>SCSI: Slower, more drives. boots slower than IDE. (There is a hack that
>corrects that though)
>I'm not 100% sure that SCSI is indeed slower than IDE, but it sure looks
>that way.

SCSI slower???? 1.6 megs/second with a Quantum 240 LPS were verified last
year. It's certainly some wrong piece of information you present here.

>: It has an internal speaker then I presume? What happens if I remove this?
>: Would I lose any specific sounds? Or was it just put there in case you bought
>: a SVGA monitor without sound? Would I need to hack bits off the computer to
>: get this drive in?
>
>Nothing. I've removed it without problems. It's no good anyway, I'd
>recommend that you remove it in any case.

One needs external speakers (and an amplifier) in that case, though.

>: Then do I need to buy (immediately) NVDI, BlowUp (or somethng like that),
>: and more RAM ?
>
>NVDI is very nice, I'd recommend it to anyone getting an Atari.
>4 meg RAM is sufficient. 1 meg is unuseable. 14 meg very nice.
>Get a four meg Falcon, and if you get a accelerator, get some fastram.

I'd also recommend BlowUp or similar expansions. Best one seems to be the
Speed Resolution Card by Hard&Soft, but this one should be built in at
that firm (is it available in the U.S. yet?). It also sets the board
speed to 18/20 MHz and the CPU speed to 36/40 MHz (fan necessary, but
included). Some Falcons do not work properly with 20/40 (mostly Rev.B
boards, AFAIK), though. This _is_ the most expensive method (400,- DMs
plus 100,- DMs for service -> more than 300 US$s.

All the other res. expansions give less refresh frequencies, of course.
But BlowUp soft is and stays the cheapest solution, and also the hardware
expansions (SBII, BU Hard I&II, to name a few) are far behind the SRC.

>: The Falcon memory looks incredibly expensive - does it use "funny"-ram i.e.
>: Falcon-only stuff, or can I use "PC" ram (72 pin or whatever) with it?
>
>Falcon has it's own memory-cards. But there are a lot of third-party
>simmcards around that you can buy. (100-150 USD is an estimated cost)

Some of those have timing problems (monitor blips, etc.) if the wrong
SIMMs are used :-(.

>: I realise I would be stuck with the keyboard attached to the computer *sigh*,
>: but understand that the keyboard is much better than the ST I am using now?
>
>Basically, it is the same keyboard. You can get a detached keyboard from
>a Mega or TT and use it with your F030. I've done it.

You can also buy a tower case + MFII adaptor and use a clone keyboard
instead.

[PC vs. Atari]

I'd recommend the PC if it is just the money that you care about. If you
want MIDI/Recording or similar, I'd favour the Falcon. If it is some
special software package that you are interested in, buy the computer it
is available for.

E.g. JPEG/MPEG with DSP->Falcon, Cubase Audio->Falcon, Calamus->TT or
Atari clone (EPP in mind), not to mention all the Freeware/Shareware
packages available, but
Word->PC, Excel->PC, etc.

Thorsten

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- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

5586. Re: Problem with HD disks, PLEASE HELP!

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 13:25:49 UTC
From: jtace@prometheus.hol.forthnet.gr
Message-ID: <3d1d8t$58t@brigitte.forthnet.gr>
Source record: 174351

Neven Petrlik (npetrlik@public.srce.hr) wrote:

: Hi to all !

: I have 1040STFM, HD 60, and a DD disk drive.
: Recently, I bought 100 HD noname
: disks already formatted to 1.44MB and tested.
: I format them with Fastcopy Pro to 11 sectors,
: 82 tracks with verify on. (No errors occured while
: formatting). But, when I try to copy some files
: on that disk (with Kobold2) then ... errors got
: appeared ...
: I've tried to change the interleave and skew factor,
: but without any major improvements ...
: Maybe I must change some other factors, or I must
: format the disks several times?
: Does anyone had the same problem?

: Please, help!

--
I have heard many times this problem..My advice is to sell those disks
to someone with a HD diskdrive and bye some DD. If you can't do this,
try to format the disks with varius formaters , at 82 tracks 10 sectors

****
* ATARI ST 2.5 MB, 1.4 ROM *
************************ Hardware MacPlus & PC286 Emulator *
* Friendly : * SCSI 210MB HD with RealTime Clock *
* * Hawk A4 Scanner & Stylus 800+ Printer *
* Dimitris Sourmelidis * Mono & Color Monitors *
* Athens, Greece * Zoom 9600/2400 FaxModem *
************************ If you want to e'mail me, try out these...: *
* jtace@hol.ath.forthnet.gr *
* jtace@prometheus.hol.forthnet.gr *
****

5587. Hi-Soft Products

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 14:44:39 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3d1hsn$7ge@dux.dundee.ac.uk>
Source record: 174448

I'd apprecaite any views people have of the following hi-soft products:

Wercs - resource file editor. How easy is it to integrate wercs
code with C programmes? Also can it be used to set up
windoes etc.

Lattice C 5.6: Any general views? About programm, docs etc.

Video Master/Colour Master: Does it allow genlocking?

Any comments gratefully received.

Rod

--
--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

5588. Re: Elite II & Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 15:33:30 UTC
From: Kevin.Beardsworth@f7.n200.z777.fidonet.org
Message-ID: <137_9412191706@centron.com>
Source record: 174389

Hi rmccall@mcs.dundee.ac.uk you said in a message to All ....

r> Does Elite II run on the Falcon. Also does it have inproved

Yes

No

[|:-)

Regards
|/\ /
|\e\/
--
|Fidonet: Kevin Beardsworth 777:200/7
|Internet: Kevin.Beardsworth@f7.n200.z777.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

5589. Re: 8MHZ 68000 vs Pentium

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 16:01:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.i3SEipSt4fI@semprini.waterloo-rdp.on.ca>
Source record: 174449

In <3csl92$m0l@mother.usf.edu>, Timothy Miller writes:

Gee, I still haven't seen Darek's post... Microsoft must be using NT for
its gateway now... :-)

>Darek Mihocka (darekm@microsoft.com) wrote:
>: Your final comment has me most interested. You obviously know more
>: about Microsoft than I do, and I work here! I was not aware that

Obviously, you're being an idiot.

>: we had a "Cripple the Pentium" department in the company. Are they
>: in building 3 or building 4? I recently moved to the "port Windows
>: to the 130XE" department so I must not be up to date with what
>: other people are doing in the company.

Microsoft's "Cripple the Pentium" departments are the departments
working on DOS and Windows. Or do you have a Pentium version of DOS
that doesn't use the chip as an 8088? Maybe a version of Windows that
doesn't use "near" and "far" pointers and 64k segments? And I'm not
talking about NT here.

>: Please humor me and explain to me how my co-workers are responsible
>: for crippling the Pentium. This I have to hear. Ok, Chris, I'm
>: all ears.

By using it as an 8088 instead of as a 32-bit processor. Seems like a
simple concept to me, but I guess you've been basking in the nerd-glow
of Mr. Bill too much lately.

>Microsoft can cripple any processor. It's poorly written, bloated code.
>Microsoft cares more about making a buck than making good software.

Well, the fact that they're wasting their time (and user's time) using
P-Code for their applications has something to do with it, too.

>NT requires 16 megs just to run the OS? GET REAL!

Hey, I've got no problem with that. DOS/Windoze users still can't get
it through their heads that operating systems with lots of services and
monolithic applications require lots of RAM for stability. Taligent's
got the right idea (componentware instead of huge monolithic
applications that "do everything").

>Microsoft in a nutshell:
>
> The processors speed up, so the code slows down to compensate

It could just be that their compilers have terrible optimisation (and UNRELIABLE!) so they just don't optimise. IBM sped up Microsoft's code just by compiling it with another compiler (Watcom).

> Users get more memory, so the software grows to fill the extra space.

But they don't! MS sees competitor A has a new feature, so they copy it, and add a couple more. Feature creap is what's making their stuff so huge, and it's a very nasty and contagious disease in the current software industry.

>You see, Mr. Microsoft programmer. Faster processors and more memory are
>supposed to be there so WE, the USERS can do more, not simply for us to
>try to keep up with the OS programmers.

Unfortunately, if you want an operating system with lots of services for the users *and* the programmers (and let's not kid ourselves... despite it's brain-damage, Windows has much more available to the programmer... user-interface objects, compression libraries, shared libraries, etc, etc) you've got to pay for it in terms of RAM.

>If Microsoft some day produces a decent OS that can fit in less than 2
>megs of RAM and less than 5 megs of HD space, as well as run efficiently
>on something as slow as a 286, then MAYBE I'll respect them. Until then, no.

Given those criteria, you've got DOS, but it's not an operating system. Try GEOS or Desqview or something.

You're criteria aren't in line with *any* operating system that offers lots of services... MiNT with networking and a multitasking AES takes up more than 2M of RAM.

>You see, I want to use the other 14 megs of my RAM to run APPLICATIONS,
>not the rest of the OS. I want to use the rest of my 300 meg HD to store
>APPLICATIONS, not the rest of my OS. I want the extra 100 MHZ of my
>processor so I can run APPLICATIONS fast, not simply so that I can
>tollerate my OS.

If you had virtual memory (a la UNIX, not a la Windoze) it'd be much less of an issue. On my OS/2 box, I've got 16M of RAM and a 32M swapfile; so 48M of "virtual" RAM. The physical RAM is used to cache code that's being used, and code that isn't being used gets swapped out to make room for more code that needs to be used. At almost any time, I've "only" got 512k of free RAM, but that's misleading because of the way the operating system works.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

5590. Re: Falcon sold to C-Lab? Is this true?

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 16:31:54 UTC
From: jonaeson@algonet.se
Message-ID: <3d1o5q$2tm@aristotle.algonet.se>
Source record: 174352

Naina Jahangir (naina@technet.sg) wrote:
: I just read a news report that Atari has sold all rights for the Falcon
: technology to CLab. Is this true? I understand CLab will continue all
: developments for Falcon from now on. Apparently CLab labelled Falcons
: will be called CLab Falcon MKII. Can anybody confirm this. I was about to
: purchase the Falcon and now this. If this is true, Damn you Atari...

: naina@technet.sg

As far is I have understood, C-lab have bought the right to make
and develop Atari/Falcon-clones.
I hardly think Atari would give up any of their rights to make
Atari-computers. And I don't think C-lab would afford to buy all rights
either.

Regards, Tommy

5591. Re: STARDUST FINALLY FINISHED!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 17:48:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3d1skg$a4t@dux.dundee.ac.uk>
Source record: 174357

: I promise you that the full version is just fabulous! You'll drop your
: eyes! It is available now.

Well if the STF demo is anything to go by then it certainly is well worth
the cash. Just a pity that I don't have the cash.

Rod
--
--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

5592. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 17:56:58 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3d1t5a$a4t@dux.dundee.ac.uk>
Source record: 174358
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
: E.g. JPEG/MPEG with DSP->Falcon, Cubase Audio->Falcon, Calamus->TT or
: Atari clone (EPP in mind), not to mention all the Freeware/Shareware
: packages available, but
: Word->PC, Excel->PC, etc.
```

Well, I have used both 486 pc's (networked) and I own an Atari Falcon.
Once the falcon is up and running with a nice programme e.g Papyrus
you'll find the choice even harder. If however you MUST have
a powerful database the PC really is the best option. When its
up and running MS-Access wipes the floor in comparison with ST
database programmes.

If anyone can prove me wrong on this point, I'll be well chuffed!! As
I`d like to get a powerful GUI based relational database.

On the subject of price the PC's are without doubt better value but
if your prepared to invest a little more (you'll need a 4mb, HD falcon
SVGA and some progs) you'll get a fast, userfriendly and very
powerful machine. Which is without doubt better than any budget PC.

Rod

--
--

==
Roderick McCall, 3rd Year Computing & Accounts
Dept. Maths & Computer Science, Dundee University, Scotland
President, Lip Theatre Co, Dundee University.
Tel: Term (01382) 644546 Home (01721) 720863
==

5593. FOR SALE: Atari ST + C-Lab Creator Software

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 18:08:47 UTC
From: joe@zirconium.mcc.com
Message-ID: <D10qEo.E7H@mcc.com>
Source record: 174380
Cross-posted to: rec.music.makers.marketplace,comp.sys.atari.st,rec.music.makers

FOR SALE: Atari ST, Atari SM124 Monochrome Monitor,
C-Lab Creator Software (3.149)

This is a cheap, powerful way to do MIDI sequencing.
Creator is excellent, and includes the manual. The
Atari includes the mouse and manuals. I really don't
know how much I should be asking for this stuff, so
if you want to make another offer, feel free.

PRICE: $250, I'll pay shipping. COD is OK.

Thanks,

Joe Newman
jnewman@mcc.com
Phone 512-338-3735
--

Joe Newman
MCC/Experimental Systems Lab
jnewman@mcc.com

5594. Re: Hi-Soft Products

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 18:11:20 UTC
From: djs@jet.uk
Message-ID: <1994Dec18.181120.27125@jet.uk>
Source record: 174359

In <3d1hsn$7ge@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I'd apprecaite any views people have of the following hi-soft products:

>Wercs - resource file editor. How easy is it to integrate wercs
It's rubbish. It can't cope with colour icons, or new-format larger
resource files. eg you couldn't use it to edit your deskcicn.rsc

I would recommend Interface instead (about 50 quid, from Compo). That's
a lot of money for a resource editor, but it is quite good, and you get
a modeless dialogue (etc) library with it. The problem atm is that the
manual is in German. The English translation has been done, and it needs
a bit of tidying up before release (according to Compo). Compo promise to
ship the English version to Interface owners when available.

>Lattice C 5.6: Any general views? About programm, docs etc.
It's better than GCC if you are tight on memory (eg only 4MB on a Falcon)
cos it uses a lot less. It comes with an integrated editor/compiler thing
that I don't use (I use a command line shell instead). It also comes with
Wercs. It's about 99 quid atm, I think.

It comes with loads of docs, but they're badly laid out. There isn't too
much info on Falcon-specific stuff or MiNT either.

--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5595. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 18:41:03 UTC
From: subbarao@concorde.fc.hp.com
Message-ID: <3d1vnv$j3m@tadpole.fc.hp.com>
Source record: 174361
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

In article <D0yvnB.D0v@rockyd.rockefeller.edu>,
Simon Kidd <kidd@rockyj.rockefeller.edu> wrote:

>His point is simply that there is a place for everything and this is not the
>place for binaries or green cards. If everybody took yours and the original
>attitude Usenet would be an even bigger mess than it is and people who download
>news to read it would be penalised.

My point was that there is a difference between observing general guidelines
and common sense, versus being net.cop about every minor thing. And just
because you may happen to pay for your connection doesn't mean that you have
any more "authority" than anyone else expressing their opinions on the net.
I personally welcomed the posting. It was relevant to the discussion, and
interjected some lively humor.

-Kartik

5596. Re: Connect capture buffer questions

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 18:47:37 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3d2049$6gd@golem.wcc.govt.nz>
Source record: 174366

] I've been using "STorm" for a while now, communicating on the net, until
] I started getting problems with the 7up text editor. I have never had
] problems with it before, but all of a sudden as I was writing it would
] freeze the program, so I'd lose all my hard work. I suspec Storm to have
] some bug in it, since someone else also had the same problem.

Storm frequently locks up my system also. It has quite a few rather
serious bugs in it.

] Can I do this as well in Connect?

Connects capture buffer should do everything that Storms does, it just
requires a bit more working out :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

5597. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 18:48:32 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <3d2060$6jj@acmex.gatech.edu>
Source record: 174363

I don't think this license means that C-Lab will be producing upgrade Falcon machines, just OEM equipment based on the current production Falcon.

If I were to build Falcon clones based on technology licensed from Atari, I would build it using 68LC040-33MHz (low end) and 68040-33MHz (high end) processors. I would implement a PCI bus, choose a standard PCI hard and floppy disk controller and a PCI video card based on a well supported chipset (S3?). At boot up, I would copy TOS ROMs into RAM and apply appropriate patches for these hardware changes. I would build it in a PC mid or mini tower case and use a PC power supply. By using "off the shelf" components produced in the thousands for PC use would reduce the hardware costs and open the door for future expansion. The tricky part would be TOS patches for this new hardware. Some compatibilty would be lost, particularly with older stuff, but that would not be a concern since the Falcon is a very small niche market machine. Developers for current Falcon software (particularly productivity and MIDI software) would probably have to make minor if any changes to run on this machine.
--
David Forrai
Internet: gt1448b@prism.gatech.edu

5598. Re: Hi-Soft Products

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 18:51:11 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3d20av$6gd@golem.wcc.govt.nz>
Source record: 174367

] Wercs - resource file editor. How easy is it to integrate wercs
] code with C programmes? Also can it be used to set up
] windoes etc.

Get ORCS instead, it is IMHO much nicer to use, and has more features.

It's on the FTP sites. (ORCS = Ottos Resource Construction Set). It
will generate all the various output links for C etc.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

5599. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 18:58:04 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <3d20ns$7j5@acmex.gatech.edu>
Source record: 174364
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

jonaeson@algonet.se (Tommy Jonaeson) writes:

>No, not immidiately anyway. A 16 MHz 68030 is roughly 4 times as fast as
>an 8 MHz 68000.

I wrote a program that alternated between number crunching and drawing
the results on the screen. I ran it on both a Mega STE in ST high rez
and a Falcon in ST high rez. The compiler did not optimize for the
68030 (probably 99% of Atari programs are written for the 68000). The
results? The Falcon was 19% faster than the Mega STE. So I would say
that the Falcon is closer to twice the speed of a 8 Mhz 68000 ST for
the majority of non-68030-optimized programs.
--
David Forrai
Internet: gt1448b@prism.gatech.edu

5600. Re: Need Advice on Atari Files within a PC!!!! Please!!! : -)

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 19:00:56 UTC
From: Mike@tauzero.demon.co.uk
Message-ID: <787777256snz@tauzero.demon.co.uk>
Source record: 174365

In article <1994Dec16.091941.6014@unix.brighton.ac.uk>
st39@unix.brighton.ac.uk "Stephen Ticehurst" writes:

> :>keyboards. Problem is, I use a PC at work to do all my
> :>downloading!! Is there a program (on the PC of course) anyone
> :>knows of to enable me to format and write to a Atari ST disk??
>
> :You can format MS-DOS disks on the atari, and they will be readable both by
> the PC and ST. You need to do the formatting on the ST, though, as PC
> formatted disks don't always work on the ST.

Other way round. Of course an ST won't read HD discs, they must be DD. The
reason PCs don't like ST discs from early TOS versions is that the media byte
is set to a value inconsistent with the disc description elsewhere in sector 0.
So if you have a pre-rainbow TOS, format the discs on the PC. If the TOS is
rainbow or a 2.x version, format the discs on either.

--
Mike Fleming (aka Mike the Bike, DF, BeeGee, hey you)

My opinions of my employer are my own.

5601. Re: Hi-Soft Products

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 19:19:16 UTC
From: denis_r@epita.fr
Message-ID: <3d21vk$b07@boson.epita.fr>
Source record: 174368

I agree with you, INTERFACE is really awesome compared to WERCS.

But Lattice C is not as great as that. The compilator itself is actually slow and
not as powerful than PURE C.
--
-=- Frank DENIS aka JEDI from SECTOR ONE (HP48, PC, Atari, Unix Code&Music) -=-

Ring now : THE 0NE BBS (+33) 149 887 691 / No ratio for long distance callers
Serveur Minitel : RTC-ONE (1) 48 70 10 29 & (1) 48 58 46 17 (HP/Atari/PC stuff)
"Programming will never feature your machine. Learn coding."

5602. Re: Hi-Soft Products

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 19:31:26 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D10u8F.Hn2@cix.compulink.co.uk>
Source record: 174369

> I'd apprecaite any views people have of the following hi-soft products:
>
> Wercs - resource file editor. How easy is it to integrate wercs
> code with C programmes? Also can it be used to set up
> windoes etc.
Comes free with Lattice C. Seems good enough to me. There is a better one sold by Compo that supports more features of the later AES. WERCS is only OK for more traditional type resource construction.

> Lattice C 5.6: Any general views? About programm, docs etc.
I think it's excellent. However I rarely use it now as most development I do is on a PC (spit). I'll sell you mine if interested...

> Video Master/Colour Master: Does it allow genlocking?
Unknown about the Genlock. The new package from Titan Designs - Apex Media supports various hardware bits that will ultmately if not already include genlock. Video Master is much cheaper though. The Falcon version got very good reviews when released.

+------------+--------------------------+--------------------------+
|Iain Laskey |ilaskey@ix.compulink.co.uk | |
+------------+--------------------------+--------------------------+
|Techno Junky - Atari Falcon/2600/PC/CD-ROM/Laserdisk/Dolby Prologic |
+--+

5603. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 19:31:31 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D10u8J.Ho3@cix.compulink.co.uk>
Source record: 174370

> Just a thought.
>
> I don't know if anyone else has considered this, but, given the market
> C-Lab and Emagic pursue, it seems possible, even probable, that they
> will not be developing or marketing general-purpose computers. It
> occurs to me that there is a great possibility they licensed the
> Falcon technology with an eye toward developing one or more highly
> specific applications such as, for example, a digital audio
> workstation, based on the Falcon.
Clab lost their sofware people. To paraphrase the owner of clab "If I
can't control the software, I will control the hardware."

+------------+--------------------------+--------------------------+
|Iain Laskey |ilaskey@ix.compulink.co.uk | |
+------------+--------------------------+--------------------------+
|Techno Junky - Atari Falcon/2600/PC/CD-ROM/Laserdisk/Dolby Prologic |
+---+

5604. Atari magz

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 19:37:13 UTC
From: donm@ucon.gun.de
Message-ID: <1994Dec18.193713.8085@ucon.gun.de>
Source record: 174373

rmccall@mcs.dundee.ac.uk (Rod McCall):

> I would suggest one thing though offer poeple a ST Apps (I haven't seen
> it but I gather it is a bit serious) and ST Format mix and you might
> be on to a winner. It is very cheap to print the mags typically less than
> #2 (in B&W) but the real costs are running it, e.g edd, journalists,
> admin etc. If people accepted a minimal amount at the outset you might get
> somewhere.
>
> I'm game if you are?

Oh sure. I'd be happy to fill in the shoes of the European correspondent.
However, the problem of an ever-shrinking market remains. That is to say
finding investors for such an undertaking would not be easy. Also, going
half-way (smaller mag, B&W only, etc.) would not be very prudent because
there is neither time for that now, nor is there room for any margin of
error (i.e. no second chances). It would have to be a full-blown full-color
glossy alternative from the start if it's to have any chance at all.

Don

donm@ucon.gun.de

5605. Anybody got the German mag ATARI INSIDE ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 19:47:20 UTC
From: f90rusa@dd.chalmers.se
Message-ID: <3d23k8$mp5@gollum.dd.chalmers.se>
Source record: 174375

Hi, I'm asking this for a friend (who, like me, doesn't live in Germany):

What is *Voice number
*Fax number
*Address
to the German mag 'Atari Inside' ?

Thanks in advance. Rufus Soderberg f90rusa@dd.chalmers.se

'Wiedersehen

5606. Re: Connect capture buffer questions

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 20:00:20 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3d24ck$70p@golem.wcc.govt.nz>
Source record: 174378

```
] ConNect is as lame as Storm.
] The best term program is still the good old FZDTERM ... It can also run pro
]
] on Falcon with a little patch.
] If you own an ST and just need a kewl 16 colour emulation, you'd better try
] 19

We're supposed to listen to someone using the words "lame" and "kewl"?
And whos sig' consists of BBS ad's?

FZDSTerm doesn't do VT100, which makes it of naff all use when trying
to IRC or other VT100 intensive operations! Of course, for BBSers
like yourself, it's the perfect program!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.
```

5607. Re: Connect capture buffer questions

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 20:06:59 UTC
From: denis_r@epita.fr
Message-ID: <3d24p3$egc@boson.epita.fr>
Source record: 174376

ConNect is as lame as Storm.
The best term program is still the good old FZDTERM ... It can also run properly
on Falcon with a little patch.
If you own an ST and just need a kewl 16 colour emulation, you'd better try ANSI19
--
-=- Frank DENIS aka JEDI from SECTOR ONE (HP48, PC, Atari, Unix Code&Music) -=-

Ring now : THE 0NE BBS (+33) 149 887 691 / No ratio for long distance callers
Serveur Minitel : RTC-ONE (1) 48 70 10 29 & (1) 48 58 46 17 (HP/Atari/PC stuff)
"Programming will never feature your machine. Learn coding."

5608. Re: Hi-Soft Products

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 20:10:30 UTC
From: Lexicor@world.std.com
Message-ID: <D10w1I.3F4@world.std.com>
Source record: 174377

>> Video Master/Colour Master: Does it allow genlocking?
>Unknown about the Genlock. The new package from Titan Designs - Apex
>Media supports various hardware bits that will ultmately if not already
>include genlock. Video Master is much cheaper though. The Falcon version
>got very good reviews when released.

Ian, Rod,

you can contact orres@teleport.com for detailed information on the
VIdeo Master, I happen to own one, and for the price it isn't bad at all.
However for higher end video I do not recommend it, for various reasons
such as the file support (which is currently only very local file formats
as supposed to moe standard ones like FLI/C/X). It is not a genlock, it is
a video digitizer which will suffice for most purposes.

Apex Media as software is much better (Naturally) but do no
forget that the Video Master offers sound and video. Expose is also only
a digitizer, NOT a genlock and is in those terms much better, faster and
more professional, better file support, more standard, excellent software,
but also more expensive.

Other packages to consider are the MatDIGI R1 from Matrix and
their falcon "budget" package screeneye and screeneye II.

If you are looking for Genlocks, I believe Titan design used to have
one, but not sure about availabilty, JRI made *some* but haven't heard of
it's status ever since the first few. The Overscan model I don't believe
ever made it's release. The other option is to get a PC VGA external genlock
for around 700 U$D, works fine but costs a bundle too considering that the
hardware really was designed for 640x480 VGA as supposd to Falcon RGB.

Just my thoughts

Cheers

Yat @ Lexicor

ps: we offer APEX Media in the U.S.A. and wil be offering Expose when it
becomes available, for more info email info@lexicor.com

5609. I still need help with S3Ms!

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 21:02:10 UTC
From: cynic on the edge of sanity <chrishinds@delphi.com>
Message-ID: <BU+3Pii.chrishinds@delphi.com>
Source record: 174379

Ok, I'm totally confused now...I while back I asked about an s3m player for the Falcon, and the unanimous opinion was MegaTracter. So, I d/l Megatracker Player v.96 from uni-kl.de and the docs say it doesn't support s3m modules anymore! This is after someone had responded saying his Mega Tracker took any s3m's he could throw at it.

So, is there a MegaTracker version floating around out there that DOES handle s3m's? If so, where can I get it, or better yet can someone E-Mail it to me. :)

--c

5610. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 21:32:39 UTC
From: jonaeson@algonet.se
Message-ID: <3d29pn$kf9@aristotle.algonet.se>
Source record: 174381
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thorsten Guenther (guenther@cabal.sh.sub.de) wrote:
: In <3cv5c9$i1j@aristotle.algonet.se> Tommy Jonaeson wrote :
: >SCSI: Slower, more drives. boots slower than IDE. (There is a hack that
: >corrects that though)
: >I'm not 100% sure that SCSI is indeed slower than IDE, but it sure looks
: >that way.

: SCSI slower???? 1.6 megs/second with a Quantum 240 LPS were verified last
: year. It's certainly some wrong piece of information you present here.

My SCSI is slower than my IDE, and judging from what I've seen of the
hardware, the Falcon has the SCSI-interface connected to an internal
ACSI-bus. (Might be possible to extract a fully working
ACSI(DMA)-connector, if you want to connect an Atari Laser to your F030)
The ACSI DMA isn't fast, and the IDE interface is a separate system,
although not DMA-driven.

Sure looks like SCSI is slower than IDE on F030.

: >Nothing. I've removed it without problems. It's no good anyway, I'd
: >recommend that you remove it in any case.

: One needs external speakers (and an amplifier) in that case, though.

That goes without saying.

: >: Then do I need to buy (immediately) NVDI, BlowUp (or somethng like that),
: >: and more RAM ?
: >
: >NVDI is very nice, I'd recommend it to anyone getting an Atari.
: >4 meg RAM is sufficient. 1 meg is unuseable. 14 meg very nice.
: >Get a four meg Falcon, and if you get a accelerator, get some fastram.

: I'd also recommend BlowUp or similar expansions. Best one seems to be the
: Speed Resolution Card by Hard&Soft, but this one should be built in at
: that firm (is it available in the U.S. yet?). It also sets the board
: speed to 18/20 MHz and the CPU speed to 36/40 MHz (fan necessary, but
: included). Some Falcons do not work properly with 20/40 (mostly Rev.B
: boards, AFAIK), though. This _is_ the most expensive method (400,- DMs
: plus 100,- DMs for service -> more than 300 US$s.

I'm very skeptic so such solutions, because of:
1: Who knows for how long the chips will last, if run on a speed higher
than it was designed for. A 68030 isn't that hard to come by and replace,
but the complete F030 chipset? Cost?
2: Do you really gain something? (that matters, which is memory-access.)

3: Smarter to get an external board with FastRam. More gained.

: All the other res. expansions give less refresh frequencies of course.
: But BlowUp soft is and stays the cheapest solution, and also the hardware
: expansions (SBII, BU Hard I&II, to name a few) are far behind the SRC.

: >: The Falcon memory looks incredibly expensive - does it use "funny"-ram i.e.
: >: Falcon-only stuff, or can I use "PC" ram (72 pin or whatever) with it?
: >
: >Falcon has it's own memory-cards. But there are a lot of third-party
: >simmcards around that you can buy. (100-150 USD is an estimated cost)

: Some of those have timing problems (monitor blips, etc.) if the wrong
: SIMMs are used :-(.

Wrong! There are no timing problems. The problems derivates from the
power-consumtion of the simms. Some simms need more power, and if the
card is badly designed, it will generate "ripple" on the power.
(The voltage will pend at a very high frequency between maybe 4 volts to
5 volts. And thus will the simm not work properly.) A ccouple of
capacitors placed close to the simms will remedy that problem.

: >: I realise I would be stuck with the keyboard attached to the computer *sigh*,
: >: but understand that the keyboard is much better than the ST I am using now?
: >
: >Basically, it is the same keyboard. You can get a detached keyboard from
: >a Mega or TT and use it with your F030. I've done it.

: You can also buy a tower case + MFII adaptor and use a clone keyboard
: instead.

: [PC vs. Atari]

: I'd recommend the PC if it is just the money that you care about. If you
: want MIDI/Recording or similar, I'd favour the Falcon. If it is some
: special software package that you are interested in, buy the computer it
: is available for.

: E.g. JPEG/MPEG with DSP->Falcon, Cubase Audio->Falcon, Calamus->TT or
: Atari clone (EPP in mind), not to mention all the Freeware/Shareware
: packages available, but
: Word->PC, Excel->PC, etc.

Regards, Tommy

5611. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 22:20:43 UTC
From: Charles William Swiger <infidel+@CMU.EDU>
Message-ID: <8ix=KvS00iV4A34Ykq@andrew.cmu.edu>
Source record: 174382
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.next.misc,comp.unix.misc,comp.sys.mac.misc

Excerpts from netnews.comp.sys.next.misc: 18-Dec-94 Re:
insel_intide_A.gif.uu... by Kartik Subbarao:

[...repetitive arguments deleted...]

> I personally welcomed the posting. It was relevant to the discussion, and
> interjected some lively humor.

Prove it. Show us how gifs of a Pentium are relevant to each of the
following groups:

comp.sys.acorn
comp.sys.amiga.misc
comp.sys.atari.st
comp.sys.mac.misc
comp.sys.next.misc
comp.unix.misc

Be sure to include specific references to each groups' intended purpose,
which was defined when the group was created.

-Chuck

PS: Kartik, I predict that you will be unable to demonstrate any level
of relevance. If that is the case, I hope you have the intellectual
honesty to retract your comment above and agree that those posts were
inappropriate for 6 of the 7 groups involved.

Charles William Swiger - WhiteLight Systems | Vitamin L Rule #1:
---+
AMS & normal mail: infidel+@cmu.edu | If you "whoosh" me, I'll
NeXTmail: chuck@cswiger.slip.andrew.cmu.edu | _poke_ you! (Ouch.)

5612. Re: ST-Review...!! [nearly gone] NOT!

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 23:06:40 UTC
From: popemerlin@delphi.com
Message-ID: <Je90Hao.popemerlin@delphi.com>
Source record: 174387

N.Jones-Rodway <nj1@ukc.ac.uk> writes:

>Is there any chance of the ST Review team starting up another ST Mag - perhaps
>digging ST User out of it's grave???? Future have only bought the rights to
>ST Review - they can't stop the writers migrating to another mag!!!

Rumour has it that there might be another ST Magazine starting up....

>Also, does this move mean there may not be any more of those UK Atari shows???
>Unfortunately I missed the one in London yesterday (Darned trains :( ) but I
>would definately be annoyed it Future killed those off as well....

We were at the London show and speaking toil O'Nions of Compo who hopes that
he will be able to organise more shows. Together with an open forum for all
attending.

Phineas

5613. Re: S3M Module player?

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 23:25:20 UTC
From: Kim@dksoft.ping.dk
Message-ID: <ELSXCEUQUp@dksoft.ping.dk>
Source record: 174383

In <hu72uR4.chrishinds@delphi.com> cynic on the edge of sanity wrote :

>I've been seeing a lot of .s3m modules floating around...Does anybody
>know of a Falcon player for them?
>

MegaTracker will do the job for you.

Where did you see all these .S3M files.. I'm looking for them as well ?

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\---/-
\---/

5614. Re: How to read Atari disks on a PC?

Newsgroup: comp.sys.atari.st
Date: 1994-12-18 23:25:46 UTC
From: jws4p@fermi.clas.Virginia.EDU
Message-ID: <D1152y.Axy@murdoch.acc.Virginia.EDU>
Source record: 174388

The difference between MSDOS disks and Atari disks is that MSDOS writes a serial number to the boot sector when it formats them, and the Atari does not. This is why Ataris cans read MSDOS disks but MSDOS cannot read an Atari disk unless you use a program such as Diamond Format to add a serial number to the disk. However, I believe I read somewhere that MSDOS 6.0 and higher do not need a serial number written to the disk to use it, so you can probably retreive your files into a PC if it has DOS >=6.0. Good luck.

Beware that I am not sure if adding a serial number to a disk that already contains data will erase the data; if you do this make back ups first.
-John

--
John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

5615. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 00:31:12 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D11840.Dus@cix.compulink.co.uk>
Source record: 174391

In message <3d2060$6jj@acmex.gatech.edu>, gt1448b@prism.gatech.edu said:
> I don't think this license means that C-Lab will be producing upgrade
> Falcon machines, just OEM equipment based on the current production
> Falcon.

Yes this is what I understood. Also didn't Atari say that C-lab had the right to produce Falcons *if* Atari stopped making them, and the Atari had no intention of stopping?

All this talk about what C-Lab will build into the 'new falcon' just seems misplaced. I'd be surprised if they had the desire or capacity to do more that rework units from the Atari production line. This might include all the known hardware fixes. Better RAM and HD expansion, debugged ROMs, 32Mhz (like PowerUP 2) and Blowup as standard (the latter maybe inside the case - or maybe even a new case).

IMHO I think people expection fully 32bit, 32Mhz 68040 machines from C-Lab are going to be disapointed.

> I would build it in a PC mid or mini tower case and use a PC power
> supply. By using "off the shelf" components produced in the thousands
> for PC use would reduce the hardware costs and open the door for
> future expansion. The tricky part would be TOS patches for this new

Now this seems like a good idea. I'd be tempted to chuck in a PC ISA bus as well. Sure each card would need drivers, but at least the cards are cheap and easily available. I think we would soon see many PC cards being supported through the work of interested hackers - much like Linux on the PC is supported.

Roland.

@CiX

5616. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 00:31:14 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D11842.DvD@cix.compulink.co.uk>
Source record: 174392
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <3d20ns$7j5@acmex.gatech.edu>, gt1448b@prism.gatech.edu said:

> I wrote a program that alternated between number crunching and drawing
> the results on the screen. I ran it on both a Mega STE in ST high
> rez and a Falcon in ST high rez. The compiler did not optimize for
> the 68030 (probably 99% of Atari programs are written for the 68000).
> The results? The Falcon was 19% faster than the Mega STE. So I
> would say that the Falcon is closer to twice the speed of a 8 Mhz
> 68000 ST for the majority of non-68030-optimized programs.

In tests I've done using Dhystone the Falcon fares pretty badly. Its fine if you compare it against an 8Mhz ST in ST-Hi, but as soon as you start running in a decent colour mode the Falcon rapidly slows down. Its quite possible for a reasonable colour Falcon to be outpassed by a mono MSTE.

Which is why I bought a TT instead of a Falcon (didn't need the colour).

Roland.

@CiX

5617. ATARI DREAM COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 00:42:45 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3d2ku5$kfq@ucunix.san.uc.edu>
Source record: 174255

I want to give you something to think about, as a loyal ATARI user like
myself. What do you think about this ATARI Dream machine:

CPU: Motorola 68030 running at 33 MHz
RAM: 5MB expandable to 36MB
Also built in speakers
CD-ROM Drive with Double speed.
Monitor: 14 inches Color Monitor with res of 640x480 32k+ colors
Disk: Hight density
HD: 160MB
Comm: Modem and Comm prog., STALKER 3 for example

Software included: ATARI WORKS, Home Account 2, Stalker 3, also
4 CD ROms, plus games ,etc.

Price: US$1299!!!

Think about it, would you by it?
Will ATARI give you such a sweet deal?

5618. ATARI DREAM MACHINE & COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 00:50:44 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3d2ld4$39f@ucunix.san.uc.edu>
Source record: 174256

I want to give you something to think about, as a loyal ATARI user like myself. What do you think about this ATARI Dream machine:

CPU: Motorola 68030 running at 33 MHz
RAM: 5MB expandable to 36MB
Also built in speakers
CD-ROM Drive with Double speed.
Monitor: 14 inches Color Monitor with res of 640x480 32k+ colors
Disk: Hight density
HD: 160MB
Comm: Modem and Comm prog., STALKER 3 for example

Software included: ATARI WORKS, Home Account 2, Stalker 3, also
4 CD ROms, plus games ,etc.

Price: US$1299!!!

Think about it, would you by it?
Will ATARI give you such a sweet deal?

5619. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 01:29:12 UTC
From: subbarao@concorde.fc.hp.com
Message-ID: <3d2nl8$pj1@tadpole.fc.hp.com>
Source record: 174393
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.next.misc,comp.unix.misc,comp.sys.mac.misc

In article <8ix=KvS00iV4A34Ykq@andrew.cmu.edu>,
Charles William Swiger <infidel+@CMU.EDU> wrote:
>Excerpts from netnews.comp.sys.next.misc: 18-Dec-94 Re:
>insel_intide_A.gif.uu... by Kartik Subbarao:
>
>[...repetitive arguments deleted...]
>
>> I personally welcomed the posting. It was relevant to the discussion, and
>> interjected some lively humor.
>

>Prove it. Show us how gifs of a Pentium are relevant to each of the
>following groups:
>

Argh! You just MAILED this to me. You did this last time too. If you're going to followup, go ahead. If you're going to email, do that. But don't do both! Either keep the discussion to private email (and avoid wasting the precious bandwidth you seem to cherish above life itself), or let's duke it out here.

>comp.sys.acorn
>comp.sys.amiga.misc
>comp.sys.atari.st
>comp.sys.mac.misc
>comp.sys.next.misc
>comp.unix.misc
>
>Be sure to include specific references to each groups' intended purpose,
>which was defined when the group was created.

Like I said in email, you still don't get it, do you? It's a *joke*, that most folks in these newsgroups these newsgroups might enjoy. Now, if it were posted in rec.woodworking or something, you might have a point.

>PS: Kartik, I predict that you will be unable to demonstrate any level
>of relevance. If that is the case, I hope you have the intellectual
>honesty to retract your comment above and agree that those posts were
>inappropriate for 6 of the 7 groups involved.

Oh please! Like I directed you to do in email, take that stick out of your ass. I don't need you to tell me about "intellectual honesty".

-Kartik

5620. Re: Need Advice on Atari Files within a PC!!!! Please!!! :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 01:52:05 UTC
From: julian@loose.apana.org.au
Message-ID: <3d2p05$cia@loose.apana.org.au>
Source record: 174394

Pete Williams (P.I.Williams@derby.ac.uk) wrote:
: Greetings.

: I've been asked to download some files of the internet for a friend
: who has just acquired an old atari st to use with his midi
: keyboards. Problem is, I use a PC at work to do all my
: downloading!! Is there a program (on the PC of course) anyone
: knows of to enable me to format and write to a Atari ST disk??
: Also, know any good places for Midi related ST files????

: Many thanks in advance.

: Pete 'Tinker' Williams
: Computer Graphics Technician

Tha Atari will read 720K PC disks no worries. :-)
--
julian@loose.apana.org.au

5621. electronic software

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 01:55:54 UTC
From: aford@t-ph.demon.co.uk
Message-ID: <787802154snz@t-ph.demon.co.uk>
Source record: 174263

Does anyone know of any electronic design programs.

What I'm looking for is something along the lines of Analogue and
Electronic Workbench as used on the P.C.

5622. Re: Intel Inside

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 03:13:48 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3d2tpc$ke1@msunews.cl.msu.edu>
Source record: 174395

In article <787614346.AA03357@jina.rain.com>, Don.Schmidt@f79.n105.z1.
fidonet.org (Don Schmidt) writes:
>LH> >] 4195835-(4195835/3145727)*3145727 = 256
>The correct answer is 0.

Yeah, but you do it the "hard" way. Just use associative law to multiply
1/(31...) by 31... to get one, and subtract 41... from 41... to get zero.
Much easier than dividing 4195835 by 3145727 in your head. ;-)

>.... * * 15/16 of us Engineers want the Metric System. * *

Who would want anything else?

5623. Re: How to read Atari disks on a PC?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 03:39:33 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3d2v9l$cb8@golem.wcc.govt.nz>
Source record: 174266

In article <D1152y.Axy@murdoch.acc.Virginia.EDU>, jws4p@fermi.clas.Virginia.EDU (John William Stanmeyer) writes:
>The difference between MSDOS disks and Atari disks is that MSDOS writes a
>serial number to the boot sector when it formats them, and the Atari does
>not. This is why Ataris cans read MSDOS disks but MSDOS cannot read an

Utter rubish, Atari writes a Random serial number, MS Dos does not,
Ataries can read MS dos disks, but the need to be told that a disk
has changed...

>Beware that I am not sure if adding a serial number to a disk that
>already contains data will erase the data; if you do this make back ups
>first.

No Use a disk editor and add your own Serial number, but there is a TSR
that will let you force a disk change....

-John

>John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457
****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5624. Re: STuff for sale closeout

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 04:37:57 UTC
From: vlestat@netcom.com
Message-ID: <vlestatD11JJA.Bnp@netcom.com>
Source record: 174286
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Interested in the atari monitor is that a color or what? Using a
magnavox color monitor now...but would like an atari one

vlestat@netcom.com

--

Derek A. Rayla

Vlestat@netcom.com

"Monsters we be, lest monsters we become."

5625. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 05:44:22 UTC
From: rosenkra@convex.com
Message-ID: <3d36jm$12o@convex1.convex.com>
Source record: 174397
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <D11842.DvD@cix.compulink.co.uk>,
Roland Givan <rgivan@cix.compulink.co.uk> wrote:
>
>In tests I've done using Dhystone the Falcon fares pretty badly. Its fine

just in case...

dhrystone is at best a test of compilers. you will see wildly different
results for any 2 compilers on the identical hardware. for example, i
seem to remember the old DRI compilers running 1/2 the dhrystones as GCC.
and merely executing a .ttp is also pointless. you must both compile and
run for dhrystone to even approach anything meaningful. finally, reporting
dhrystone without compiler info (including rev, switch options, etc) is
also virtually worthless. if a compiler has options for architecture (eg,
68030) it should be used. you cannot, for example, take a 68000 .ttp over
to a 68030 system, run it, and expect to draw any meaningful conclusions.

dhrystone is also a CPU-only benchmark. disk, display, and many other
system elements are not tested at all.

be careful in interpreting dhrystone results. in fact, i'd go so far as
to recommend abandoning it unless you really know what it does and how
it does it (ie, study the source code)...

-bill

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

5626. Re: Anybody got the German mag ATARI INSIDE ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 05:58:50 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.1C5B&XYNhX6@pluto.ping.de>
Source record: 174396

Hi,

In <3d23k8$mp5@gollum.dd.chalmers.se>, f90rusa@dd.chalmers.se (Rufus S|derberg) writes:
>
> Hi, I'm asking this for a friend (who, like me, doesn't live in Germany):
>
> What is *Voice number
> *Fax number
> *Address
> to the German mag 'Atari Inside' ?
>
> Thanks in advance. Rufus Soderberg f90rusa@dd.chalmers.se

Voice: 0431-245 321
Fax: 0431-252 570 (add your country specific predials for germany)
Address: Falke Computer
A. Goukassian
Ruehrsbrook 10
24226 Heikendorf
Germany

>
> 'Wiedersehen
>

cu, michi
--
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

5627. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 06:06:11 UTC
From: Charles William Swiger <infidel+@CMU.EDU>
Message-ID: <IixG=HC00iUzE5e2U1@andrew.cmu.edu>
Source record: 174290
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.next.misc,comp.unix.misc,comp.sys.mac.misc,comp.sys.ibm.pc.misc

Excerpts from netnews.comp.sys.next.misc: 19-Dec-94 Re:
insel_intide_A.gif.uu (.. by Kartik Subbarao@concorde
> Argh! You just MAILED this to me. You did this last time too. If
you're going > to followup, go ahead. If you're going to email, do that.
But don't do both!
> Either keep the discussion to private email (and avoid wasting the precious
> bandwidth you seem to cherish above life itself), or let's duke it out here.

You are in the same net.category as Mike Dahmus.
I have no interest in arguing with you because I do not value your opinions.
I just want you to stop saying things that are blatantly untrue.

I reply to both you and the group as a hint that you are wasting
everyone's time, exactly as I do to Mike Dahmus.

> Like I said in email, you still don't get it, do you?
> It's a *joke*, that most folks in these newsgroups these newsgroups might
> enjoy. Now, if it were posted in rec.woodworking or something, you might
> have a point.

Like I said in email:

I'd bet 90+ % of those readers never bothered to extract and view those
gifs. For those people (and I am one), this whole thread has been a
complete waste of our time, and you are unnecessarily prolonging the
experience.

I *don't* *want* to read jokes in c.s.next.misc.
It's not appropriate for the defined topic of the group.

[Lather, rinse, repeat for the other 5 groups posted to inappropriately.]

> >PS: Kartik, I predict that you will be unable to demonstrate any level
> >of relevance. If that is the case, I hope you have the intellectual
> >honesty to retract your comment above and agree that those posts were
> >inappropriate for 6 of the 7 groups involved.
>
> Oh please! Like I directed you to do in email, take that stick out of your
> ass. I don't need you to tell me about "intellectual honesty".

I challenge you to publicly show how Pentium gifs are relevant, _as_ _you_
claimed, or else publicly admit that your claim was wrong.

That is intellectual honesty. Why don't you demonstrate some?

-Chuck

Charles William Swiger - WhiteLight Systems | Vitamin L Rule #1:
---+
AMS & normal mail: infidel+@cmu.edu | If you "whoosh" me, I'll
NeXTmail: chuck@cswiger.slip.andrew.cmu.edu | _poke_ you! (Ouch.)

5628. Re: How to read Atari disks on a PC?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 06:46:50 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.787819610@acp5>
Source record: 174103

jgyip@mailbox.syr.edu (John G. Yip) writes:

>I understand that the difference in format between an Atari-formatted
>DSDD and an IBM-compatible disk is small, and that an Atari-formatted
>disk can even be changed to be readable by an IBM-compatible with a few
>changes with a sector editor. Does anyone know the way in which
>this is done? Or any other way to recover the files from the disks?

When formatted with TOS >= 1.04 PCs can read your disks right away.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5629. Re: What's the latest version of Mark Williams C?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 07:39:46 UTC
From: evgaster@hvsae01.ns-nl.att.com
Message-ID: <D11ryB.8wo@nntpa.cb.att.com>
Source record: 174297

Stephen Jacobs (saj@chinet.chinet.com) wrote:
: I used to bother the Mark Williams folks pretty regularly. They told me
: that all the 3.0.x versions were the same binary. The last digit tells
: them stuff about what distribution channel it went through, and what extras
: came along with it.
: Steve

I would not consider linea.h an extra. The one which comes with 3.0.9 is
quite different from the one that comes with 3.0.5. I don't think it
bothers most programmers though. But MW's statement is not 100 % corrent
obviously.

Ed

5630. Re: Hi-Soft Products

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 08:52:47 UTC
From: djs@jet.uk
Message-ID: <1994Dec19.085247.5116@jet.uk>
Source record: 174398

In <3d21vk$b07@boson.epita.fr> denis_r@epita.fr (Jedi/Sector One) writes:

>I agree with you, INTERFACE is really awesome compared to WERCS.

>But Lattice C is not as great as that. The compilator itself is actually slow and
>not as powerful than PURE C.
But is Pure C available for the Falcon, in the UK, with English docs?
I believe that the answer to at least two of those is "no".

For us, it's a choice between Lattice and GCC. As Rod only has 4MB (iirc)
he's going to struggle with GCC.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5631. Forsale Atari ST 1040

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 09:29:09 UTC
From: pierre@wpi.WPI.EDU
Message-ID: <3d3jp5$rm9@bigboote.WPI.EDU>
Source record: 174293

Hello you all!

I've upgraded and would like to sell this regular 1040 ST with floppy drive, I also have a 1040 STe for sale and one mono and one color monitor forsale.

If you are interested, please make me a *reasonable* offer

Much appreciated

-Ed

5632. Re: How 2 Read ST Disks on a P.C

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 09:31:08 UTC
From: C.A.Roberts@herts.ac.uk
Message-ID: <3d3jss$bao@helios.herts.ac.uk>
Source record: 174295

To read ST disks on a P.C there is a program on hensa.micros.ac.uk for the P.C that allows it to read ST disks without any problems, If you cant find it I have a copy and will send it you!!! But I am now going home for christmas so you'll have to wait until 8th JAN maybe someone else will give you a copy of the program???? As for the serial numbers I don't know what they are on about, You could try adding an MS-DOS Boot sector to the disk with DOUBLE CLICK FORMAT this usally works for me and you don't lose data??? It's up to you....MERRY XMAS

The Vulcan

5633. Re: Atari<->PC disk utilities???

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 09:32:47 UTC
From: C.A.Roberts@herts.ac.uk
Message-ID: <3d3jvv$bao@helios.herts.ac.uk>
Source record: 174296

Joe Newman (joe@zirconium.mcc.com) comp.sys.atari.st wrote:

: I've got a bunch of MIDI files on my Atari that I'd like to save on
: my PC before selling my Atari. I don't want to buy a sequencer for
: the PC. Does anyone know where I could get either:

: A) A PC utility that reads an Atari disk, or
: B) An Atari utility that writes files to PC-formatted disks?

: Please e-mail me if you can help.

: Thanks,
: --
: ------------------------------
: Joe Newman
: MCC/Experimental Systems Lab
: jnewman@mcc.com

You need to read the article bellow 'Re:ST Disk on P.C' I have explained
it there!!!

5634. Re: The dream atari...Medusa?.

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 09:42:42 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3d3kii$b9@percy.cs.bham.ac.uk>
Source record: 174294

Lexicor@world.std.com (ysiu@lexicor.com) writes:
>In article <ELPUCBVDUP@galaxy.owl.de>,
>Hendrik Mylius <neptune@galaxy.owl.de> wrote:
>
>>From what I've seen and heard MagiCMac runs as a parallel application. But the
>>Medusa still have the slow atari-bus to squeeze all the data through.
>>Especially vertical scrolling is so s-l-o-w, you won't believe it.
>
>Hendrik,
>
> I happen to own a Medusa :), it's not so s-l-o-w..then again maybe
>with the ET-4000 base card it is...
>>
>>MacMagic is not an emulator. It's a complete OS running on the cpu it was
>>designed for. A MAC Performa 630 is about three times faster than a TT.
>
>Very intriguiging, commercial release however will start next year I have
>heard, versions out now are early releases for the show only?

No, the demand was so high (apparently) that ASH began selling the
pre-release version (which was marked as such!) with the offer of a
free upgrade to the full release version on, er, release.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5635. Internet via Ethernet?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 10:18:58 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.941219110150.7837C-100000@bull.mimuw.edu.pl>
Source record: 174399
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Does anone have an idea how to connect F030 to Internet (I'm intresting at inexpensive solutions :). I'm a student and I have posibility to connect it ~free.

Thx for any help.

Simon.

5636. Re: How to read Atari disks on a PC?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 11:13:11 UTC
From: denis_r@epita.fr
Message-ID: <3d3ps7$km6@boson.epita.fr>
Source record: 174400

I know there's an utility to read any Atari disk on PC, but I can't remember its name and I donnu where to find it. It was uploaded on STAMPEDE BBS some times ago, but it's offline now.

--

-=- Frank DENIS aka JEDI from SECTOR ONE (HP48, PC, Atari, Unix Code&Music) -=-

Ring now : THE 0NE BBS (+33) 149 887 691 / No ratio for long distance callers
Serveur Minitel : RTC-ONE (1) 48 70 10 29 & (1) 48 58 46 17 (HP/Atari/PC stuff)
"Programming will never feature your machine. Learn coding."

5637. Making Geneva change directory...

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 11:33:30 UTC
From: stephen@cavendish.co.uk
Message-ID: <stephen.787836810@unix>
Source record: 174251

I posted earlier about the problems I'm having with Geneva/Gemini.
I'm making (slow) progress on them, but can anyone help with
the following:

Gemini2 instructs Geneva to run programs when I double click on them (great),
however my search paths are in disarray. I think the trouble is that
the 'current path' under Geneva is different to the 'current
path' under Gemini2. I have set up the PATH variable in
Geneva's GEM.INF file to search *all* the folders that contain the
programs I wish to run. This works OK for loading .RSC files,
but if the program wants to load any other data files
afterwards, it reports a 'file not found' problem. It's as if
the PATH statement is examined only once.

I'm comtemplating writing a program that calls the OS to change current
directory. This could then be called by a Mupfel script
before the program I want to run. Does anyone know if it's
possible to get Mupfel to change Geneva's local directory?

For some reason, there's a font clash between
AMCGDOS/GEMINI/GENEVA on my setup.

Certain Gemini2 dialogue boxes have a corrupted-looking font in them.
It may be because a certain font is not available for use, and it tries to
'round-up' the nearest font. I've tried to load in as many
sizes of a font as I can, but I am unable to clear this problem.

It was recommended that I get hold of NVDI3, but I can't find
any info on the cost/availability of this product.

I do have a VDI bug-fix program, but this won't load with Geneva.

Any help would be appreciated

Steve

P.S. Does anyone know the UK contact number for Geneva
support? My docs are back at my parents place.

5638. Re: S3M Module player?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 11:45:29 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.941219123704.23076A-100000@bull.mimuw.edu.pl>
Source record: 174252

On 15 Dec 1994, David Cook wrote:

> cynic on the edge of sanity (chrishinds@delphi.com) wrote:
> : I've been seeing a lot of .s3m modules floating around...Does anybody
> : know of a Falcon player for them?
> :
> : Thanks,
> : --c
>
> The best one I have found is MegaTracker v0.96. It has played everything
> I have thrown at it so far.

Digital Tracker plays them too. Howewer it shout that module is corupted
or s.l.t. Just click on play, after reset of pattern and song counters,
so you can listen to s3m (or mtm and 16 bit DTM).
Anyway I found only one really 16 bit DTM (with 16 bit samples) till this
time.

Have a fun.

Simon.

5639. I need your opinion!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 11:45:59 UTC
From: Albert Klour <albert-k@dsv.su.se>
Message-ID: <Pine.ULT.3.91.941219124438.1607E-100000@aston>
Source record: 174253

```
**********************************************************************
* *
* HERE IS A CHANCE TO EXPRESS YOUR OPINION ABOUT *
* COMPUTER GAMES. THIS WILL HOPEFULLY LEAD TO BETTER GAMES *
* IN THE FUTURE. IF YOU REALLY CARE, ANSWER THIS QUESTIONNAIRE *
* AND MAKE YOUR VOICE HEARD. *
* *
* *
* This questionnaire takes only five minutes of your time. *
* All answers are treated confidentially and all participants *
* are 100% anonymous. *
* This questionnaire was created by a group of computer science *
* students at Stockholm University. The purpose of this project *
* is to look at computer-users game habits. *
* *
* If you have questions regarding this project please send *
* an email to one of the following persons: *
* *
* Kai Fransson kai-fran@dsv.su.se *
* Albert Klour albert-k@dsv.su.se *
* Marcin Kosowicz marcin-k@dsv.su.se *
* Ove Lautensack ove-laut@dsv.su.se *
* Annika Penttinen annika-p@dsv.su.se *
* *
* WE WOULD REALLY APPRECIATE A QUICK ANSWER! *
* *
**********************************************************************

======================================================================
Answer with an x inside the parentheses.

Example: Do you have a dog? (X) yes ( ) no

======================================================================

1. Sex?

( ) Female ( ) Male

2. Age?

( ) less than 15 years ( ) 15-20 years
( ) 21-30 years ( ) 30-40 years ( ) more than 40 years

3. Highest education?

( ) Elementary school ( ) High school ( ) College/University
```

4. Where do you live?

( ) Europe ( ) N. America ( ) Asia
( ) Australia ( ) S. America ( ) Africa

5. Where do you usually play games? (make only one choice)

( ) Home
( ) School
( ) Friend/relative
( ) Work

6. What computer equipment do you usually play games on?

a) ( ) PC ( ) MAC ( ) AMIGA ( ) ATARI ( ) OTHER

b) ( ) CD-ROM ( ) MODEM

c) ( ) less than 4 Mb RAM ( ) 4-8 Mb RAM ( ) more than 8 Mb RAM

7. How much time do you spend playing games each week?

( ) less than 1 hour ( ) 1-5 hours
( ) 6-15 hours ( ) more than 15 hours

8. How many games did you buy 1994?

( ) 0 ( ) 1-4 ( ) 5-10 ( ) more than 11

9. What do you think about game prices?

( ) Very expensive ( ) Expensive ( ) OK
( ) Cheap ( ) Very cheap

10. How much do you think the prices will drop if 'illegal copying' is stopped?

( ) Very much ( ) Much ( ) Little ( ) Very little ( ) None

11. What sort of games do you prefer? (make up to 3 choices)

( ) Strategy ( ) Adventure ( ) Sports
( ) Shoot'em up ( ) Arcade/Platform
( ) Flight sim. ( ) Others:
==========

12. Rate these software companies according to your opinion.
(Use a rating scale from 1 to 12, where 12 is the best)

( ) Microprose ( ) ID ( ) Microsoft ( ) Sensible
( ) Lucas Art ( ) Sierra ( ) Image ( ) Digital Illusions
( ) Electronics Art ( ) Ocean ( ) Maxis ( ) Virgin

13. When buying a game, you:

( ) Play the game before reading the manual.
( ) Read the manual before playing the game.
( ) Never read the manual.
( ) Read the manual when a problem occur.

14. What makes you buy a game?

( ) Reviews in magazines.
( ) Recommendation from a friend.
( ) Advertising/Commercial.
( ) Text on the backside of the game package.
( ) Testing the game.

15. Should there be an age limit for playing computer games?

( ) Yes ( ) No

THANKS FOR YOUR COOPERATION.

5640. ALL Computers & Electronics Swap Meet: PACIFIC NORTHWEST DIST!

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 11:47:31 UTC
From: bensmith@teleport.com
Message-ID: <3d3rsj$80m@linda.teleport.com>
Source record: 174281
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,
comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti,comp.sys.ti.explorer

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

Is currently holding Monthly Swap Meets with an occasional Raffle. Monthly Swap Meets are Held on the First Monday of each Month from 7 PM - 10 PM. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

FOR ANY INFO INCLUDING TABLES: CALL BEN AT (503)256-9974!!
THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Next Swap Meet will Be January 2nd, 1995 at 7 P.M. See ya There!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

5641. WANTED: Dealers for an ALL Computers & Electronics Swap Meet: PNW

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 12:15:56 UTC
From: bensmith@teleport.com
Message-ID: <3d3ths$8gv@linda.teleport.com>
Source record: 174282
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,
comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti,comp.sys.ti.explorer

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought fall
into such Categories as Computer Dealers, all kinds. All kinds of Computer
HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game
Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game
Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals &
Accessories.

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other Recorded
Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes (NO PIRATED MEDIA OF ANY KIND,
PLEASE!!), TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and all Dealers Welcome and Wanted!!

NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10!! FIRST COME FIRST SERVE!! TABLES $10!! FIRST COME FIRST SERVE!!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St.
at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet or Table Rentals.
Reply in E-Mail to bensmith@teleport.com.
Or Call Ben Anytime at (503)256-9974 (VOICE/VOICE MESSAGING).

Please Do NOT Reply in the Public Message Bases as I don't Read most of
these Message Bases and the ones I do read I don't read regularly. The Best way
to reach me is E-Mail or the Above Phone number.

Next Swap Meets Date will be January 2nd 1995 at 7 P.M.. See ya There!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

5642. Re: Where is Atari ST emulator?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 12:21:09 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3d3trl$5cg@osiris.wu-wien.ac.at>
Source record: 174254

Cornelius Krasel (krasel@alf.biochem.mpg.de) wrote:

: Although you are correct that the Gemulator is not the only one Atari ST
: emulator, you are incorrect in your assumption that the Gemulator is a
: software emulator.

As far as I know and read news reports, Gemulator comes together with a
card which, however, takes only the TOS 2.06 chips. (in fact it can take
several more TOS chips, god knows why...). The emulator itsself,
especiially, the 68ooo emulator, is software. The fact, that a piece of
hardware is delivered with the product, does not mean that it is a
hardware emulator, otherwise the Spectre would be a hardware emulator, too.

Regards,

Alfred

5643. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 13:31:10 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <ELTMDDUY22-UP@deluxe.textlitho.nl>
Source record: 174278
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3d36jm$12o@convex1.convex.com> William Rosenkranz wrote :

>dhrystone is also a CPU-only benchmark. disk, display, and many other
>system elements are not tested at all.
>
>be careful in interpreting dhrystone results. in fact, i'd go so far as
>to recommend abandoning it unless you really know what it does and how
>it does it (ie, study the source code)...
>
Granted, but the guy's conclusions gave a rather accurate picture of what
a falcon's about. Here's a bit of my findings (I've had a 030 for 9 months
now):
- It's an extremely versatile and easy-to-handle machine
- It's got a louzy keyboard
- Processing speed slows down with increasing colours; works surprisingly
fast in truecolour mode though
- It's a good buy, considering what it does
- In general it lacks power; very few programs know to use the DSP

It does all the stuff 'the other guys' do, but it's too slow for professional
use. If it were equipped with a 040/060 set and more programs had access to
the DSP you'd have a mean machine allright, but personally I wouldn't want
to go through all that trouble.

just my 2c,

Paul
--

Paul Tuijnman
paul@textlitho.nl

5644. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 13:35:01 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3d4265$muo@infa.central.susx.ac.uk>
Source record: 174257
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: >One Big problem with German ones is the lack of good spelling/Thesaurus
: >support...

: Papyrus has a spell checker, but no thesaurus.

: >The other problem is these later version need a high res monitor and
: >4 megs of Ram and a hard disk....

: Papyrus does not require a hard disk and it runs in 1MB. Features require
: RAM. Can you name one PC/Mac WP that has a spell checker and thesaurus and
: can run in 640*200 res in 1MB and without a hard disk?

Can you think of any professional organisations that use the above spec
for a WP as their standard.

Steve

5645. TOS 4.01 vs 4.04

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 13:37:26 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3d42am$1k8@dux.dundee.ac.uk>
Source record: 174258
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is upgrading my tos chip (currently 4.01) to 4.04 likely to result
in increased speed?

Rod

--
--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept. Maths & Computer Science, Dundee University, Scotland
President, Lip Theatre Co, Dundee University.
Tel: Term (01382) 644546 Home (01721) 720863
==

5646. Gulam, Sobozon & Cursors

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 13:40:32 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3d42gg$1k8@dux.dundee.ac.uk>
Source record: 174259
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have manged to get Gulam to run under TOSWIN on my falcon, I do however
have a few problems.

1) it disables the cursor in other programmes.

2) It slow the system down

3) I cannot get the sobocon cc command to work it simple comes up
with and error saying
cc: cannot frin library. 'TERM=tw52'

All I did was rename gulam.prg to gulam to gulam.tos

Any suggestions as to whats going on and how to solve it?

Rod

--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept. Maths & Computer Science, Dundee University, Scotland
President, Lip Theatre Co, Dundee University.
Tel: Term (01382) 644546 Home (01721) 720863
==

5647. Re: Hi-Soft Products

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 13:47:19 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3d42t7$1k8@dux.dundee.ac.uk>
Source record: 174260

David Stevenson (djs@jet.uk) wrote:
: In <3d21vk$b07@boson.epita.fr> denis_r@epita.fr (Jedi/Sector One) writes:

: >I agree with you, INTERFACE is really awesome compared to WERCS.

: >But Lattice C is not as great as that. The compilator itself is actually slow and
: >not as powerful than PURE C.
: But is Pure C available for the Falcon, in the UK, with English docs?
: I believe that the answer to at least two of those is "no".

: For us, it's a choice between Lattice and GCC. As Rod only has 4MB (iirc)
: he's going to struggle with GCC.

Yes, I agree. I went through enough hell trying to get emacs, minix and
gcc installed last time. This time the idea of a nice 'ready to install'
compiler is MUCH more appealing.

Rod
--
--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept. Maths & Computer Science, Dundee University, Scotland
President, Lip Theatre Co, Dundee University.
Tel: Term (01382) 644546 Home (01721) 720863
==

5648. Re: Atari newbie request chess programs for ST1040

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 13:49:22 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3d4312$n4q@infa.central.susx.ac.uk>
Source record: 174261

Bill Repetto (brepetto@delphi.com) wrote:
: Battle Chess is not all that bad, either. The entertainment aspect of it
: aside, it's also a pretty good chess program. I have the ST version and the
: Windows version. The Atari version is FAR superior.
: Bill R.

Most games for Windoze are pretty poor (Outpost etc. being the
exceptions).

Since you make the comparison, presumably you are running Atari
BattleChess from the GEM desktop?

Steve

5649. Re: Need Advice on Atari Files within a PC!!!! Please!!! :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 14:03:07 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3d43qr$na4@infa.central.susx.ac.uk>
Source record: 174262

Pete Williams (P.I.Williams@derby.ac.uk) wrote:
: Greetings.

: I've been asked to download some files of the internet for a friend
: who has just acquired an old atari st to use with his midi
: keyboards. Problem is, I use a PC at work to do all my
: downloading!! Is there a program (on the PC of course) anyone
: knows of to enable me to format and write to a Atari ST disk??

Why do people insist on using e.g. Knife ST etc to format disks for PCs?

The basic Atari desktop (TOS 1.2, 1.4, 1.6 from experience) all format
disks correctly for PCs.

Steve

: Also, know any good places for Midi related ST files????

: Many thanks in advance.

: Pete 'Tinker' Williams
: Computer Graphics Technician

5650. MagiCMac Demo

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 14:13:08 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-1912941515380001@nod.eng.umu.se>
Source record: 174264

Is the MagiCMac demo to be found on any FTP-site? If it is, on which site?

--
Johan Nordlander
Department of English
University of Umea
S-901 87 Umea
Sweden
Tel. int. + 46-90-166236
Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se

5651. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 14:17:00 UTC
From: Reschke#m#_Julian@msmail_gw.mdd.comm.mot.com
Message-ID: <Reschke#m#_Julian-191294151700@140.101.205.18>
Source record: 174265
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3d29pn$kf9@aristotle.algonet.se>, jonaeson@algonet.se (Tommy Jonaeson) wrote:

> Thorsten Guenther (guenther@cabal.sh.sub.de) wrote:
> : In <3cv5c9$i1j@aristotle.algonet.se> Tommy Jonaeson wrote :
> : >SCSI: Slower, more drives. boots slower than IDE. (There is a hack that
> : >corrects that though)
> : >I'm not 100% sure that SCSI is indeed slower than IDE, but it sure looks
> : >that way.
>
> : SCSI slower???? 1.6 megs/second with a Quantum 240 LPS were verified last
> : year. It's certainly some wrong piece of information you present here.
>
> My SCSI is slower than my IDE, and judging from what I've seen of the
> hardware, the Falcon has the SCSI-interface connected to an internal
> ACSI-bus. (Might be possible to extract a fully working
> ACSI(DMA)-connector, if you want to connect an Atari Laser to your F030)
> The ACSI DMA isn't fast, and the IDE interface is a separate system,
> although not DMA-driven.

Falcon-SCSI uses the old DMA unit, that's right. But the limit is the NCR SCSI
controller (around 2 MB/sec). IDE can in fact be faster with the right driver
and a fast disk.

--
Julian F. Reschke, Motorola WDG Wiesbaden
Opinions expressed are entirely my own!

5652. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 15:13:24 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <s925377.117.2EF5A314@mailserv.cuhk.hk>
Source record: 174267

In article <3cpj3q$nrq@news.bu.edu> selick@bu.edu (Steven Selick) writes:
>From: selick@bu.edu (Steven Selick)
>Subject: C-Lab Falcon wishlist
>Date: 15 Dec 1994 14:16:26 GMT

>68040 or 68060 at different speeds for different needs. Preferably at least
50>mhz.
You got to know if you ask too much, there is already Power Mac for you.
I just don't want the price of new Falcon to be too high.

>Reasonable room for RAM expansion - in the 128 meg range
>Tower Case
>Hard drives and RAM should probably be optional, as many people like to make
>their own config
Agree. But I wonder how many of programs need so much ram.

>DSP - if they could come up with a way to throw in Logic Audio, they could
>build in the dongle into the main board. They do still have the rights to
>Notator, right? This could be a good selling point.
No, I love Cubase.

>Go ahead and build in a 486 board as well. Might as well be compatible with
>those PC's
No need. For the Power Mac or Quadra, even dealers won't recommend Soft PC
or add on PC hardware emulator because buying a 486 is very cheap today.
Anyway, I do hope that there is a cost effective PC emulator.

>Include SCSI-2, IDE interfaces
SCSI2 is a must. For the IDE, if you have an old IDE/second drive, then it
sounds like IDE controller should be there. But I won't use IDE, it is too
slow, and the price of SCSI and IDE are very close.

>Also maybe have a board with lots of audio in's and out's. Maybe even some
>XLR's would be nice. 8 rca in's and out's is a start.
Will that make the cost too high? I think good quality stereo in out is
basic, and should be OK for most of us.

==========
Please mail to me directly if possible.
Good Luck!

Malcolm

s925377@mailserv.cuhk.hk

5653. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 15:21:54 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <s925377.118.2EF5A512@mailserv.cuhk.hk>
Source record: 174268

In article <3cs5c4$7vs@helios.herts.ac.uk> C.A.Roberts@herts.ac.uk (Chris Roberts) writes:
>Maximum needed is 8 SIM slots which could tak 8*4meg simms which
>is more than enough.
NO Robert!
this is the outdated formula of upgrading ram.
WE should consider using 72pins 36 bits simm. The new simms are longer and
you can upgrade in a more flexible way.
Please don't consider the old type of 30pins simm.

>If it is fully P.C compatible, I mean in the hardware department then
>the price could be kept down as you could add stuff as you wanted...
>E.G
>P.C Dual Speed C.D Drives
>2.8 Meg Floppy Drives
>Bigger IDE or SCSI Hard drives
>New Keyboards, as these should be external and sam sockets as P.C ones
Why don't you buy a PC then??

=======================================
Please mail to me directly if possible.
Good Luck!

Malcolm

s925377@mailserv.cuhk.hk

5654. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 15:28:38 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <s925377.119.2EF5A6A6@mailserv.cuhk.hk>
Source record: 174224

In article <hYx3-uR.aruth@delphi.com> Andrew Ruth <aruth@delphi.com> writes:
>From: Andrew Ruth <aruth@delphi.com>
>Subject: Re: C-Lab Falcon wishlist
>Date: Sat, 17 DEC 94 22:19:05 -0500

>How about having the computer take ide disk drives and other ibm clone
>parts so people can upgrade at a lower price. try to make it more part
>compatable with the clone out there.
STRONGLY AGREE

Keep the industrial standard:
Plug in SVGA monitor directly without adaptor to have 1027*768 (at least).
Use standard 72pins simm without using Adaptor.
Standard PC tower case (but I don't think it is possible)
(may be even)standard Ms mouse.
Standard printer/modem/SCSI/midi.....OH, almost forget: RCA instead of
headphone plug.

Keep things basic.
Don't ask too much for 68060, 2.88meg FD, True color in high resolution,
FPU, etc. These will shoot the price high and in that case, you better buy a
MAC.

=======================================
Please mail to me directly if possible.
Good Luck!

Malcolm

s925377@mailserv.cuhk.hk

5655. Re: JPEG Binary Bugs...

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 15:39:33 UTC
From: Reschke#m#_Julian@msmail_gw.mdd.comm.mot.com
Message-ID: <Reschke#m#_Julian-191294163934@140.101.205.18>
Source record: 174270

In article <3d15mj$2a4@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) wrote:

> JPEG5 that I found on tu-berlin, does not work at all,
> the GIF output file was stuffed, also you can't run it
> from the desktop, due to the command line case bug, you need
> a shell or Neodesk...
>
> Was this case bug every fixed in TOS....??
>

Yes, in TOS 1.04.

>
> I also ran the Julian Reschke port JPEG4, this produced
> a working GIF runing from the desktop, the command line
> is not the same as JPEG5, but I had to run JPEG4 from
> the root as it could not find the files when in a directory,
> unless you gave it a explicit path...
>
>
>
> JPEG5 needs a > between the in/out file, JPEG4 does not...
>

It depends on how you compile it (DOS style vs Unix style).

>
> So what is the lestest version of the JPEG source files,
> and can some one do a port of them, what we need is the
> LZH man Christian Grunenberg to do a port of it, then it will be
> Fast....!!!
>
>
> How about it chaps.... ??
>
>
>
>
>
>
>
>
> **
> * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
> * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *

> **

--
Julian F. Reschke, Motorola WDG Wiesbaden
Opinions expressed are entirely my own!

5656. Re: Why should I buy a Falcon? SIMM-fix?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 16:00:29 UTC
From: contacts@mits.mdata.fi
Message-ID: <3d4amt$jl1@prime.mdata.fi>
Source record: 174269
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3d29pn$kf9@aristotle.algonet.se>,
Tommy Jonaeson <jonaeson@algonet.se> wrote:
>Thorsten Guenther (guenther@cabal.sh.sub.de) wrote:
>: In <3cv5c9$i1j@aristotle.algonet.se> Tommy Jonaeson wrote :
>
>: Some of those have timing problems (monitor blips, etc.) if the wrong
>: SIMMs are used :-(.
>
>Wrong! There are no timing problems. The problems derivates from the
>power-consumtion of the simms. Some simms need more power, and if the
>card is badly designed, it will generate "ripple" on the power.
>(The voltage will pend at a very high frequency between maybe 4 volts to
>5 volts. And thus will the simm not work properly.) A ccouple of
>capacitors placed close to the simms will remedy that problem.

More information, please :-)
I have the Falcon Wings with 16Mb SIMMs and that pixel flicker symptom.
How can I fix that?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5657. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 16:31:33 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3d4ch5$f21@darkstar.UCSC.EDU>
Source record: 174271

In <s925377.117.2EF5A314@mailserv.cuhk.hk> s925377@mailserv.cuhk.hk (Malcolm) writes:

>In article <3cpj3q$nrq@news.bu.edu> selick@bu.edu (Steven Selick) writes:
>>From: selick@bu.edu (Steven Selick)
>>Subject: C-Lab Falcon wishlist
>>Date: 15 Dec 1994 14:16:26 GMT

>>68040 or 68060 at different speeds for different needs. Preferably at least
>50>mhz.
>You got to know if you ask too much, there is already Power Mac for you.
>I just don't want the price of new Falcon to be too high.

There's no such thing as "too much" so long as a lower end exists. Some of
us won't use a mac even if we were paid to own one.

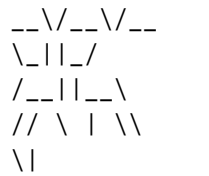
>>Reasonable room for RAM expansion - in the 128 meg range
>>Tower Case
>>Hard drives and RAM should probably be optional, as many people like to make
>>their own config
>Agree. But I wonder how many of programs need so much ram.
Digital Audio, Animation, Image processing, all of these (and others) can
use lots of RAM. Better to have too much expandability than too little.

>>DSP - if they could come up with a way to throw in Logic Audio, they could
>>build in the dongle into the main board. They do still have the rights to
>>Notator, right? This could be a good selling point.
>No, I love Cubase.

They can't throw in Logic Audio unless they make a deal with EMagic. Not a
bad idea, but those who want Logic audio may already own it (like me, well
not AUdio yet) and bundling could be a waste.

>=====================================
>Please mail to me directly if possible.
>Good Luck!

>Malcolm

>s925377@mailserv.cuhk.hk
--


5658. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 16:35:17 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3d4co5$f31@darkstar.UCSC.EDU>
Source record: 174210

In <s925377.118.2EF5A512@mailserv.cuhk.hk> s925377@mailserv.cuhk.hk (Malcolm) writes:
>WE should consider using 72pins 36 bits simm. The new simms are longer and
>you can upgrade in a more flexible way.
>Please don't consider the old type of 30pins simm.

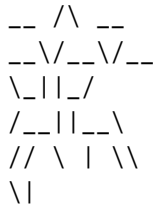
72 pin simms (32 bit wide) are the best choice. My PC uses the older type,
and even though I "only" have 16 megs, I would rather, for future's use, hhave
it use 72 pin simms.

>Why don't you buy a PC then??
I think that making the hardware use the PC type standards (keyboard port,
monitor port, printer, modem, simms, etc) Makes a lot of sense. The
peripherals are cheaper and easier to find, more selection, and since 99% of
these are standard on the Atari line already (only exception being keyboards
& mice, off the top of my head) it makes sense to continue the trand.

~Chris

>=======================================
>Please mail to me directly if possible.
>Good Luck!

>Malcolm

>s925377@mailserv.cuhk.hk
--


5659. Re: Why should I buy a Falcon? SIMM-fix?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 16:44:12 UTC
From: jonaeson@algonet.se
Message-ID: <3d4d8s$p0r@aristotle.algonet.se>
Source record: 174218
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Pekka Saarinen (contacts@mits.mdata.fi) wrote:
: >Wrong! There are no timing problems. The problems derivates from the
: >power-consumtion of the simms. Some simms need more power, and if the
: >card is badly designed, it will generate "ripple" on the power.
: >(The voltage will pend at a very high frequency between maybe 4 volts to
: >5 volts. And thus will the simm not work properly.) A ccouple of
: >capacitors placed close to the simms will remedy that problem.

: More information, please :-)
: I have the Falcon Wings with 16Mb SIMMs and that pixel flicker symptom.
: How can I fix that?

To make a good fix for that, I recommend that you consult someone with
good knowledge in electronics.
However, the problem as i stated is ripple on the powerlines.
The solution is to place a capacitor as close to the simm as possible
(1 for each simm) between the power and ground.
When simms demands more power than the board can supply without becoming
sensitive to disturbancies, the ripple starts.
The ripple itself is a high-frequency voltage sinuswave, and by placing
the capacitors there, you get a filter, that removes the ripple.

Regards, Tommy

5660. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 17:11:25 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3d4ert$7u6@percy.cs.bham.ac.uk>
Source record: 174273
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

kaps3@central.susx.ac.uk (Steven Constantine) writes:
>Ofir Gal (ogal@cix.compulink.co.uk) wrote:
>: >One Big problem with German ones is the lack of good spelling/Thesaurus
>: >support...
>
>: Papyrus has a spell checker, but no thesaurus.
>
>: >The other problem is these later version need a high res monitor and
>: >4 megs of Ram and a hard disk....
>
>: Papyrus does not require a hard disk and it runs in 1MB. Features require
>: RAM. Can you name one PC/Mac WP that has a spell checker and thesaurus and
>: can run in 640*200 res in 1MB and without a hard disk?
>
>Can you think of any professional organisations that use the above spec
>for a WP as their standard.

I am amused that this thread has a mis-spelled title, but perhaps that
is just me.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5661. Re: TOS 4.01 vs 4.04

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 17:13:57 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3d4f0l$806@percy.cs.bham.ac.uk>
Source record: 174274
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Is upgrading my tos chip (currently 4.01) to 4.04 likely to result
>in increased speed?

No, but you will have fewer bugs. IIRC 4.01 has an AES that does 3D
effects differently to the newer ones, so it will be more compatible
with the newer apps as well.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5662. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 17:18:17 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3d4f8p$82r@percy.cs.bham.ac.uk>
Source record: 174275

mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
>power. (I hear Word Perfect 6 is good. I just wish my Atari had
>one of these programs. Then I would enjoy using them a lot more.)

It is not. The Atari market wuold not suffer a commercial program that
bad.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5663. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 17:19:00 UTC
From: christian.mittendorf@space.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2ef5c0b5_Christian.Mittendorf@ct.se>
Source record: 174272

In a message of <16 Dec 94 16:13:34>, Morgoth (2:200/427.1) writes:

Hi!

M> While we're all dreaming of 040/060, we could spend the waiting time
M> blowing our Falcons up with a bit faster 030 CPUs ;-) ?
Well, the speed up of the bus speed is nice but it wouldn't give your Falcon
the kick he needs. The numbers of the Speed-Resolution-Card (running with
a 40 Mhz CPU and a 20 Mhz bus speed) won't fit my needs. What you need is
FastRAM which you could get while using the Mighty Sonic. And this card
is IMHO the only one which could give your Falcon the speed of the TT.
(Except BEST have released their 040 Board. And compared to PC's even a TT
is a slow machine.)

So hopefully we will see a 040 Board once.
Or perhaps do you want to built one? ;-)

A Merry Christmas and a Happy New Year!

See you in 1995!

Greets,
Christian

+++
Internet: christian.mittendorf@space.ct.se
Fido: 2:203/202.11

5664. Re: Sheephead: Bozo, Nerd or what?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 17:21:10 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3d4fe6$85b@percy.cs.bham.ac.uk>
Source record: 174225

neptune@galaxy.owl.de writes:
>In <3cnoj0$i9l@golem.wcc.govt.nz> Roger Sheppard. wrote:
>
>>Because of People like you that just can't see the tree because of the woods...
>
>As if you would know ...
>
>I think you're a couple of irons short of a full golf-bag.

Yeah, tee off.

>You are the evil in person. Get lost.

Any chance of having the first ever Usenet exorcism?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5665. Re: Connect capture buffer questions

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 17:22:38 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <3d4fgu$1iu@mailer.fsu.edu>
Source record: 174276

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:
> Well, I've started using Connect, which impresses me to say the least!
> The problem is that I don't know how to use it that well, and I'm wondering
> about the capture buffer.
> In STorm I used to switch between the terminal screen and the capture
> buffer, to copy/paste filenames etc. that had already scrolled past.
> Can I do this in Connect? I also used it as a form of offline reader,
> reading all my new email online, and offline I would just reply to what I
> re-read from the capture buffer.
> Can I do this as well in Connect?

Yes, easily. Just click the "copy" button, and you will get another text window that looks just like your terminal one, but is in fact a window to the current capture buffer. You can then cut and paste between windows with no problems. Hit the "help" key and hunt around for the mouse instructions for cut and paste. The printed manual you get when registering the program gives detailed instructions for this (and everything else).

You can also just cut some text from the capture buffer (using the scrollbar to find the text you want in the buffer) and paste it directly into the current window. If you hold down the left button while defining the text to cut, then (while continuing to hold the left down) hold down the right button, then release the left button, then release the right, you will get a popup menu of options for the text you just cut. This sounds a lot more complicated than it is. Give it a try, it's pretty neat!

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

5666. FS: Various Atari ST items

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 17:39:23 UTC
From: rost@nutshell.maelstrom.timeplex.com
Message-ID: <ROST.94Dec19123923@nutshell.maelstrom.timeplex.com>
Source record: 174277

While I still use my 1040ST, it's now dedicated to MIDI and I do
everything else on a Mac, so I have a bunch of stuff lying around
looking for a home. Everyhting is best offer, because I have no idea
what any of this stuff is worth (if anything).

Hardware:

Monitor Master (switch between two monitors, plus provides an RCA jack
audio out)

Atari Trackball (the big momma)

Chinon SSDD internal drive (removed from a 520 that I upgrdaed to DSDD;
works fine)

Software (with docs, original floppies):

D-Basic compiler

Pascal compiler

Word Perfect (last version; all manuals and can transfer license FWIW)

Oids (game)

Gauntlet (game)

Balance of Power (game)

Battle Chess (game)

Timeworks Publisher (DTP)

PC emulator software (forget the name ?PCSpeed?; emulates SLOWLY, can
run DOS 3.3, CGA graphics, 640K of memory)

Books:

Compute! Atari book

GEM programmer's handbook

All this stuff is located outside of Worcester, MA; all offers
considered.

--

Brian Rost
Ascom Timeplex APBU
rost_brian@timeplex.com

****

"None of my women have to hit me to let me know they're there"

****

5667. Portfolio

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 18:36:40 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <787862200snz@chowgar.demon.co.uk>
Source record: 174023

Does anybody have a Portfolio for sale or does anybody know where I can get one from (in the UK if possible)??

Thanks.

--

Simon Moore
smoore@chowgar.demon.co.uk

5668. Re: TOS 4.01 vs 4.04

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 18:42:36 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D12Mn0.7vs@cix.compulink.co.uk>
Source record: 174222
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>Is upgrading my tos chip (currently 4.01) to 4.04 likely to result
>in increased speed?

No, but the AES and XBIOS have fewer bugs in 4.04.

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

5669. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 18:42:40 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D12Mn4.7wr@cix.compulink.co.uk>
Source record: 174223
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>: Papyrus does not require a hard disk and it runs in 1MB. Features require
>: RAM. Can you name one PC/Mac WP that has a spell checker and thesaurus and
>: can run in 640*200 res in 1MB and without a hard disk?
>
>Can you think of any professional organisations that use the above spec
>for a WP as their standard.

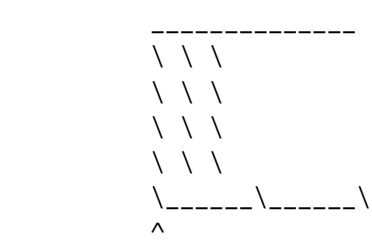
I think you misunderstood my point.

Ofir ogal@cix.compulink.co.uk

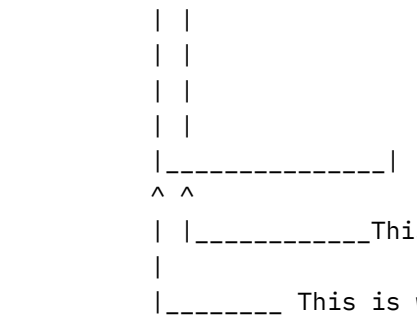
5670. STzip Version 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 18:57:58 UTC
From: gruber@austin.ibm.com
Message-ID: <D12nCM.3MnC@austin.ibm.com>
Source record: 174237

I used STzip version 2.06 (or was it 2.6 ??) to unzip a file
an IBM PC created from PKzip 2.04G (it didn't cross diskettes).
It's a .tga file, at any rate I unzipped it using a TT and it
came out like :



instead of looking like :



Any help on how I can fix this would be appreciated.
Thanks,
Scott

P.S. I unzipped it using PKunzip version 2.04G on a IBMPC and the
picture came out fine.

DISCLAIMER : The views of the poster are not necessarily that of IBM

5671. Re: Connect capture buffer questions

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 19:28:13 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3d4msd$s7i@msunews.cl.msu.edu>
Source record: 174226

In article <3d4fgu$1iu@mailer.fsu.edu>, boyd@hardy.math.fsu.edu (Mickey Boyd) writes:
>Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:
>> Can I do this in Connect? I also used it as a form of offline reader,
>> reading all my new email online, and offline I would just reply to what I
>> re-read from the capture buffer.
>
>Yes, easily. Just click the "copy" button, and you will get another text
>window that looks just like your terminal one, but is in fact a window to the
>current capture buffer.

What is the maximum size for the copy buffer? I also use STorm as Hallvard described, and I enjoy the unlimited size of the scroll-back buffer. In my limited use of ConNect, though, I haven't been able to get more than 500 lines in the capture buffer. Is there any way to store more lines, and cut, paste and "send" from them?

Thanks,
Tom
t.hopper@genie.geis.com

5672. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 19:56:53 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D12q2u.FI5@cix.compulink.co.uk>
Source record: 174280

In message <1994Dec14.203928.21656@ucon.gun.de>, donm@ucon.gun.de said:
>One thing Atari did right was choosing Dusseldorf for their show
>(not that it takes a lot of smarts to figure that one out...) But
>Dusseldorf, which is located centrally to *Europe*, is bound to be
>more attractive.

Couldn't agree more, I've been very puzzled by the show locations, Ulm, Berlin Hennef. I guess the exhibition hall is more expensive at Dusseldorf.

ISTR that Dusseldorf attracted visitors, and exhibitors, from UK, Holland and Belgium, don't think you could say the same for Berlin or Ulm.

Barry wilsontjb@cix.compulink.co.uk

5673. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 20:30:23 UTC
From: fvdakker@sterbbs.nl
Message-ID: <27551TXUXFXYBJKBOOJ@sterbbs.nl>
Source record: 174279

Can't you move this discussion to alt.jokes.pentium???

Thanks.
Greetings, Frits van den Akker, fvdakker@sterbbs.nl, JFA Software.
Now also avaliable: fvdakker@runner.knoware.nl !!!!

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

5674. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 21:11:10 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D12tIM.n0y@cix.compulink.co.uk>
Source record: 174229

> I don't think this license means that C-Lab will be producing upgrade
> Falcon machines, just OEM equipment based on the current production
> Falcon.
Wrong Clab will be upgrading Falcon in every department. 68040 models
exist as prototypes, their first release in january has a 500Mb SCSI
built in drive and they are interested in uprating the graphics.

+------------+--------------------------+--------------------------+
|Iain Laskey |ilaskey@ix.compulink.co.uk | |
+------------+--------------------------+--------------------------+
|Techno Junky - Atari Falcon/2600/PC/CD-ROM/Laserdisk/Dolby Prologic |
+--+

5675. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 21:39:06 UTC
From: starman@crash.wanganui.gen.nz
Message-ID: <starman.09pb@crash.wanganui.gen.nz>
Source record: 174283
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.next.misc,comp.unix.misc,comp.sys.mac.misc

Hi Charles William Swiger On Sun, 18 Dec 1994 17:20:43 -0500 YOU WROTE:
>Excerpts from netnews.comp.sys.next.misc: 18-Dec-94 Re:
>insel_intide_A.gif.uu... by Kartik Subbarao:

>[...repetitive arguments deleted...]

>> I personally welcomed the posting. It was relevant to the discussion, and
>> interjected some lively humor.

I liked it i found it a good laugh.

>Prove it. Show us how gifs of a Pentium are relevant to each of the
>following groups: ^^^^^^^^^^^^^^^^^
????????????????

Then in a later post you said

>I'd bet 90+ % of those readers never bothered to extract and view those
^^^^^
I take $1000 on that to say you are wrong would you?
>gifs. For those people (and I am one), this whole thread has been a
>complete waste of our time, and you are unnecessarily prolonging the
>experience.

So you never looked at the gifs but you know what they were
I suppose a Net god like you can look at a uuencoded file and
decode it in your head. Shit you must be amazing.

>PS: Kartik, I predict that you will be unable to demonstrate any level
>of relevance. If that is the case, I hope you have the intellectual
>honesty to retract your comment above and agree that those posts were
>inappropriate for 6 of the 7 groups involved.

Please could we have your Net Cop Badge number we must congratulate you on
your fine intellectual and well researched post.

PS. Chuck This is a sarcastic post stick your pc up your arse and fuck off
and die.

--
starman@crash.wanganui.gen.nz (Robin Halligan)
Amigans Public Access UUCP Node Wanganui New Zealand

Rimmer: It would be like putting your wedding tackle into a lion's mouth
whilst flicking its love spuds with a wet towel. Total insanity.
- from "Rimmerworld"

5676. Gemulator & DEKA II Questions

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 21:40:43 UTC
From: renfro@bnr.ca
Message-ID: <3d4ukr$5ff@crchh610.bnr.ca>
Source record: 174230

Background: I have a 486 next to my desk with keyboard on desk in front of my Falcon030. I have a VGA monitor hooked up to a switch box to switch between the 486 and Falcon. When I use the Falcon, I move the 486 keyboard out of the way. I would like to have one keyboad on my desk.

Options being considered: I could get a DEKA II and hook the 486 keyboard through the monitor switchbox to the Falcon. The same keyboard and monitor would work as 486 or Falcon I/O depending on switch setting.

or

I could sell the Falcon and get a Gemulator and it would use the same keyboard, monitor, hard drive, etc. as the 486 is currently using.

Questions:

1. Anyone using and recommend the DEKA II with the Falcon?

2. I don't do video or music stuff with the Falcon (other than just playing around) so I don't really need its capablities. Is there any other advantage to the Falcon over a Gemulator running on a 486DX2/66?

3. Can Gemulator drive an HP laserjet printer on the 486?

4. Can Gemulator use the CD-ROM on the 486?

5. How will the speed of the Gemulator on my 486 compare to the Falcon (out of the box).

6. Any other comments or feedback I should consider in making this decision?

If anyone has some specs/info on Gemulator, feel free to mail them too me.

Thanks,
RandyH

5677. Cute .sig, but...

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 22:12:29 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412192115.AA00414@ilmen.lanl.gov>
Source record: 174231

In a kazillion previous articles, neptune@galaxy.owl.de (Hendrik Mylius) wrote:

```
> ''~``
> ( o o )
>+--------------------.oooO--(_)--Oooo.------------------+-+
>| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 |P|
>| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de |G|
>| D-32049 Herford .oooO Phone/Facsimile: |P|
>| Germoney/Earth ( ) Oooo. +49-52 21-85 55 45 |!|
>+----------------------\ (----( )-------------------+-+
> \_) ) /
> (_/
```

Hendrik, you definitely get the prize for one of the cutest signatures
but after seeing it for the umpteenth-thousandth time (as in Pentium math)
it -is- getting a bit old. Whatever happened to the 4-line .sig rule?

If I see this little barefoot bozo one more time, I think I'll scream. :)

-Hutch- @ Fair Dinkum Tech

5678. Cute .sig, but...

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 22:12:36 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412192115.AA00417@ilmen.lanl.gov>
Source record: 174232

Arggggghhhhh!!!!

:)

-Hutch- @ Fair Dinkum Tech

5679. TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 22:18:35 UTC
From: Richard Spacek <rspacek@unb.ca>
Message-ID: <3d50rr$ok3@sol.sun.csd.unb.ca>
Source record: 174234

Is TOS 2.06 still the final word in ROMs for the old STF/STFM line? If so, I!m in the market for some chips. Also, does anyone have the procedures for adding a high density drive handy (both with and without the AJAX chip)? I lost all that information in a crash long ago. And does anyone else still use dBMan? And does VersaSoft have an E-Mail address? Yes, I!m dusting off my Atari once again. . . .

5680. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 22:21:21 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412192124.AA00420@ilmen.lanl.gov>
Source record: 174233

In a previous article, andrew@raffle.demon.co.uk (Andrew Raffle) wrote:

>> >>> That makes no difference. It is bad netiquette to post binaries in
>> >>> discussion groups. Also, if you are downloading via a dial-up SLIP link,
>> >>> it takes a while to download 18K, time which the recipient is paying for.
>
>It's also poor netiquette to hold discussions over seven newsgroups simultaneously.
>There's been probably more bandwidth used up by the resulting argument than by the
>original files.
>
>Andy.

Yep, and you just added to it. Ooops. So did I. :)

All the more reason NOT to post binaries here in the first place, eh? ;-)

-Hutch- @ Fair Dinkum Tech

5681. Re: If you have a FAX, why not use it?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 22:29:41 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412192132.AA00423@ilmen.lanl.gov>
Source record: 174284

In a previous article, aa399@cleveland.Freenet.Edu (Len Stys) wrote:

> Everyone knows that FAXING is much cheaper than sending mail through the
> U.S. postal service.

Er... what do YOU pay for a one ounce first class letter, Len? I pay $.29 and that's considerably cheaper than what most long distance phone charges are, even for a quickie-fax. No doubt, fax transmissions may get to your party quicker, but cheaper?

Even so, your suggestion that everyone fax their favorite game-maker to encourage them to develop more Jaguar games is worthwhile. I've often seen quicker responses to fax queries than via a posted letter.

-Hutch- @ Fair Dinkum Tech

5682. ---Atari Liscensing Mac OS + MacMint ---

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 22:30:26 UTC
From: oyakea@rebecca.its.rpi.edu
Message-ID: <3d51i2$ads@usenet.rpi.edu>
Source record: 174235

_______ Comment Bulletin _______
by
Amalaye Oyake

The Atari Computer is dead, well that is what many are saying,
and some would like to believe. Dedicated Atari Users, Musicians and the
like, are very disturbed by these comments. Yes there is some element of
truth in comments such as these. The depth of Falcon030 software tells all.

So what is to happen ? Where do Atari Computers go from here, at this
point when the Computer Industry is on the merry-go-round. I say *my words*
license the Mac OS, and continue to support the 680x0 line. But don't just
license the Mac OS, make an Atarized Mac Clone, slap on MiNT, and you have
a Mac runningabetterOSthanCopLand + more stable OS. Throw in the Midi ports
make the Falcon features an add-on card and BOOM !!! You have a killer system.
Advantages

1> You can Lure away Mac users *runs all Mac Software*
2> True Multitasking
3> maybe - might - possibility - runs Falcon/TT software

The above are my ideas and opinions. They might be slightly skewed,
but this is an open, unmoderated forum, let's debate this .. Yes ?
How can we carry the Atari computer to the future. The Atari computer
has left a major dent in the music industry. The Falcon provides
a stable base platform to start from.

Lets Talk,

Amalaye Oyake
email -> aoyake@inst-sun1.jpl.nasa.gov *thanks*

5683. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 22:42:16 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412192145.AA00434@ilmen.lanl.gov>
Source record: 174285

In a previous article, aspect@cats.ucsc.edu (Christopher Taylor Oates) wrote:

In <3d0isv$t5m@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>Real systems use SCSI not IDE.....

Real systems are anything but a macintosh :)

Whatever you say, Chris, but the latest (and last?) Mac 040 machine (the Quadra 630) has an internal IDE drive and an external SCSI port. IDE vs SCSI? Heck, I couldn't care less as long as it's fast and reliable and the newer IDE drives are both.

-Hutch- @ Fair Dinkum Tech

5684. Re: ATARI DREAM COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 22:57:48 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412192200.AA00438@ilmen.lanl.gov>
Source record: 174299

In a previous article, mayolc@ucunix.san.uc.edu (Mayol) wrote:

> I want to give you something to think about, as a loyal ATARI user like
> myself. What do you think about this ATARI Dream machine:
>
> CPU: Motorola 68030 running at 33 MHz
[...]
> Price: US$1299!!!
>
> Think about it, would you by it?

No, definitely not at $1299! But then, I would not buy *ANY* 030-based machine unless it was an extremely low cost game machine or something. The 040 is far more powerful and not that much more expensive and the PowerPC is far faster still and will, of course, become cheaper.

Hey, as long as we are dreaming, might as well go for the gusto, eh? :)

-Hutch- @ Fair Dinkum Tech

5685. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 23:08:24 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412192211.AA00446@ilmen.lanl.gov>
Source record: 174236

In a previous article, neptune@galaxy.owl.de (Hendrik Mylius) wrote:

>In <3crvj4$hpa@insosf1.infonet.net> sinclair@ins.infonet.net wrote:
>>The new Falcon(?) should be using a PowerPC chip not the 680x0 one.
>
>Yeah right, so all programmes are _completely_ incompatible and everything has
>to be re-written. Great idea!

Not necessarily, Hendrik. You must understand that the PPC is sooooo much faster than a 680x0 chip, that it makes software emulation of a 680x0 chip potentially feasible. The ONLY reason that has kept Apple's PowerMacs from falling flat on their face, salewise, is because they can run existing 680x0 software right out of the box with little or no performance loss over that of a real 040-based machine and all previous 030 users see a considerable -increase- in performance... all in emulated software.

Any 'new' Falcon built around a PPC with a well-written 680x0 emulator in ROM would be the way to go, IMHO. People could use their existing software until they were ready to purchase PPC-native software as it became available.

Of course, as nice as it would be, I'm not -really- holding my breath for Atari or CLab to do this anytime soon, are you? ;-)

-Hutch- @ Fair Dinkum Tech

5686. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 23:51:35 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D130xz.F8x@cix.compulink.co.uk>
Source record: 174238

In message <bwanga-1512942315160001@tsb-50.ucsc.edu>, bwanga@cats.ucsc.edu said:

>The spec sheet I got from Motorola at COMDEX lo, those many years ago, at
>least according to my memory, claimed a bus width of 64 bits.

That's interesting, my Motorola spec., which I am reading at the moment says it is a
"32 bit microprocessor", the data port has 32 lines.

Barry wilsontjb@cix.compulink.co.uk

5687. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 23:51:38 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D130y3.F9L@cix.compulink.co.uk>
Source record: 174239

In message <ELOKCJUY43UP@galaxy.owl.de>, neptune@galaxy.owl.de said:

>>Early 95 will see a Falcon with all the audio fixes called the Clab
>>falcon 2. Othr machines are a 68040 and a possible 299GBP machine. They
> ^^^^^^
>What do you mean with that?

299 pounds sterling, or about 710 German Marks.

Barry wilsontjb@cix.compulink.co.uk

5688. Re: S3M Module player?

Newsgroup: comp.sys.atari.st
Date: 1994-12-19 23:56:20 UTC
From: cynic on the edge of sanity <chrishinds@delphi.com>
Message-ID: <527Vfqs.chrishinds@delphi.com>
Source record: 174300

Kim Andersen <Kim@dksoft.ping.dk> writes:

>Where did you see all these .S3M files.. I'm looking for them as well ?
>
>Greets
>Kim

I've seen a lot of them on alt.binaries.sounds.mods. Also, there is ans
Amiga-based BBS locally that has many.

I still have yet to find a MegaTracker version that will play any of
them :((See my post relating to needing S3M help)

--c

5689. Re: ATARI DREAM COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 00:10:31 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D131tK.GHD@cix.compulink.co.uk>
Source record: 174241

In message <3d2ku5$kfq@ucunix.san.uc.edu>, mayolc@ucunix.san.uc.edu said:
> I want to give you something to think about, as a loyal ATARI user
> like myself. What do you think about this ATARI Dream machine:

Not a lot.

<stuff deleted>

> Think about it, would you by it?

No - what point are you trying to make? The machine seems strangely balanced. IMHO its not all that well specifed considering what $1299 (or best part of 1000ukp) will buy in PC terms.

:-(

Roland.

@CiX

5690. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 00:10:34 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D131tM.GI0@cix.compulink.co.uk>
Source record: 174242

In message <D12tIM.n0y@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk
said:
> > I don't think this license means that C-Lab will be producing upgrade
> > Falcon machines, just OEM equipment based on the current production
> > Falcon.
> Wrong Clab will be upgrading Falcon in every department. 68040 models
> exist as prototypes, their first release in january has a 500Mb SCSI
> built in drive and they are interested in uprating the graphics.

The big question is whether C-Lab will be building machines from scratch
- or just re-enginereing Atari production Falcons.

A 68040, 500Mb HD and uprated graphics are all possible for a reworked
Atari production Falcon. OTOH they are all possible for a current Falcon
owner already (okay so the 68040 upgrade may or may not be available yet
- I forget).

However unless C-Lab build their own machines then some of the inherent
designs problems (like the not so great buses) will not get fixed.

Also what are machines going to cost? Unless the price is in line with
current falcon prices (taking into account differences in HD and RAM
sizes), then the machine hasn't got a chance.

Roland.

@CiX

5691. Re: Gulam, Sobozon & Cursors

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 00:10:38 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D131tq.GJH@cix.compulink.co.uk>
Source record: 174243
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <3d42gg$1k8@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:
> I have manged to get Gulam to run under TOSWIN on my falcon, I do
> however have a few problems.

Although Gulam is an excellent peice of software - its pre MiNT and very bad news IMO on a MiNT system.

As you have found out - it works but has wierd little problems. Its probably better to dump it and use KSH,TCSH or BASH. These are all ports of proper Unix shells. You need all the utilites as seperate programs as well (unlike Gulam).

:-(

Roland.

@CiX

5692. Re: ST's, monitor, and printer for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 00:39:41 UTC
From: ckormos@delphi.com
Message-ID: <5643X+I.ckormos@delphi.com>
Source record: 174201

I am interested in only the good working STf if you are willing to separate,
how much for just that item?
Charley

5693. .wav or .au player?

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 01:01:23 UTC
From: raver909@telerama.lm.com
Message-ID: <3d5ad3$na5@tusk.lm.com>
Source record: 174287

Is there a .wav or .au player for an STE?
Joe

--

5694. PD or SW Fax Software

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 01:14:41 UTC
From: raver909@telerama.lm.com
Message-ID: <3d5b61$nfm@tusk.lm.com>
Source record: 174288

I just got a Zoom Faxmodem 14.4 EX and I was wondering if there was any good public domain or shareware software for it (in english) on any of the ftp sites.
Joe
--

5695. Re: Need Advice on Atari Files within a PC!!!! Please!!! :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 02:07:53 UTC
From: rosenkra@convex.com
Message-ID: <3d5e9p$gqr@convex1.convex.com>
Source record: 174289

In article <136_9412191706@centron.com>,
Martin Stacey <Martin.Stacey@f1.n200.z777.fidonet.org> wrote:
>
>Format the discs on the PC and 720K DD DS [...]

better yet: save your drive(s) and your time by buying preformatted
disks. the preformatted DSDD disks for PCs work fine on the ST (though
you may have problems with mediach, depending on TOS rev -- in which
case just insert a normal ST-formatted disk between PC disks).

-bill

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

5696. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 02:25:41 UTC
From: rosenkra@convex.com
Message-ID: <3d5fb5$gsl@convex1.convex.com>
Source record: 174227

In article <3d4f8p$82r@percy.cs.bham.ac.uk>,
Chris Ridd <C.J.Ridd@cs.bham.ac.uk> wrote:
>mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
>>power. (I hear Word Perfect 6 is good. I just wish my Atari had
>>one of these programs. Then I would enjoy using them a lot more.)
>
>It is not. The Atari market wuold not suffer a commercial program that
>bad.

ok, i'll bite: just *exactly* why is WordPerfect 6 not good? and why is
it not good enough for the atari market? what would be the equivalent
atari option to (say) a 486DX2/66 with WP (windows)? by equivalent i mean
speed, features, ease of use, documentation, printer support, etc. (and
don't just say "windows is garbage"....explain.)

-bill

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

5697. MPEGs - MUST be possible on a TT!

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 02:30:05 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3d5fjd$h09@canopus.cc.umanitoba.ca>
Source record: 174208

Is there still not an MPEG player for non-Falcon computers? If a junky
486sx can play them, I'm sure a TT could do it!

I'd even settle for a postage-stamp sized, small-frame-rate player in TT-low!

Anyone?

--
<Trevor_Cordes@umanitoba.ca> $ AtariTT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ Dr.Who SCTV Unix $ the subject: SEND INDEX
$$

5698. Re: Help Please Modems

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 03:13:19 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3d5i4f$r59@golem.wcc.govt.nz>
Source record: 174205

] > one: what type of modems are you using, can you recomend
] > one? Do they all come with revelent S/W ?
]
]
]
] Supra V32bis and a Hayes Optima 288 niether of which came with software for
] ST. There are plenty of terminal programs around if your brothers intentio

What's the point of running a 28800 baud modem on an ST? It gives
virtually no improvement over a 14400 what with the average file transfer
speed being around 1900cps, out of a maximum of 1920....

If you don't use any form of data compression or error correction,
then getting a 28800 so you could connect at 19200 might be feasible,
but otherwise, you're just throwing your money away.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

5699. Re: .wav or .au player?

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 03:15:11 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3d5i7v$r59@golem.wcc.govt.nz>
Source record: 174206

] Is there a .wav or .au player for an STE?

Soundlab v1.1x.

On atari.archive.umich.edu in atari/Sound/

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

5700. Re: If you have a FAX, why not use it?

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 03:41:21 UTC
From: whitema@rtsg.mot.com
Message-ID: <3d5jp1$7s8@delphinium.cig.mot.com>
Source record: 174204

In article <9412192132.AA00423@ilmen.lanl.gov>,
Hutch <hutch@ilmen.lanl.gov> wrote:
>In a previous article, aa399@cleveland.Freenet.Edu (Len Stys) wrote:
>
>> Everyone knows that FAXING is much cheaper than sending mail through the
>> U.S. postal service.
>
>Er... what do YOU pay for a one ounce first class letter, Len? I pay $.29
>and that's considerably cheaper than what most long distance phone charges
>are, even for a quickie-fax. No doubt, fax transmissions may get to your
>party quicker, but cheaper?
>

I'll have to agree with Len, Hutch. If you fax in off hours (after 10 pm
central time), it averages out to be about a dime a minute. Unless you're
really wordy, it should take two minutes tops. And yes, I know the first
minutes is slightly higher - all of 13 cents. Second minute and longer
is even less.

Mike
whitema@cig.mot.com

5701. ST Hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 05:51:11 UTC
From: osteele@u.washington.edu
Message-ID: <3d5rcf$o91@nntp1.u.washington.edu>
Source record: 174291

Title	Maker	Price
3D Glasses	StereoTek	$59.00
520/1040 ST Clear Plexiglass Stand	The STation	$14.00
Cable: TT to Image Systems monitor		$5.00
Digisound	Alpha Systems	$34.00
Discovery Cartridge	Happy Computers	$59.00
Drive Master	Practical Solutions	$19.00
Internal Mega Host Adaptor	Supra	$29.00
Link (Limited Edition: Clear Case)	ICD	$89.00
Mouse Master	Practical Solutions	$18.00
SF354 Disk Drive (non-working)	Atari	$9.00
ST Floppy Drive Cable	Atari	$3.00
Tweety Board	Practical Solutions	$14.00
Xtra-RAM MMU Adapter	Marpet	$4.00

5702. ST Software for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 05:52:12 UTC
From: osteele@u.washington.edu
Message-ID: <3d5rec$o9d@nntp1.u.washington.edu>
Source record: 174292

These would make great Christmas presents, there's a lot sold, and a lot left. Make offers if you think any prices are too high:

Title	Maker	Price
A-Copier	MegaSoft	$2.00
Alcon	Taito	$3.00
Assempro	Abacus	$8.00
Battletech	Infocom	$9.00
Black Cauldron	Sierra	$9.00
Boulder Dash Cnst. Kit	Epyx	$4.00
Bureaucracy	Infocom	$4.00
Captain Blood	Mindscape	$7.00
Championship Wrestling	Epyx	$4.00
Codename Iceman	Sierra	$12.00
Cosmic Pirate	Outlaw	$4.00
Crimson Crown	Polarware	$2.00
Crystal	Antic	$1.00
Curse of Azure Bonds	SSI	$14.00
Dark Side	Spotlight Software	$4.00
Data Manager ST	Timeworks	$13.00
Datamap Collection I	Antic	$5.00
Death Sword	Epyx	$4.00
DEGAS	Electronic Arts	$6.00

Demon's Winter	Strategic Simulations	$9.00
DeskMaster	Startroniks	$1.00
Devon Aire	Epyx	$4.00
Digispec	Trio	$9.00
Dive Bomber	Epyx	$3.00
Dollars & Sense	Monogram	$9.00
Double Dragon	Melbourne	$4.00
Dragons of Flame	SSI	$12.00
Drakken	Draconian	$14.00
Easy Draw Font Pak 1	Migraph	$7.00
Echo	MichTron	$9.00
Educational Graphics	Timeworks	$4.00
EmailMan	SRG	$5.00
Enchanter	Infocom	$6.00
Eye of Horus	Fanfare	$3.00
EZ Track ST	Hybrid Arts	$21.00
Fast Basic	Computer Concepts	$9.00
Final Assault	Epyx	$6.00
Fire & Forget	Titus	$4.00
Firezone	PSS	$4.00
Flash	Antic	$4.00
Flexessory	EA Brown	$5.00
Flight Simulator II	Sublogic	$9.00
Font Writer Plus	Startroniks	$2.00
Fontz	Neocept	$9.00

Foundations Waste	Exocet	$3.00
Galdregon's Domain	Pandora	$5.00
Gauntlet	Mindscape	$4.00
GBA Championship Basketball	Gamestar	$4.00
GFA BASIC	MichTron	$7.00
GIST Sound Tool	Antic	$5.00
Global Commander	Datasoft	$4.00
Golden Path	Firebird	$4.00
Goldrunner	microdeal	$4.00
Goldrunner II	microdeal	$7.00
Great Battles	Royal	$6.00
Guild of Thieves	Rainbird	$3.00
Habaview	Haba	$1.00
Hammerfist	Vivid Image	$7.00
Hard Drive Turbo Kit	MichTron	$8.00
Heroes of the Lance	SSI	$7.00
High Roller	Mindscape	$2.00
Hippo Spell	Hippo	$2.00
HiSoft BASIC Professional	HiSoft	$19.00
Hound of Shadow	Electronic Arts	$12.00
Immortal	Electronic Arts	$13.00
Impossible Mission 2	Epyx	$3.00
Imprint	HAL	$7.00
Interlink	Intersect	$6.00
International Soccer	microdeal	$6.00

International Soccer Challenge	Microstyle	$6.00
Jack Nicklaus Golf	Accolade	$12.00
Jet	SubLogic	$6.00
Jewels of Darkness	Firebird	$3.00
Jug	microdeal	$4.00
Juggler	MichTron	$9.00
Jupiter Probe/Karate Kid 2/Slaygon	microdeal	$5.00
K-Data	Kuma	$9.00
K-Graph 3	Kuma	$11.00
K-Roget	Kuma	$9.00
K-Word 2	Kuma	$9.00
Karate Kid 2	microdeal	$4.00
Kick Off	Anco	$5.00
Kid Talk	First Byte	$11.00
King of Chicago	Cinemaware	$6.00
Knight Force	Titus	$11.00
Kult	Exxos	$6.00
Language Disk	Atari	$2.00
LDW BASIC Compiler 2.0	LDW	$9.00
Leader Board Golf	Access	$7.00
Leatherneck	microdeal	$4.00
Leisure Suit Larry	Sierra	$12.00
Light Corridor	Infogrammes	$9.00
Live and Let Die	Domark	$4.00
M-Disk + RAMdisk	MichTron	$2.00

Mach 3	Loriciels	$4.00
Macro Assembler	Metcomco	$14.00
MacSee	Reeve Soft	$16.00
Magical Math III	Atari	$7.00
Make it Move	MichTron	$5.00
Mean 18 Course #2	Accolade	$4.00
MegaFont	Xlent	$2.00
Metrocross	US Gold	$4.00
Micro C-Tools	Beckmeyer	$3.00
MicroLeague Wrestling	Micro League	$7.00
Mindshadow	Activision	$3.00
Mini Golf	Magic Bytes	$4.00
Mixed Up Mother Goose	Sierra	$8.00
ML '86 NL & AL Teams	Micro League	$6.00
ML '87 NL & AL Teams	Micro League	$5.00
ML Baseball Owners' disk	Micro League	$6.00
Modula 2 v. 2	TDI	$19.00
Moebius	Origin	$6.00
Molgraph	ST Club	$6.00
Mortville Manor	European	$4.00
Mouse Trap	TDC	$3.00
Nether World	Hewson	$4.00
Obliterator	Psygnosis	$5.00
Oo-Topos	Polarware	$2.00
Outrun	Sega	$5.00

PageStream Fonts A & 1 to 13	SoftLogik	$22.00
PaintPro	Abacus	$9.00
Paintworks	Activision	$8.00
Pandora	Firebird	$5.00
Pawn	Rainbird	$3.00
pc-ditto	Avante-Garde	$15.00
Phantasm	Exocet	$4.00
PM Interface	Xlent	$1.00
Police Quest	Sierra	$11.00
Power Drift	Activision	$8.00
Power Struggle	PSS	$4.00
Precious Metal	Ocean	$7.00
Prince	ARC	$6.00
PrintMaster Art Gallery I	Unison World	$7.00
PrintMaster Art Gallery II	Unison World	$7.00
Procopy	Proco	$4.00
Publishing Partner (mono)	SoftLogik	$3.00
Q*Ball	Mindscape	$5.00
Quick ST 3.0	Branch Always	$12.00
RAMdisk	Power Systems	$1.00
Real BASIC	Real	$5.00
Red Lightning	SSI	$9.00
Revolver	Intersect	$8.00
Rick Davis Soccer	Melbourne	$6.00
Road Wars	Arcadia	$4.00

Robocop	Ocean	$7.00
Rockford	Electronic Arts	$4.00
Running Man	Ocean	$8.00
S.D.I.	Cinemaware	$5.00
Scan Art	Migraph	$9.00
Shackled	US Gold	$4.00
Shadowgate	Mindscape	$4.00
Shoot 'em up Construction Kit	Outlaw	$12.00
Shuffleboard	Shelbourne	$4.00
Shufflepuck Cafe	Broderbund	$6.00
Sidearms	Go	$4.00
Silicon Dreams	Rainbird	$3.00
Sinbad	Cinemaware	$4.00
Slaygon	microdeal	$4.00
Slicctop	Sliccware	$9.00
Space Ace II	Readysoft	$16.00
Space Cutter	Rainbird	$6.00
Space Rogue	Origin	$9.00
Space Station Oblivion	Epyx	$4.00
Spectrum 512	Antic	$7.00
Spellbreaker	Infocom	$6.00
Speller Bee	First Byte	$12.00
Spiderman	Adventure Int'l	$6.00
Spitfire 40	Avalon Hill	$6.00
ST BASIC & Sourcebook	Atari	$4.00

ST Karate	Eidersoft	$3.00
Starglider	Rainbird	$2.00
Stealth PMC 1.5	PMC	$4.00
Stellar Crusade	SSI	$6.00
Steno	Gribnif	$14.00
Stone Breaker	Softgold	$4.00
STOS BASIC	Mandarin	$9.00
Strider 2	US Gold	$9.00
Superbase Personal	Precision	$19.00
Superbike Challenge	Broderbund	$5.00
Supercharger	Migraph	$7.00
Switchblade	Gremlin	$8.00
Tass Times	Activision	$5.00
Tau Ceti	Thunder Mountain	$3.00
Tax Advantage '87	Double Eagle	$2.00
TCB Tracker	mph	$12.00
Techno Cop	US Gold	$5.00
Terramex	Victory House	$2.00
Terrorpods	Psygnosis	$6.00
Time Bandits	MichTron	$3.00
Top Gun	Ocean	$3.00
Tournament of Death	Infogrammes	$2.00
Tracker	Rainbird	$2.00
Trinity	Infocom	$7.00
Turbo Cup	Loriciels	$6.00

Turbo ST	Softrek	$7.00
Tusker	System 3	$7.00
TV Sports Football	Cinemaware	$8.00
Typhoon Thompson	Broderbund	$4.00
UltraScript ST-1	Imagen	$24.00
Untouchables	Ocean	$9.00
Video Vegas	Baudville	$6.00
Virus	Rainbird	$6.00
Wanderer	Pyramide	$3.00
Willow	Mindscape	$5.00
Winter Challenge	Thunder Mountain	$4.00
Winter Games	Epyx	$5.00
Wishbringer	Infocom	$8.00
World Championship Karate	Epyx	$3.00

5703. Re: insel_intide_A.gif.uu

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 07:28:21 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <12201994.072821@empyr.dircon.co.uk>
Source record: 174298

> insel_intide_A.gif.uu (.. by Kartik Subbarao@concorde
> > Argh! You just MAILED this to me. You did this last time too. If
> you're going > to followup, go ahead. If you're going to email, do that.
> But don't do both!
> > Either keep the discussion to private email (and avoid wasting the
> precious
>
> > bandwidth you seem to cherish above life itself), or let's duke it out
> here.
>
> You are in the same net.category as Mike Dahmus.
> I have no interest in arguing with you because I do not value your
> opinions.
> I just want you to stop saying things that are blatantly untrue.
>
> I reply to both you and the group as a hint that you are wasting
> everyone's time, exactly as I do to Mike Dahmus.
>
> > Like I said in email, you still don't get it, do you?

[page after page of moronic squabbling removed...]

SHUT THE F**K UP !!!!!!!!!!

GODAMMIT, WHAT IS WRONG WITH YOU ????

I *_DO NOT_* want to waste my bloody phone bill downloading this crap.

ARGUE VIA E-MAIL, or better still call around each other's houses and beat the crap out of each other, but STOP POSTING your differences here...OK ?

Jeez, how many more of these things are going to appear ? Every other week there's a punch-up in public over some trivial point. I am getting SICK, SICK TO THE BACK TEETH of this selfish juvenile mentality.

I download the usenet group to participate in sensible discussion on Atari gear, like (I hope !) 99.999% of everyone else here, and NOT to get drivel like this in the group.

Oh and BTW, if anyone wants to flame me for speaking my mind (read: finally blowing my top), then E-MAIL IT !!!! Not that I particularly want to receive or read it, but at least save everyone else from reading messages inappropriate to an ATARI group.
^^^^^

VQWK 6.20 [Rev H - 04/04/94]

5704. Re: Gulam, Sobozon & Cursors

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 08:04:48 UTC
From: jhh@cwi.nl
Message-ID: <jhh.787910688@news.cwi.nl>
Source record: 174203
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I have manged to get Gulam to run under TOSWIN on my falcon, I do however
>have a few problems.

>1) it disables the cursor in other programmes.

>2) It slow the system down

>3) I cannot get the sobocon cc command to work it simple comes up
> with and error saying
> cc: cannot frin library. 'TERM=tw52'

>All I did was rename gulam.prg to gulam to gulam.tos

>Any suggestions as to whats going on and how to solve it?

>Rod

I would strongly suggest looking at the desktop-replacement GEMINI and its
associated shell MUPFEL. Those run without problems on my Falcon.
I too was a fanatic user of Gulam, until someone showed me GEMINI+MUPFEL.
MUPFEL has about the same functionality, except that it doesn't have a
built-in MicroEmacs. Now I didn't care much about that, as I'm using
JOVE as my Emacs look-alike editor. And with GEMINI, browsing directories
and executing GEM programs is so much nicer.

a convert and an abdicator :-)
but still smiling...

Jaap-Henk

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI, P.O. Box 94079, 1090 GB Amsterdam | when even food was against us!"
URL: http://www.cwi.nl/cwi/people/Jaap-Henk.Hoepman.html | - Nick Cave

5705. Re: Where is Atari ST emulator?

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 09:03:59 UTC
From: djs@jet.uk
Message-ID: <1994Dec20.090359.18488@jet.uk>
Source record: 174202

In <3cv8t6$17vl@sat.ipp-garching.mpg.de> krasel@alf.biochem.mpg.de (Cornelius Krasel) writes:

>Although you are correct that the Gemulator is not the only one Atari ST
>emulator, you are incorrect in your assumption that the Gemulator is a
>software emulator.
No, he IS correct, actually. Gemulator does not include a 68000, it emulates one in software. The only h/w you get with Gemulator is a board to hold TOS.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

5706. Re: ATARI DREAM MACHINE & COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 09:50:16 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3d69co$7bb@matrix.fwi.uva.nl>
Source record: 174209

mayolc@ucunix.san.uc.edu (Mayol) wrote:

: I want to give you something to think about, as a loyal ATARI user like
:myself. What do you think about this ATARI Dream machine:
:
: CPU: Motorola 68030 running at 33 MHz
: RAM: 5MB expandable to 36MB

too little, I would like RAM: 16 expandable to verymuch

: Also built in speakers

no

: CD-ROM Drive with Double speed.

why not quadrupple (or at least triple)?

: Monitor: 14 inches Color Monitor with res of 640x480 32k+ colors

at least 15"

: Disk: Hight density

of course.

: HD: 160MB

too small, I would say 420Mb at least.

: Comm: Modem and Comm prog., STALKER 3 for example
:
: Software included: ATARI WORKS, Home Account 2, Stalker 3, also
: 4 CD ROms, plus games ,etc.
:
: Price: US$1299!!!
:
: Think about it, would you by it?
: Will ATARI give you such a sweet deal?

I don't think Atari will give such a deal :-(
(BTW you can buy a machine with a 486DX2/66Mhz instead of the 68030, with
all specification I gave, for 1800NLG = US$1000)

--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| for info about Ishido:
Math department | finger -l mdekker@turing.fwi.uva.nl
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

5707. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 09:56:25 UTC
From: dba@jet.uk
Message-ID: <1994Dec20.095625.24816@jet.uk>
Source record: 174207

In <hYx3-uR.aruth@delphi.com> Andrew Ruth <aruth@delphi.com> writes:

>How about having the computer take ide disk drives and other ibm clone
>parts so people can upgrade at a lower price. try to make it more part
>compatable with the clone out there.
Definitly no ide drives, the performance of them is not good, and cost
wise the SCSI drives are the same price. Newer PCs have a SCSI chip on
the mother board. SCSI is the direction the PC is going.
--
_. .______________________. .____
_| |___. .__. ._____. .___| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 1235 464871
~-----~ +----+ +-+ dba@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5708. ST, UNITERM, and PINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 10:28:31 UTC
From: waynlein@hk.super.net
Message-ID: <3d6bkf$2rt@hk.super.net>
Source record: 174240

If anyone is using the UNITERM telecom program to access PINE via your local server, I'd appreciate hearing whether or not you've experienced any problems in uploading files to your server that can later be sent out with outgoing e-mail on pine - a means, in other words, of creating long documents off-line for later e-mail transmission. That's what my local server (Supernet) advises me to do, but a) I have to hope there is an easier way, because b) the "rx" command results in a "receiver cancelled" message as soon as I try to "send" through UNITERM. All suggestions welcomed from countrymen across the big water; please use my e-mail address (waynlein@hk.super.net) to keep from cluttering up the BBS. Thanks.

5709. Re: ATARI DREAM MACHINE & COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 11:09:25 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Dec20.110925.5556@bay.cc.kcl.ac.uk>
Source record: 174211

In article <3d2ld4$39f@ucunix.san.uc.edu>, mayolc@ucunix.san.uc.edu (Mayol) writes:
> I want to give you something to think about, as a loyal ATARI user like
> myself. What do you think about this ATARI Dream machine:
>
> CPU: Motorola 68030 running at 33 MHz
> RAM: 5MB expandable to 36MB
> Also built in speakers
> CD-ROM Drive with Double speed.
> Monitor: 14 inches Color Monitor with res of 640x480 32k+ colors
> Disk: Hight density
> HD: 160MB
> Comm: Modem and Comm prog., STALKER 3 for example
>
> Software included: ATARI WORKS, Home Account 2, Stalker 3, also
> 4 CD ROms, plus games ,etc.

[Blah on... snip!]

Support is of prime importance rather than a 'do it all' machine; a
promise made by Atari on more than one occasion which has not always been
fulfilled. eg. Falcon - ace machine but lacks the support it deserves.
And incidentally, I only own an STFM 520 (4MEG).

-Al, udem148@bay.cc.kcl.ac.uk-

5710. Re: MPEGs - MUST be possible on a TT!

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 11:33:26 UTC
From: alpldbia@w203zrz.zrz.tu-berlin.de
Message-ID: <3d6fe6$evg@brachio.zrz.TU-Berlin.DE>
Source record: 174245

In article <3d5fjd$h09@canopus.cc.umanitoba.ca>,
Trevor Eaton Cordes <umcordes@cc.umanitoba.ca> wrote:
>
>Is there still not an MPEG player for non-Falcon computers? If a junky
>486sx can play them, I'm sure a TT could do it!
>
>I'd even settle for a postage-stamp sized, small-frame-rate player in TT-low!

The latest version of 1stGuide plays MPEGs on any Atari in any resolution.
Of course it's slow - even on a TT - but at least it works. It can even play
several MPEGs at the same time, only limited by the amount of RAM and the
number of open windows.

The author of 1stGuide also wrote a DSP-MPEG-Player for the Falcon [DSPMPEG.PRG
which runs in colour and recognises screen enhancers, unlike another well-known
MPEG player, thus switching to and from "true colour" mode without any problem].

AFAIK the DSP-MPEG-player will be supported directly in a future version of
1stGuide. 1stGuide is shareware [DM50].a

Andre

5711. Re: The dream atari...Medusa?.

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 11:58:04 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3d6gsc$619@btmplq.god.bel.alcatel.be>
Source record: 174212

In article <ELPUCBVDUP@galaxy.owl.de>, neptune@galaxy.owl.de (Hendrik Mylius) writes:

> From what I've seen and heard MagiCMac runs as a parallel application. But the

I heard and read both that it (1) is, and (2) isn't. (2) seems more
likely to me, and easier for the implementor.

Does anyone really *know* the answer?

> Medusa still have the slow atari-bus to squeeze all the data through.
> Especially vertical scrolling is so s-l-o-w, you won't believe it.

I read most of the articles in which Medusa was originally described (as
a home-build project), and IIRC by-passing the ST bus was an important
feature of the design. However, some things just have to be done from ST
RAM: DMA sound, ST video, data transfer for most HD drivers... if you have
a video card on the Medusa bus then scrolling should be fast.

> I wish I had an English version of the MagiCMac-FAQ.

So do I. Even a German one would be handy.

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

5712. FORSALE: Atari ST/TT Software & Magazines

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 12:00:07 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3d6h07$p27@canopus.cc.umanitoba.ca>
Source record: 174220
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
=====================================================================
SOFTWARE
=====================================================================
Assempro Assembler Language.....$ 29.00 (no box)
OSS Personal Pascal.............$ 29.00 (no box)

Night Shift.....................$ 14.00 (cute fun Lucasfilm platform/action)
Paladin (rpg)...................$ 11.00 (excellent rpg game)
Firezone........................$ 6.00 (strategic war game)
TV Sports Football..............$ 5.00 (xlent Football game 1 or 2 players)

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

Atari Interface Disks of the Month:
Oct'91 - Oct'92
*** 14 disks total with a wealth of useful & fun programs ***
Note: these are only the disks, not the magazines
Only $15 + shipping!

STart magazine:
winter 86, summer 88 (no disk for either)
10/88 (v3.3) - 7/89 (v3.12)
9/89 (v4.2) - 11/89 (v4.4)
1/90 (v4.6) - 6/90 (v4.11)
the above series has disk w/each mag
*** An excellent resource for a beginner/novice! ***
--- 21 issues total + 21 disks.....$21 + shipping

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ AtariTT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
```

University Of Manitoba, Canada $ Dr.Who SCTV Unix $ the subject: SEND INDEX
$$$

5713. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 12:09:24 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3d6hhk$an@osiris.wu-wien.ac.at>
Source record: 174221

William Rosenkranz (rosenkra@convex.com) wrote:
: In article <3d4f8p$82r@percy.cs.bham.ac.uk>,
: Chris Ridd <C.J.Ridd@cs.bham.ac.uk> wrote:
: >mforget@elfhaven.ersys.edmonton.ab.ca (Michel Forget) writes:
: >>power. (I hear Word Perfect 6 is good. I just wish my Atari had
: >>one of these programs. Then I would enjoy using them a lot more.)
: >
: >It is not. The Atari market wuold not suffer a commercial program that
: >bad.

: ok, i'll bite: just *exactly* why is WordPerfect 6 not good? and why is
: it not good enough for the atari market? what would be the equivalent
: atari option to (say) a 486DX2/66 with WP (windows)? by equivalent i mean
: speed, features, ease of use, documentation, printer support, etc. (and
: don't just say "windows is garbage"....explain.)

OK, let's start with the speed issue first. WP 6 on a 486 Dx 2 is, when
it comes to speed, slower than, say, Papyrus on a TT or even Tempus Word
on a Mega Ste. It uses up much more system ressouces not only in terms of
processor speed, but also in terms of hardrive space it requires. A
comparison with Tempus Word shows at least a speed difference of factor
of 4, for exanple in scrolling and searching or replacing. That is *THE*
reason why I use my Atari for writing long documents because there it is
where you need speed every single second and it is of such importance
that it is to label the most important of all features.

When it comes to features, you are right, WP offers more. However,
everybody compares text program using a check list with all the features.
the program that has most checks gets the award of being the besttext
program, while nobody cares, *HOW* the features are implemented.

Take for example the formula editor in WP (wic is even in th PC world
compared to the one in MS Word bad). While you can write formulas with it
and they o ppear as formulae, their quality is far frombeing comparable
to the PD program TEX. Using the add-on "Formula", which is available for
Atari wordprocessors, I have an output uality that is equivalent to that
of TEX (well, because it is based on TEX routine and fonts) while having
the comfort and ease of use of a graphical formula constructor. In terms
of ease of use it outperforms the one in WP briskly.

Third important point: Support; if I have problems with my Worprocesor or
any ideas for impovement I can call the company an talk to the *programmer*
directly; if it suits me, even for hours. No such thing as "hotline only
for 6 months then you have to pay" or hotline with people, who are
seldomly qualified to answer your questions. As a result, I can purchase
updates, for example, that have my ideas being built in and secondly, I

hardly have to change hardware to get an uodate/upgrade working. Consider for example the typical WP user. He started out with a text only program on a 286 (wasn't it those times wher WP users and programmers thoght tha WYSIWYG and a mouse are just toys that distract from working), with the later versions of Wordperfect for Windows he upgraded to a 386, now, with WP6, he needs at least a memory expansion, or even a 486 upgrade (well, a HD cannot be large enough, so a 1GB HD would bes suifficient). I can promise you that WP7 will even slow the machine down more, so a Pentium (aehhhh...when the bug is fixed) will be needed. Point is, working with newer versions seldomly becomes better in the PC world, and I know enough people who still stick to WP 5.1 for very objective and obvious reasons. As the program provides for everything you need,why should you change? Especially when you add features , you do not need, while the functions you need, slow down and you meed to invest money an time for the new version. At least, if one understands, that PC wordprocessors are mostly used in offices for one or two page letters etc. Write a document with 100 pages least, add a lot of graphics etc. and the system (WP) becomes barely usable.

Bottomline: years, after I have bought my Atari, I can work faster with it in textprocessing than any Pc wordprocessor, create better output than a PC wordprocessor and have even better support than with a PC company on a current PC. Papyrus and Temous Word do not take the "hit and run"-type programming philosophy to provide for s many nw features in little time, but when they implemt a feature, it is certainly worth looking on it. And people like me build a solid user base, who are willing to pay for such profound professional work, so they can make their future developments as carefully as their current products.

If you want to convince yourself, install MagicMac on Amcintosh machine (or buy a Janus card for yiour PC) and install Papyrus or Tempu Word. You'd love it. BTW, WP was available for Atari also (version 4.1); support was dropped, after so few people bought it.

Regards,

Alfred

5714. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 12:11:40 UTC
From: contacts@mits.mdata.fi
Message-ID: <3d6hls$n35@prime.mdata.fi>
Source record: 174213
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <ELTMDDUY22-UP@deluxe.textlitho.nl>,
Paul Tuijnman <paul@deluxe.textlitho.nl> wrote:
>In <3d36jm$12o@convex1.convex.com> William Rosenkranz wrote :
>
>>dhrystone is also a CPU-only benchmark. disk, display, and many other
>>system elements are not tested at all.
>>
>>be careful in interpreting dhrystone results. in fact, i'd go so far as
>>to recommend abandoning it unless you really know what it does and how
>>it does it (ie, study the source code)...
>>
>Granted, but the guy's conclusions gave a rather accurate picture of what
>a falcon's about. Here's a bit of my findings (I've had a 030 for 9 months
>now):
>- It's an extremely versatile and easy-to-handle machine
>- It's got a louzy keyboard
>- Processing speed slows down with increasing colours; works surprisingly
> fast in truecolour mode though

The slow processing speed of picture-manipulation in 4-,16-, and 256
-colour modes derives from the fact that Atari-programs (Graphics) try
always to represent eg. JPEG-pictures in optimised form (=dithering,
palette-adjusting etc.). That's why truecolour-mode seems fast: there's
no palette and dithering processes.

Are you sure that "processing speed" slows down with increased colour
resolution, or is it just the slower displaying that makes it feel
slower? (I agree it is still a problem).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5715. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 12:16:19 UTC
From: contacts@mits.mdata.fi
Message-ID: <3d6huj$n3b@prime.mdata.fi>
Source record: 174214

In article <D12tIM.n0y@cix.compulink.co.uk>,
Iain Laskey <ilaskey@cix.compulink.co.uk> wrote:
>> I don't think this license means that C-Lab will be producing upgrade
>> Falcon machines, just OEM equipment based on the current production
>> Falcon.
>Wrong Clab will be upgrading Falcon in every department. 68040 models
>exist as prototypes, their first release in january has a 500Mb SCSI
>built in drive and they are interested in uprating the graphics.

I had some "trusworthy" information that there will be inbuilt digital
I/O connectors and much better AD/DA converters.

I hope you can buy it without memory and HDD.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5716. Re: Atari RIP....

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 12:26:22 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3d6ihe$619@btmplq.god.bel.alcatel.be>
Source record: 174216

In article <ELQUDDVGUP@galaxy.owl.de>, neptune@galaxy.owl.de (Hendrik Mylius) writes:
| In <1994Dec14.203928.21656@ucon.gun.de> Don Maple wrote:

| >One thing Atari did right was choosing Dusseldorf for their show
| >(not that it takes a lot of smarts to figure that one out...) But
| >Dusseldorf, which is located centrally to *Europe*, is bound to be

| But the Hennef proTOS was also considered to be much better than the FEZ-A-BIT
| in Berlin. And Berlin is quite famous, isn't it ;-)

Indeed some would say that Berlin is *at* the centre of Europe. Measuring
from the North Cape, the Urals, the Bosphorus, and the Atlantic... :)

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

5717. C'een any Grahpics Libs anywhere?

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 12:54:11 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1994Dec20.125411.5557@bay.cc.kcl.ac.uk>
Source record: 174215

Where can I find Graphics Libs (include lib binaries etc) for
Sozobon C or compatible for the STFM? I needs it badly.
Cheers!

-Al, udem148@bay.cc.kcl.ac.uk-

5718. Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 13:27:17 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3d6m3m$gmp@aggedor.rmit.EDU.AU>
Source record: 174217

Has anyone got a list of the software that is incompatible with MagiC?

i'm rather pissed off that Calamus 1.09 and SL dont seem to like it.
--

__ __ __ ___
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/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
___/___/_//_/_//_/ /_/ /_/___/___/_//_/

s9205525@otto.bf.rmit.edu.au

5719. Re: Cute .sig, but...

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 13:36:53 UTC
From: graham@insignia.co.uk
Message-ID: <D1435I.3yA@isltd.insignia.com>
Source record: 174219

```
In article AA00414@ilmen.lanl.gov, hutch@ilmen.lanl.gov (Hutch) writes:
>In a kazillion previous articles, neptune@galaxy.owl.de (Hendrik Mylius) wrote:
>
>> ''~``
>> ( o o )
>>+---------------------.oooO--(_)--Oooo.------------------+-+
>>| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 |P|
>>| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de |G|
>>| D-32049 Herford .oooO Phone/Facsimile: |P|
>>| Germoney/Earth ( ) Oooo. +49-52 21-85 55 45 |!|
>>+-----------------------\ (----( )--------------------+-+
>> \_) ) /
>> (_/
>
>Hendrik, you definitely get the prize for one of the cutest signatures
>but after seeing it for the umpteenth-thousandth time (as in Pentium math)
>it -is- getting a bit old. Whatever happened to the 4-line .sig rule?
>
>If I see this little barefoot bozo one more time, I think I'll scream. :)
>
>-Hutch- @ Fair Dinkum Tech
```

They are also a waste of time if one uses a PS font as I do.

5720. MGif V4

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 15:02:58 UTC
From: jtace@prometheus.hol.forthnet.gr
Message-ID: <3d6rn2$9dm@brigitte.forthnet.gr>
Source record: 174244

Have you take the latest version of MGif ?? (Version 4.2 i think)
It's really fantastic !! It displays gif,jpeg pictures very good on
mono monitors. You can ftp it, from hensa

```
*********************************************
* ATARI ST 2.5 MB, 1.4 ROM *
************************ Hardware MacPlus & PC286 Emulator *
* Friendly : * SCSI 210MB HD with RealTime Clock *
* * Hawk A4 Scanner & Stylus 800+ Printer *
* Dimitris Sourmelidis * Mono & Color Monitors *
* Athens, Greece * Zoom 9600/2400 FaxModem *
************************ If you want to e'mail me, try out these...: *
* jtace@hol.ath.forthnet.gr *
* jtace@prometheus.hol.forthnet.gr *
*********************************************
```

5721. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 15:08:15 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <3d6s0v$60u@newshost.uni-koblenz.de>
Source record: 174228

In article <D0Mx4p.6Hu@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
|> >Papyrus Gold is equal to any Windows/Mac word processor. And it can use
|> >truetype and Adobe Type 1 fonts (with Speedo5).
|> >Truth is by no means sad.
|>
|> Papyrus is an excellent program, the best WP processor for the Atari IMO.
|> It still lacks many features that are available on leading WP for PC and
|> Mac. Word count, thesaurus, macros, colour graphics support, grammer
|> checker.
|>
|> On the other hand it has the best interface and an excellent font panel.
|>
|> ------------------------------
|> Ofir ogal@cix.compulink.co.uk
|> ------------------------------

Right, the user interface is incredibly well designed. And this
is a point one should never underestimate (as well as program
stability, which also is excellent under papyrus). Just a huge
functionality doesn't make a good word processor - one must be
able to work with this tool efficiently, too.

Bye,

Chris

5722. Re: A question

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 15:47:49 UTC
From: to43211@aida
Message-ID: <3d6ub6$1de@reseau.cict.fr>
Source record: 174246

Stephane Acounis (acounis@lpnhp3.in2p3.fr) wrote:
: iagaw@cluster1.urz.uni-halle.de wrote:
: > That question seems to be a bit strange:
: > When will the next issue of the french ST-Mag "ST Magazine" (I hope thats
: > the right name) come out?

: I don't know, will check later...
: --
: +--------------------+---+
: | ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
: +--------------------+ Hautes Energies - Universite PARIS 6 |
: | +--------------+-------------------------------+
: | Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
: | acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
: +-----------------------------------+-------------------------------+
: "Ask a silly question and you'll get a silly answer"

The "next issue" came at approx 15 december !!

It's a new issue, drived by other team, much better I think !

Excuse for my (bad) level in english !!

HERVE

PS: you can read informations in fr. ... .atari

5723. Re: A question

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 15:53:22 UTC
From: to43211@aida
Message-ID: <3d6uli$1de@reseau.cict.fr>
Source record: 174316

Patrick Mathe (to43211@aida) wrote:
: Stephane Acounis (acounis@lpnhp3.in2p3.fr) wrote:
: : iagaw@cluster1.urz.uni-halle.de wrote:
: : > That question seems to be a bit strange:
: : > When will the next issue of the french ST-Mag "ST Magazine" (I hope thats
: : > the right name) come out?

: : I don't know, will check later...
: : --
: : +--------------------+---+
: : | ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
: : +--------------------+ Hautes Energies - Universite PARIS 6 |
: : | +--------------+--------------------------------+
: : | Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
: : | acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
: : +-----------------------------------+-------------------------------+
: : "Ask a silly question and you'll get a silly answer"

: The "next issue" came at approx 15 december !!

: It's a new issue, drived by other team, much better I think !

: Excuse for my (bad) level in english !!

: HERVE

: PS: you can read informations in fr. ... .atari

I'd forgotten ...

The subgroup is fr.comp.sys.atari !

HERVE

5724. Please remind C-lab this also(Xport)

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 16:38:31 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <s925377.124.2EF70886@mailserv.cuhk.hk>
Source record: 174317

If you can get in contact with them, please remember to remind C lab to let
the new Falcon to be able to use with their midi Xport(modem port).
Current Falcon can't use this

==========
Please mail to me directly if possible.
Good Luck!

Malcolm

s925377@mailserv.cuhk.hk

5725. Re: Cute .sig, but...

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 16:54:12 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <169_9412201629@genesplicer.org>
Source record: 174311

In a message of 20 Dec 94 13:36:53, Graham Beint, 321 wrote:

GB> They are also a waste of time if one uses a PS font as I do.

And when you keep quoting them, the problem is even worse.

5726. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 17:07:51 UTC
From: rosenkra@convex.com
Message-ID: <3d7317$q53@convex1.convex.com>
Source record: 174247

In article <3d6hhk$an@osiris.wu-wien.ac.at>,
Alfred Radauer <h9250467@idefix.wu-wien.ac.at> wrote:
>William Rosenkranz (rosenkra@convex.com) wrote:
>: ok, i'll bite: just *exactly* why is WordPerfect 6 not good?
>
>OK, let's start with the speed issue first. WP 6 on a 486 Dx 2 is, when
>it comes to speed, slower than, say, Papyrus on a TT or even Tempus Word
>on a Mega Ste. It uses up much more system ressouces not only in terms of
>processor speed, but also in terms of hardrive space it requires. A
>comparison with Tempus Word shows at least a speed difference of factor
>of 4, for exanple in scrolling and searching or replacing. That is *THE*
>reason why I use my Atari for writing long documents because there it is
>where you need speed every single second and it is of such importance
>that it is to label the most important of all features.

space is to some extent a non-issue since $/MB for disk is falling fast.
of course if the space for s/w is rising faster than constant cost
space, that is an issue. i don't think this is the case, however.

since i am considering a Falcon at the moment (my mega4 died and i am
using my 1985 vintage 1040 at the moment), this is interesting. i also
have a 486DX2-66 (and i just got WP 5.1 because of work). i know it is
slow (scrolling) compared to (say) MicroEMACS (on either ST or PC). in
fact i found that out 2 minutes after installing WP since my first task
was to print out a 300 page document (in about a dozen files).

what if found good about WP was that for my initial use, there was
essentially zero learning curve (ie, it was intuitive enough to never
crack open the manual beyond the install procedure). i also note that
i have not touched it beyond that initial use, mostly because the
document i had to print was in WP form, but the customer wanted the
response back in FoxPro format (which i have to assume does not exist
on the ST). note that i don't make the rules...

how does printing speed compare? i found a huge difference in print
speed between a 4 MB 486SX-33 portable and a 16 MB 486DX2-66 connected
to the same printer (QMS 410PS, a postscript laser). i brought my
portable to work to print a document on a laser and ended up taking the
printer home instead! i found probably 10x improvement (which i presume
is just because of the extra memory on my system at home).

how do the ST/TT/falcon wordprocessor fair when it comes to supporting
printers? i have had excellent luck with the PC (windows drivers in
general work well, without hassles). i have access to at least 5 printers
(HPLJIII, QMS postscript, Seiko color, HPDJ, etc).

>When it comes to features, you are right, WP offers more. However,
>everybody compares text program using a check list with all the features.
>the program that has most checks gets the award of being the besttext
>program, while nobody cares, *HOW* the features are implemented.

i do care. i never judge software based on check lists. speed is generally
more important with wordprocessing, at least for me (and for you as well,
it seems). i'll sacrifice (some) features for speed.

portability is also critical for me. i work in the unix world. there
troff and TeX are still the most prevelant document processing systems,
or at least the most portable LCD. and they do not require a mouse,
meaning i can dial in over a VT100 from home.

>Take for example the formula editor in WP (wic is even in th PC world
>compared to the one in MS Word bad). While you can write formulas with it
>and they o ppear as formulae, their quality is far frombeing comparable
>to the PD program TEX.

i don't think i'd use any wordprocessor for docs with lots of formulas.
LaTeX or even troff/eqn would be my first choice, depending on how portable
the doc has to be (which for work means either troff or MS Word). since
i have used troff for close to 10 years, needless to say i know it quite
well (including pic, grap, eqn, tbl, et al). i'll take typing over mousing
any day (since for me typing is much faster).

>Third important point: Support; if I have problems with my Worprocesor or
>any ideas for impovement I can call the company an talk to the *programmer*
>directly; if it suits me, even for hours.

ok. but a company that lets you talk to a programmer "even for hours"
is extremely rare, even in ST circles. but it is also good to funnel
comments/suggestions directly (unfiltered) to the source. also, if most
of the code written for the ST comes from europe, phone support would
not be much help for me anyway (i live in US). there are dozens of books
on WP to choose from as well. i presume tempus and papyrus come from
europe (germany?).

a small company with programmers doubling as tech support is sooner or
later going to run out of steam due to burnout. having done exactly this
in the past (programming/support and burning out), i know. consider
yourself lucky for now. i can't see this being the norm in the software
business.

>WP6, he needs at least a memory expansion, or even a 486 upgrade (well, a
>HD cannot be large enough, so a 1GB HD would bes suifficient).

WP also comes on CD-ROM. and yes, i know about s/w glut (having installed
several large windows program including quattro pro, persuasion, WP,
cakewalk, etc). i don't think you need 1 GB disk, however. i have used
about 150 MB out of 340 MB so far on my 486. the only s/w lacking on
my PC at this point is a general purpose database. i think 200 MB would
be more than adequate for most serious office-like use. at $0.50-1.00/MB,
that is not much cost for the serious user.

>At least, if one understands, that PC wordprocessors are mostly used in
>offices for one or two page letters etc. Write a document with 100 pages
>least, add a lot of graphics etc. and the system (WP) becomes barely usable.

so it sounds like for a high percentage of (PC) users, WP would be more
than adequate. for most (ST) users, it would also probably be adequate.

i agree that WP may not be adequate for people writing textbooks or long
papers with lots of equations. there are better tools (eg TeX).

i should also note that more and more organizations are exchanging docs
in electronic form. i write a lot of proposals. last year i received
exactly zero RFPs electronically. this year i have seen about half dozen.
and virtually all are either Word or WP (mandated by the customer). next
year i expect that half the RFPs i see will be electronic. this is
especially true with large companies (say fortune 50) and the US govt
and even some (public) universities.

which brings up another point: how readily will ST wordprocessors work
in the "real world", ie, where information needs to be exchanged with
PCs and Macs? can tempus and papyrus import/export docs with other
wordprocessors or is there a proprietary format? not just text, but
pictures (bitmaps, etc), graphs, equations, tables, etc. i have been
able to import Word docs into WP without much problem.

also, since i don't want to learn several programs, how closely do
the ST programs work compared to the PC? here i mean the user interface
(commands, function keys, etc).

how well does the ST world support full-page scanners and how good is
the OCR software? this is one area i am just getting into.

finally, solid CD-ROM support would need to be assumed. by solid i mean
foolproof, and generally integrated with a system. from what i see,
virtually every aspect of the ST world beyond the basic box comes
from third parties (not bad, but it requires the buyer to shop around
far more than you need to do in the PC/Mac world). a hobbyist might
relish this, but i really don't have the time for it. i will pay a
premium for someone else doing the integration. this is common in the
PC world (scores of sources to choose from) and is virtually non-existent
in the ST world from what i can see.

>If you want to convince yourself, install MagicMac on Amcintosh machine
>(or buy a Janus card for yiour PC) and install Papyrus or Tempu Word.
>You'd love it. BTW, WP was available for Atari also (version 4.1);
>support was dropped, after so few people bought it.

no thanx. i so rarely use any wordprocessing program that what i have is
adequate. for serious stuff, i run back to emacs/troff...

>Regards,
>
>Alfred

thanx for your insight. and thanx for no "i hate bill gates so anything on a PC is bad" arguments which seem to be the norm here... :-)

i doubt that a decision to buy falcon for me would rest on wordprocessing, but it is nice to know there seems to be an alternative. i would, however, need to be convinced that document exchange between atari and PC would be nearly transparent. like it or not, i have to deal with the PC/Mac world.

-bill

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

5727. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 17:28:13 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <s925377.125.2EF7142D@mailserv.cuhk.hk>
Source record: 174318

>>Why don't you buy a PC then??
>I think that making the hardware use the PC type standards (keyboard port,
>monitor port, printer, modem, simms, etc) Makes a lot of sense. The
>peripherals are cheaper and easier to find, more selection, and since 99% of
>these are standard on the Atari line already (only exception being keyboards
>& mice, off the top of my head) it makes sense to continue the trand.

> ~Chris
Yes, I argee with using industrial standard, and it will be easier to
replace or upgrade parts, like mon, mouse, ram.

But I think the previous person mentioned using a PC emulator to run IBM
softwawre in ATARI.

In that case, I think one better have both PC and ATARI.

Advantage is of course guaranteed speed and high compatiblity in running
windows, etc. And I think it is cheaper, since for the price of a Falcon
286speed, one can get a 386 4meg ram with a little more, but with higher
speed.

But the disadvantage is that one have to buy two sets of RAM and high disk.
Especially expensive, if you consider buying both machines with 16m ram.

==========
Please mail to me directly if possible.
Good Luck!

Malcolm

s925377@mailserv.cuhk.hk

5728. Mono monitor question

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 18:29:50 UTC
From: Don.Schmidt@f79.n105.z1.fidonet.org
Message-ID: <788010343.AA03473@jina.rain.com>
Source record: 174310

```
Hw> anyone know if there are adjustment knobs to be found inside
Hw> the case?

There's a file around that explains how to open up the monitor case
and do some adjusting of a couple of "pots" to widen and highten the
picture on a SM124. Some say it will shorten the life of the monitor
and some say no. I've done the adjustment on a couple of monitors
and one lived forever and the other did die, from what, don't know.
For what its worth, the Field Manual for the SM 124 says to adjust
for the biggest display. So, if you're a gambler, I think the file
name is MONOFIX. If you can't find it, let me know and I'll upload
it to Puddle City. Can't help you on the 48 line question.

... Fire up the Zeppelin, we're off to Peenemunde.
___ Mountain Reader II - #Beta 001
```

5729. Metric System

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 18:29:54 UTC
From: Don.Schmidt@f79.n105.z1.fidonet.org
Message-ID: <788010343.AA03472@jina.rain.com>
Source record: 174248

TH> >.... * * 15/16 of us Engineers want the Metric System. * *
TH>
TH> Who would want anything else?

A hardware store with 10,000 yard sticks?

... 355/113, a recipe for a pretty good Pi.
___ Mountain Reader II - #Beta 001

5730. Re: Help Please Modems

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 18:30:14 UTC
From: fvdakker@sterbbs.nl
Message-ID: <024330PQICJISEETPHCV@sterbbs.nl>
Source record: 174319

Ma>The file STNET100.ZIP contains all he needs to get him going for
Ma>ftp, mail and newsgroups via demon. Its a big archive, approx
Ma>1.2MB and available from my BBS and no doubt others to.

I saw a newer version on ftp.demon.co.uk in the directory
atari/startup or something like that. the file is called STNET110.TOS

Don't know which is best, but I do know that 100 doesn't work with a
falcon :-(

Also, for questions about this file you could try to e-mail to
scoates@filesys.demon.co.uk
Greetings, Frits van den Akker, fvdakker@sterbbs.nl, JFA Software.
Now also avaliable: fvdakker@runner.knoware.nl !!!!

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

5731. Cute .sig, but...

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 18:30:14 UTC
From: fvdakker@sterbbs.nl
Message-ID: <024323PQICJISEETPHCV@sterbbs.nl>
Source record: 174320

```
Hutch wrote:

hu>In a kazillion previous articles, neptune@galaxy.owl.de (Hendrik
hu>Mylius) wrote:
hu>
hu>> ''~``
hu>> ( o o )
hu>>+--------------------.oooO--(_)--Oooo.------------------+-+
hu>>| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 |P|
hu>>| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de |G|
hu>>| D-32049 Herford .oooO Phone/Facsimile: |P|
hu>>| Germoney/Earth ( ) Oooo. +49-52 21-85 55 45 |!|
hu>>+-----------------------\ (----( )-------------------+-+
hu>> \_) ) /
hu>> (_/
hu>
hu>Hendrik, you definitely get the prize for one of the cutest
hu>signatures but after seeing it for the umpteenth-thousandth time
hu>(as in Pentium math) it -is- getting a bit old. Whatever happened
hu>to the 4-line .sig rule?
hu>
hu>If I see this little barefoot bozo one more time, I think I'll
hu>scream. :)

Please don't! I like it very much :-)

''~``
( - o )
+--------------------.oooO--(_)--Oooo.------------------+-+
| Frits van den Akker MajorNet: Program @ STR |P|
| Woudenbergseweg 22 InterNet: fvdakker@sterbbs.nl |G|
| 3701 BB Zeist .oooO Phone/Facsimile: |P|
| Holland/Earth ( ) Oooo. +31-3404-12635 |!|
+-----------------------\ (----( )-------------------+-+
\_) ) /
(_/

Sorry, couldn't resist it :-)
Greetings, Frits van den Akker, fvdakker@sterbbs.nl, JFA Software.
Now also avaliable: fvdakker@runner.knoware.nl !!!!

--
|[From]=============================================================|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |
```

5732. Re: JPEG Version..

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 19:04:12 UTC
From: k150471@proffa.cc.tut.fi
Message-ID: <k150471.787944631@proffa>
Source record: 174314
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3d177v$2ig@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>I had a look on ftp.uu.net the Home for JPEG,
>well its now up to 5A.....

>So what we need is a good port, with maybe some ASM
>code in it, may be Christian Grunenberg is the only
>person that could make it run fast...

Actually, at first you don't need to optimize it with assembly it being
quite radically optimized in the C source level (they halved the multipli-
cations needed in the DCT/inverse DCT phase between versions 4 and 5).

>So any thought any one...???

I've cross-compiled the IJG JPEGv5 software for my friend's STfm (M68000
compatible code) on my Amiga! We measured the speedup to be over 30%
between the new and old (v5/v4) versions of cjpeg and djpeg. Moreover,
the binaries seem to work well, so I'll release it tomorrow in a package
almost identical to the following listing [of jpegv5bin.lha for Amiga]:

```
PERMSSN UID GID SIZE RATIO STAMP NAME
---------------- ------- ------ ------------ --------------------
[generic] 52728 51.9% Oct 28 21:30 bin/cjpeg
[generic] 47972 54.1% Oct 29 13:18 bin/cjpeg.020881
[generic] 64328 53.3% Oct 28 21:35 bin/djpeg
[generic] 58908 55.3% Oct 29 13:16 bin/djpeg.020881
[generic] 4500 55.8% Oct 26 22:23 bin/rdjpgcom
[generic] 5716 52.3% Oct 26 22:24 bin/wrjpgcom
[generic] 1999 49.4% Sep 27 20:11 doc/change.log
[generic] 15048 50.9% Oct 25 19:44 doc/cjpeg.dvi
[generic] 13605 37.4% Oct 25 19:54 doc/cjpeg.man
[generic] 10796 49.5% Oct 25 19:47 doc/djpeg.dvi
[generic] 10476 33.6% Oct 25 19:54 doc/djpeg.man
[generic] 2240 56.7% Oct 25 19:50 doc/rdjpgcom.dvi
[generic] 17896 43.0% Sep 27 20:10 doc/README
[generic] 21177 38.1% Sep 27 20:11 doc/usage.doc
[generic] 1783 46.5% Oct 25 19:53 doc/rdjpgcom.man
[generic] 1706 46.9% Oct 30 22:21 doc/README.AMIGA
[generic] 4212 51.5% Oct 25 19:51 doc/wrjpgcom.dvi
[generic] 3793 38.2% Oct 25 19:53 doc/wrjpgcom.man
[generic] 17982 38.8% Sep 3 19:14 libs/COPYING
[generic] 128592 52.6% Sep 3 19:14 libs/ixemul.library
---------------- ------- ------ ------------ --------------------
Total 20 files 485457 50.5% Dec 20 20:16
```

Unfortunately I don't have the M68020 compiled binaries, so somebody
has to provide them later on, but I'll upload the nearly identical
original sources Atari/MiNT ready. I'll make an announcement when
they arrive at atari.archive.umich.edu mirrors.

- Jarkko

--
E-Mail: k150471@cc.tut.fi | S-Mail: Jarkko Kniivil\"a % (TEX-format)
[This space unintentionally | Opiskelijankatu 4 F 315
left blank!] | FIN-33720 TAMPERE

5733. Re: Converting J-Pegs....

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 20:01:22 UTC
From: paul@xciv.demon.co.uk
Message-ID: <787953682snz@xciv.demon.co.uk>
Source record: 174308
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3cvvml$qi4@golem.wcc.govt.nz>
sheppard_r@kosmos.wcc.govt.nz "Roger Sheppard." writes:

> I know you can use Gemview and Speed of Light to convert
> J-Pegs, but what about JPEG5BIN..
>
> But is the JPEG5BIN better, or do I get better results using
> Gemview, or Speed of Light...??

If that's the basic command line converter one then it uses a _lot_ of disk space while it's converting, a temporary file 3 or 4 times the size of the original or something like that.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC "All is quiet on New Year's Day, a world in white gets */
/* Owner under way" Let me be the first to wish you a... nah. */

5734. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 20:38:04 UTC
From: dennisg@news-srvr.CyberSAFE.COM
Message-ID: <3d7fbc$7o@kerby.ocsg.com>
Source record: 174307
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

```
In article <3csmnv$m0l@mother.usf.edu>,
Timothy Miller <millert@grad.csee.usf.edu> wrote:
>I missed the files. Could someone email them to me?
>

Me too.

-dpg
--

Dennis P. Glatting / CyberSAFE Corporation
Network and Security Infrastructure Architect
```

5735. HELP: MultiTeX won't work with Mint1.12

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 20:43:11 UTC
From: abro@amath.unizh.ch
Message-ID: <1994Dec20.204311.646@rzu-news.unizh.ch>
Source record: 174249

Hi Folks!

Mint1.12 is nice. MultiTeX is pretty good. - But now I'm very unhappy:
(Multi)-)TeX doesn't work correct under Mint1.12!

I've problems with the filesystem: TeX starts working correct, but when it
writes the result (.dvi or .log) the path is krippeled (e.g. "oputs/log"
for "/tex/outputs/test.log"); and so it returns an error!

The problem doesn't occur by using Mint1.04! - Conclusionaly I returned to
Mint 1.04 :-(Does anybody knows a solution?

Ciao, Arnt

-------------------------------- |
Arnt Broska, Uni Zuerich, Schweiz | --
-------------------------------- | Does anybody know an Email-address of God?
EMail-Adress: abro@amath.unizh.ch | --
| Newest answer: jesus.christ@your.heart.now

5736. Atari RGB monitor on a Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 21:03:46 UTC
From: peba@nixu.fi
Message-ID: <peba-2012942308270001@nachos.nixu.fi>
Source record: 174322

My brother has a 12" Atari RGB -monitor.
Does anyone know the vert / horiz freq.
of this monitor? Is it TTL or RGB -valued?
Could it be used on a Mac?

--
Petri Aukia +358 0 478 10 22 <peba@nixu.fi> "Have a nice day."

5737. Re: .wav or .au player?

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 21:34:21 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <3d7ikt$e9c@news.cc.utah.edu>
Source record: 174321

Joe LeSesne (raver909@telerama.lm.com) wrote:
: Is there a .wav or .au player for an STE?
: Joe

lps.ttp (lps123.lzh at atari.archive.umich.edu) will play almost every kind of sound format out there. The .au playback doesn't sound all that great, at least on an ST, but you can always convert .au to .avr with the 525 program (525.lzh also at atari.archive.umich.edu).

Soundlab plays .wav files well, but doesn't play .au files. But, as I said, you can convert them to .avr or .wav or whatever with 525. Works for me.

--
\ Eric Jolley \
\ Film Studies Major, U. of U. \
\ For PGP Public Key, \
\ finger ewj8218@u.cc.utah.edu \

5738. Re: ATARI DREAM MACHINE & COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 22:40:43 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3d7mhb$8uc@golem.wcc.govt.nz>
Source record: 174305

In article <1994Dec20.110925.5556@bay.cc.kcl.ac.uk>, udem148@bay.cc.kcl.ac.uk writes:
>In article <3d2ld4$39f@ucunix.san.uc.edu>, mayolc@ucunix.san.uc.edu (Mayol) writes:
>> I want to give you something to think about, as a loyal ATARI user like
>> myself. What do you think about this ATARI Dream machine:

I thought there was a Dream machine, it was called the Next, but then again
you wake up and find that it was all just a dream.....

> -Al, udem148@bay.cc.kcl.ac.uk-

As they say dreams don't sell......!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5739. Re: Cute .sig, but...

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 22:49:11 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D14sq0.81z@cix.compulink.co.uk>
Source record: 174250

In response to hutch@ilmen.lanl.gov's message:

> If I see this little barefoot bozo one more time, I think I'll scream :)

I told him, but would he listen?....

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #

5740. Re: Internet via Ethernet?

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 23:18:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.M5Q0ye3dlzA@semprini.waterloo-rdp.on.ca>
Source record: 174301
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <Pine.BUL.3.90.941219110150.7837C-100000@bull.mimuw.edu.pl>, Szymon Stasik writes:
>
>Does anone have an idea how to connect F030 to Internet (I'm intresting
>at inexpensive solutions :). I'm a student and I have posibility to
>connect it ~free.

Use MiNT-net and the SLIP driver, or ka9q and connect via SLIP. Both
are on atari.archive.umich.edu, and ka9q is probably easier to set up
(though I have no idea).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

5741. Re: ATARI DREAM COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-20 23:24:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.4KWddkx6cWM@semprini.waterloo-rdp.on.ca>
Source record: 174302

In <3d2ku5$kfq@ucunix.san.uc.edu>, Mayol writes:
> I want to give you something to think about, as a loyal ATARI user like
>myself. What do you think about this ATARI Dream machine:
>
> CPU: Motorola 68030 running at 33 MHz

UGH! Incredibly underpowered for a "new" machine, but I guess you're
after ST-compatibility, eh?

> RAM: 5MB expandable to 36MB

Yuck. 0M RAM on the motherboard, at lest 4 SIMM slots; use the 72-pin
ones so you can upgrade one SIMM at a time. That gives you a minimum of
1M and a max of about 128M.

> Also built in speakers

Ugh. Put on RCA jacks, hook it into your stereo.

> CD-ROM Drive with Double speed.
> Monitor: 14 inches Color Monitor with res of 640x480 32k+ colors

UGH! Separate, upgradable VRAM, 1M standard (for 1024x768x256)!

> Disk: Hight density

If we must have floppies...

> HD: 160MB

Gee, that's tiny... can you buy SCSI disks that small these days? Oh,
you were planning on crippling the machine with IDE? Can you get IDE
disks smaller than about 270M?

> Comm: Modem and Comm prog., STALKER 3 for example

Offer this as a +$100 option (or maybe +$200 for a 14.4k and software).

> Software included: ATARI WORKS, Home Account 2, Stalker 3, also
> 4 CD ROms, plus games ,etc.

Are there 4 Atari CD-ROMs pressed?

> Price: US$1299!!!
>
> Think about it, would you by it?
> Will ATARI give you such a sweet deal?

Not at that price. "Price without the power."

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

5742. Re: S3M Module player?

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 00:13:28 UTC
From: Kim@dksoft.ping.dk
Message-ID: <ELVAAHUSUp@dksoft.ping.dk>
Source record: 174315

In <527Vfqs.chrishinds@delphi.com> cynic on the edge of sanity wrote :

>>Where did you see all these .S3M files.. I'm looking for them as well ?
>>
>>Greets
>>Kim
>
>I've seen a lot of them on alt.binaries.sounds.mods. Also, there is ans
>Amiga-based BBS locally that has many.
>
>I still have yet to find a MegaTracker version that will play any of
>them :((See my post relating to needing S3M help)
>

I have two or three versions (demo) of the Megatracker on my BBS. I believe
all of them are able to play the S3M files. At least thats what the doc says.
But since i havn't got my finger on a single S3M file yet, i can't say for
sure. Thats why i'm looking as well.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

5743. Re: Gemulator & DEKA II Questions

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 01:26:30 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D15006.LB1@cix.compulink.co.uk>
Source record: 174303

In message <3d4ukr$5ff@crchh610.bnr.ca>, renfro@bnr.ca said:

> Is there any other advantage to the Falcon over a Gemulator
> running on a 486DX2/66?

Apart from the fact that the Falcon has a 68030 and the GEMulator emulates a 68000, not a lot. In a decent graphic mode (800x600x16colour) the GEMulator and Falcon are very comparible in pure CPU speed. This is mainly due to the video card in the PC taking the strain whereas in a Falcon you need BlowUp or Screenblaster to get this res.

Of course when you need to use the DSP then the GEMulator just isn't going to help. If as you imply you just use the falcon as a fast ST, then the GEMulator should be fine for you.

Roland.

@CiX

BTW I've gone for the TT/PC combo as I think the Falcon is underpowered, and like you didn't need the Falcon specific hardware. No GEMulator test I've seen so far outpases the TT, but what with faster and faster Pentiums, its not going to be too long. OTOH its going to be one *expensive* PC!

5744. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 01:26:32 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D15008.LBo@cix.compulink.co.uk>
Source record: 174304
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <3cv5c9$i1j@aristotle.algonet.se>, jonaeson@algonet.se said:

> Still, I like my Atari the most, and use it atleast 5 times more than
> my PC.

I must admit I've had my PC a few weeks now - and I still use my TT more than it. I feel a lot happier for having the PC though. I don't feel trapped in a declining Atari market as I can get out any time I want to (and go back in any time I want to as well).

:-)

Roland.

@CiX

5745. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 04:25:17 UTC
From: sinclair@ins.infonet.net
Message-ID: <3d8and$dg2@insosf1.infonet.net>
Source record: 174326

In article <ELRJADUWUP@galaxy.owl.de>, neptune@galaxy.owl.de (Hendrik Mylius) writes:
>In <3crvj4$hpa@insosf1.infonet.net> sinclair@ins.infonet.net wrote:
>
>Oh no, sincrap, not again
>
>>The new Falcon(?) should be using a PowerPC chip not the 680x0 one.
>
>Yeah right, so all programmes are _completely_ incompatible and everything has
>to be re-written. Great idea!

Thats progress. I don't think a lot of people would spend $2000 on a Falcon
040 when you can get a PowerMac 6100/60 for $1249(yes, the price has been
reduced)..

>
>--
>/Hendr!K/
> ''~``
> (o o)
>+---------------------.oooO--(_)--Oooo.------------------+-+
>| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 |P|
>| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de |G|
>| D-32049 Herford .oooO Phone/Facsimile: |P|
>| Germoney/Earth ( ) Oooo. +49-52 21-85 55 45 |!|
>+-----------------------\ (----( )--------------------+-+
> _)) /
> (_/
>

-Peter

5746. Re: Cute .sig, but...

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 05:41:46 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELVPCJVUUp@stingray.manawatu.gen.nz>
Source record: 174306

```
Well it's Henrik's sig and that's all there is to it.

Richard =8-]

--
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
```

5747. Re: ---Atari Liscensing Mac OS + MacMint ---

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 08:37:49 UTC
From: naina@technet.sg
Message-ID: <3d8pgt$dlf@raffles.technet.sg>
Source record: 174335

Amalaye Oyake (oyakea@rebecca.its.rpi.edu) wrote:

: _______ Comment Bulletin _______
: by
: Amalaye Oyake

: The Atari Computer is dead, well that is what many are saying,
: and some would like to believe. Dedicated Atari Users, Musicians and the
: like, are very disturbed by these comments. Yes there is some element of
: truth in comments such as these. The depth of Falcon030 software tells all.

: So what is to happen ? Where do Atari Computers go from here, at this
: point when the Computer Industry is on the merry-go-round. I say *my words*
: license the Mac OS, and continue to support the 680x0 line. But don't just
: license the Mac OS, make an Atarized Mac Clone, slap on MiNT, and you have
: a Mac runningabetterOSthanCopLand + more stable OS. Throw in the Midi ports
: make the Falcon features an add-on card and BOOM !!! You have a killer system.
: Advantages

: 1> You can Lure away Mac users *runs all Mac Software*
: 2> True Multitasking
: 3> maybe - might - possibility - runs Falcon/TT software

: The above are my ideas and opinions. They might be slightly skewed,
: but this is an open, unmoderated forum, let's debate this .. Yes ?
: How can we carry the Atari computer to the future. The Atari computer
: has left a major dent in the music industry. The Falcon provides
: a stable base platform to start from.

: Lets Talk,

: Amalaye Oyake
: email -> aoyake@inst-sun1.jpl.nasa

Actually, I'd like Atari to design a generic PowerPC PReP compliant computer
with PCI bus and put the Jaguar chipset on card. And license MacOS from
Apple. This *WILL* be the definitive personal computer, IMHO.

But of course the possibility of Atari actually doing this is just about
zilch.

naina@technet.sg

5748. Re: MGif V4

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 08:58:47 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3d8qo7$smt@nyheter.chalmers.se>
Source record: 174331

In article <3d6rn2$9dm@brigitte.forthnet.gr>,
Sourmelidis Dimitris <jtace@prometheus.hol.forthnet.gr> wrote:
>
>Have you take the latest version of MGif ?? (Version 4.2 i think)
>It's really fantastic !! It displays gif,jpeg pictures very good on
>mono monitors. You can ftp it, from hensa

Actually MGIF 4.2 has been available for about a year and a half. The
latest version, 4.4beta, is only available from my ftp site, rand.thn.htu.se,
for the time being. The archive is called /pub/mgif/mgif0927.lzh.
Please, do not make any MGIF 4.4beta files available anywhere else.

Although this is still a beta release (and almost three months old), it's
a _lot_ better and _much_ faster for many things than v4.2.
New features are among other things full colour support for all normal
ST/TT/Falcon modes, but not yet for graphics cards.
MGIF uses no flickering or palette switching for colour modes, so for 16
colour modes SoL, PhotoChrome or something like that will give better results.

The interface is currently being updated and I expect to make a full
release within a couple of weeks (but then I've expected that for more
than a year now... ;-).

The very latest MGIF version can be found in the same directory as above
under the name eero.lzh. This file does not include any documentation or
setup files and not everything is working 100%. If anyone would like to
try the new interface out anyway, please fetch it.

All comments, suggestions, bug reports etc are very welcome.
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

5749. Re: "Obsolete" Atari's

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 10:06:05 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Dec21110605@issan.informatik.uni-dortmund.de>
Source record: 174332

In article <Up-ELRBAFVQ@ttgk.textlitho.nl>, gert@ttgk.textlitho.nl (Gert van der Knokke) writes:

|> Does anyone know if Linux (or the newer versions of Mint) handles SCSI
|> interrupt driven ?

Under Linux everything is interrupt driven, including SCSI.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

5750. Re: Word Processor without bugs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 10:25:14 UTC
From: contacts@mits.mdata.fi
Message-ID: <3d8vqa$q7j@prime.mdata.fi>
Source record: 174333

In article <3d7317$q53@convex1.convex.com>,
William Rosenkranz <rosenkra@convex.com> wrote:
>In article <3d6hhk$an@osiris.wu-wien.ac.at>,
>Alfred Radauer <h9250467@idefix.wu-wien.ac.at> wrote:
>>William Rosenkranz (rosenkra@convex.com) wrote:
>
>how do the ST/TT/falcon wordprocessor fair when it comes to supporting
>printers? i have had excellent luck with the PC (windows drivers in
>general work well, without hassles). i have access to at least 5 printers
>(HPLJIII, QMS postscript, Seiko color, HPDJ, etc).

The printing speed (I have a HPLJ IIIP) varies a lot among programs,
Calamus SL prints a complicated 300 DPI -page in about 30 sec.,
some programs take 3-5 minutes for a 300DPI -page.
Tempus Junior prints a page in 2 minutes, Protext in few seconds (as it
uses HP's internal fonts). The printing speeds can be improved with
ACC-spoolers, and with program updates you usually get also faster
printer drivers.

HP-drivers are found in every Atari-program (nowadays also colour).

Usually, in Atari-world there's no postcript, but documents are printed
as bitmapped graphics-dump. It's slower, but it's real WYSIWYG.

>how well does the ST world support full-page scanners and how good is
>the OCR software? this is one area i am just getting into.

OCR 1.3 is a shareware program, it has font libraries (learn) with several
definitions for each letter, it can process slanted scans etc.
Great interface.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5751. Re: Atari RGB monitor on a Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 10:27:54 UTC
From: kfoley@h649.eeo.fob.ford.com
Message-ID: <3d8vva$8cd@eccdb1.pms.ford.com>
Source record: 174309

In article <peba-2012942308270001@nachos.nixu.fi>, peba@nixu.fi (Petri Aukia) writes:

> My brother has a 12" Atari RGB -monitor.
> Does anyone know the vert / horiz freq.

At a guess normal PAL/NTSC frequencies.

15Khz Horizontal, 50/60Hz Vertical.

> of this monitor? Is it TTL or RGB -valued?

RGB.

--
Karl Foley - Contractor, Telephone: +44-268-405231
EEO Systems Fax: +44-268-404400
Ford Motor Company, Pager: +44-893-286286
Dunton, UK. Email: kfoley@h649.eeo.fob.ford.com

5752. ---< Atari ST Magazines on offer >---

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 12:30:05 UTC
From: S.A.K.Wills@open.ac.UK
Message-ID: <9412211229.AA10038@sun4.bham.ac.uk>
Source record: 174337

I have unearthed a lot of old Atari ST magazines at home. Various issues, but a lot of them, a lot of ST Actions and a some ST Formats and others too. In fact I think I have issues 1-30 of ST Action (don't know when the date was though, I'd guess 6 or 7 years ago now)

There's also a lot of coverdisks that go with the magazines that I still have, but I don't have an ST to try them on anymore, so you'd be taking your chances with these.

Would anyone be interested in buying these? I'm not talking anything expensive maybe just 50p a throw plus P&P. It depends, the 1st issue of ST Action might be worth something to someone who wants it? (Not likely but you never know)

Anyway, if you want a more concise list (Once I know if anyone is interested I'll find out exactly what is there) then e-mail me and I'll send you what I've got. If you respond to the newsgroups I'll try to mail you, but I may not get in here again for a while.

Scott.
(E-mail - S.A.K.Wills@open.ac.uk)

5753. Re: I still need help with S3Ms!

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 12:30:23 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.941221132758.20387C-100000@bull.mimuw.edu.pl>
Source record: 174338

On Sun, 18 Dec 1994, cynic on the edge of sanity wrote:

> Ok, I'm totally confused now...I while back I asked about an s3m player
> for the Falcon, and the unanimous opinion was MegaTracter. So, I d/l
> Megatracker Player v.96 from uni-kl.de and the docs say it doesn't support
> s3m modules anymore! This is after someone had responded saying his Mega
> Tracker took any s3m's he could throw at it.
>
> So, is there a MegaTracker version floating around out there that DOES
> handle s3m's? If so, where can I get it, or better yet can someone
> E-Mail it to me. :)

You need not player but demo of tracker (there are two archives available
one is ACC-player and the second is tracker with no possibility of saving
anything, but it can reads files and play them as well)

regards.

Simon

5754. C-LAB Falcon Mk II/C-LAB

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 13:23:33 UTC
From: m9003@abc.se
Message-ID: <3d9a8l$ih9@oden.abc.se>
Source record: 174153

This is a press-release from C-LAB dated November 15 1994 :

" C-LAB, Hamburg, responsible for the success of MIDI recording products such as Notator, Creator and Unitor, wich set a standard on the ATARI ST platform in the late 80's, has signed a worldwide license agreement with the Atari Corporation of Sunnyvale, California to manufacture, market and distribute audio workstation products based on the Atari Falcon030 platform into the Pro Audio and Musical Instrument markets.

C-LAB is authorized to enhance the Falcon030 hardware and software to meet the specific needs of these markets. C-LAB will handle sales, marketing, developer and customer support for the new products under this worldwide agreement.

C-LAB envisions this as the next generation of home recording products, a "One Stop Sollution" wich will work enrirely in the digital domain as a fullty accessable workbench for MIDI-/Realtime Hard Disk Recording and Editing at a very reasonable price. Building on the existing broad software base, C-LAB will work with developers to fully implement enhancements to the Falcon technology to the benefit of todays recording studio user.

The first in this line of products will ship in Januari !995, Named C-LAB Falcon Mk II, it will be a look-alike of the well-known Atari Falcon030 with some additional improvements for use in the musical instrument and pro audio fields. Improvements in the internal audio as well as adequate memory and SCSI hard drive capacity as standard will be the first major additions.

Further additions, such as an enhanced desktop and a 19' -rackmount version designed for the professional audio market will follow by mid 1995."

Greets
M.R.

5755. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 13:35:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.941221142746.1924E-100000@bull.mimuw.edu.pl>
Source record: 174154
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 14 Dec 1994, GEORGE GAGHON wrote:

> Tim Seufert (bwanga@cats.ucsc.edu) wrote:
>
> : The 68060 has a 64-bit data bus, though it is still a 32-bit processor
> : (just as the Pentium and PowerPC 601 have 64-bit data buses but are 32-bit
> : processors).
>
> The 68060 and the Pentium have 64bit data/32bit address and 32bit registers.
>
> The PowerPC is not a 32bit processor. It has 64bit data/32bit address and
> 32 64bit general registers and 32 64bit float registers... The only thing
> 32bit about it is the address bus....

So what about the PPC? It has to be done officialy by Atari to port PPC
into atari platform otherwise there wont be intresting for programmers
and customers because of lack of any standards and applications. And the
68060 is enough backward compatibile and enough powerful to satisfy all
the atarian (I meen F030'an).

regards,

Simon.

5756. Re: Help Please Modems

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 15:17:36 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.61.000A4B69@cfcsc.dnd.ca>
Source record: 174313

> Hi there,

> My brother is interested in getting stuff from the net, he's
>got an STE with 1 Mbyte of ram (i think ...) and I have a number
>of questions to ask you guy's on his behalf :-

> one: what type of modems are you using, can you recomend
> one? Do they all come with revelent S/W ?
I use GVC 14.4 fax/modem. External modems are the only way to go with
Atari.The faster, the better. Most software supplied with modem is for the MAC
or IBMclowns. Good software for modems are(to name a few) Freeze Dried
Terminal, Storm, Flash][, Connect,...

> two: is there a good ftp site for atari software and utilities ?
U.S.A. atari.archive.umich.edu; U.K. micros.hensa.ac.uk; France. ftp.cnam.fr;
Finland. ftp.funet.fi; Germany.ftp.uni-paderborn.de; Netherlands.
ftp.cd.ruu.nl, and lots more. look for ftp_sites files

> three : are you linked up to Deamon or the such to get this News
> service (being on a SunSparc these trivial matters of how
> i actually get the services don't bother me ;))
check out nos*.lzh @ ftp.demon.co.uk (see page 15-23 Dec STFormat)
linux

> four : can he get S/W to get mosaic, or is it too slow and a
> waist of time?
^^^^^^
first he has to lose weight :)

> five : how much is this all going to cost .....
modem ~150-200$
serial cable ~5-10$
telcom software ~25-60$
internet connection ~-depends on provider

> six : what modem protocols do you have to comply to ?
depends on internet provider I should think

> Realy what would be a great help, is a detailed description of
>how you're doing it, so I can pass on the info.

> Thank you greatly dudes, and please send the stuff (maybe a
>modem will find its way into his stocking this chrimbo ....)

> John Glazebrook, jwg3@aber.ac.uk

>

5757. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 16:01:34 UTC
From: Kim@dksoft.ping.dk
Message-ID: <ELVPFJUQUp@dksoft.ping.dk>
Source record: 174312

In <3d6m3m$gmp@aggedor.rmit.EDU.AU> Glenda Moon wrote :

>Has anyone got a list of the software that is incompatible with MagiC?
>
>i'm rather pissed off that Calamus 1.09 and SL dont seem to like it.
>--
>

Who cares when it doesn't even work on the Falcon. Skip Magic, and go back
to the Tos insted. At least untill they do a Falcon version, which is working
with all software as well as Calamus.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

5758. Re: ATARI DREAM MACHINE & COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 16:08:08 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D164tL.FtC@hpbbrd.bbn.hp.com>
Source record: 174120

Mayol (mayolc@ucunix.san.uc.edu) wrote:
> CPU: Motorola 68030 running at 33 MHz
> RAM: 5MB expandable to 36MB
> Also built in speakers
> CD-ROM Drive with Double speed.
> Monitor: 14 inches Color Monitor with res of 640x480 32k+ colors
> Disk: Hight density
> HD: 160MB
> Comm: Modem and Comm prog., STALKER 3 for example
>
> Software included: ATARI WORKS, Home Account 2, Stalker 3, also
> 4 CD ROms, plus games ,etc.
>
> Price: US$1299!!!
>
> Think about it, would you by it?

Definitely not. Essentially, you're describing a TT with a few more
colours. I don't think I'd buy a machine with built-in speakers
for pretty much the same reason I would never buy a machine
which has a combined housing for both the mainboard and the
monitor. In general, the machine you're describing is a
mainstream machine without any spectacular features whatsoever,
and it isn't even cheaper than equivalent clones!

To establish a new computer on the market, you need really
innovative features in order to get hold of a niche market
first and expand from there. In that sense, the Falcon was a
good machine, but too late and with too many compromises.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

5759. Re: ---Atari Liscensing Mac OS + MacMint ---

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 16:19:13 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D165C1.FwK@hpbbrd.bbn.hp.com>
Source record: 174323

Amalaye Oyake (oyakea@rebecca.its.rpi.edu) wrote:
> So what is to happen ? Where do Atari Computers go from here, at this
> point when the Computer Industry is on the merry-go-round. I say *my words*
> license the Mac OS, and continue to support the 680x0 line. But don't just
> license the Mac OS, make an Atarized Mac Clone, slap on MiNT, and you have
> a Mac runningabetterOSthanCopLand + more stable OS. Throw in the Midi ports
> make the Falcon features an add-on card and BOOM !!! You have a killer system.

I think it's much easier to add a decent Midi port to a Mac than
to try to port MacOS to a different, completely new 680xx platform
(which, by the way, would lead nowhere since Motorola pushes the
PowerPC and nothing else). Oh, and by the way, I don't buy the part
about TOS being a more stable and capable OS than the MacOS. Faster
maybe, if you're talking about MagiC.

> How can we carry the Atari computer to the future. The Atari computer
> has left a major dent in the music industry.

I have not seen MagiCMac yet, but if it lives up to the expectations
that you can have if you know who programmed it, it will provide
a feasible upgrade path, protecing your software investments. What
more can you possibly want?

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

5760. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 17:13:46 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3d9noa$c8l@darkstar.UCSC.EDU>
Source record: 174170

In <9412192145.AA00434@ilmen.lanl.gov> hutch@ilmen.lanl.gov (Hutch) writes:

>In a previous article, aspect@cats.ucsc.edu (Christopher Taylor Oates) wrote:

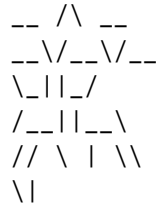
>In <3d0isv$t5m@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>>Real systems use SCSI not IDE.....

>Real systems are anything but a macintosh :)

>Whatever you say, Chris, but the latest (and last?) Mac 040 machine (the
>Quadra 630) has an internal IDE drive and an external SCSI port. IDE vs
>SCSI? Heck, I couldn't care less as long as it's fast and reliable and
>the newer IDE drives are both.

I guess my point was that IDE vs SCSI is just as much a personal preference as
Mac vs PC vs Atari, so we can throw around "REAL computers use..." as much as
possible and not get anywhere. So, we seem to agree :)

~Chris
>-Hutch- @ Fair Dinkum Tech
--


5761. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 17:16:35 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3d9ntj$c9v@darkstar.UCSC.EDU>
Source record: 174325

In <s925377.125.2EF7142D@mailserv.cuhk.hk> s925377@mailserv.cuhk.hk (Malcolm) writes:
>But I think the previous person mentioned using a PC emulator to run IBM
>softwawre in ATARI.

>In that case, I think one better have both PC and ATARI.

Absolutely. As an owner of both a PC and a Falcon, I know what you mean :)

>But the disadvantage is that one have to buy two sets of RAM and high disk.
>Especially expensive, if you consider buying both machines with 16m ram.

Tell me about it. Exactly my situation. Luckily, a parental unit funded the
PC. I bought the Falcon with my own $$.

~Chris

>=======================================
>Please mail to me directly if possible.
>Good Luck!

>Malcolm

>s925377@mailserv.cuhk.hk
--
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5762. Re: If you have a FAX, why not use it?

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 17:44:58 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412211647.AA00362@ilmen.lanl.gov>
Source record: 174324

In a previous article, whitema@rtsg.mot.com (Michael A. White wrote:

>I'll have to agree with Len, Hutch. If you fax in off hours (after 10 pm
>central time), it averages out to be about a dime a minute. Unless you're
>really wordy, it should take two minutes tops. And yes, I know the first
>minutes is slightly higher - all of 13 cents. Second minute and longer
>is even less.

Hmmmmm.... OK, I suppose that could be correct. Of course, it all
depends on your fax speed, where you are calling, and when you call.

Point noted. Thanks.

-Hutch- @ Fair Dinkum Tech

5763. Re: ATARI DREAM MACHINE & COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 18:17:49 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412211720.AA00366@ilmen.lanl.gov>
Source record: 174168

In a previous article, mdekker@fwi.uva.nl (Martijn Dekker) wrote:

>mayolc@ucunix.san.uc.edu (Mayol) wrote:
>
>: I want to give you something to think about, as a loyal ATARI user like
>:myself. What do you think about this ATARI Dream machine:
>:
[...]
>: CD-ROM Drive with Double speed.
>
>why not quadrupple (or at least triple)?

Because triple and quadruple speed CD-ROM drives are mostly marketing
hype, that's why. Even the well-built NEC units are only as fast as
good double-speed drives from Sony and Matsushita in real-world use.
Definitely NOT worth the exorbitant prices they currently command, IMHO.

>(BTW you can buy a machine with a 486DX2/66Mhz instead of the 68030, with
>all specification I gave, for 1800NLG = US$1000)

Geez... how often do we have to hear this argument? The point is, MANY
of us don't WANT a peecee at ANY price. I've been there, done that, and
bought the t-shirt, gang, and I do NOT want to visit that nightmare again!

Tell you what... I'll reconsider a PC only when (and if) the time -ever-
comes that *ALL* PC's and their OS's are built such that the user:

- NEVER has to concern himself with the likes of config.sys,
autoexec.bat, win.ini, dos.crap, etc, etc;
- NEVER has to worry about the need to reconfigure the entire system
because he 'dared' to try to install new or remove old software;
- NEVER has to worry about IRQ's and interrupts when installing
something as simple as a sound or video card;
- NEVER has to worry about an application exceeding 640K of his
primary RAM even though he has 16Mb of physical RAM installed;
- NEVER has to worry about support because the manufacturer or his
low ball machine went out of business after 6 weeks;
- can actually unpack the machine, turn it on, and have it work!
(my, what an amazing concept, eh?)

Yeh, I'm being quite a bit facetious here, but the point is that a low
purchase price, while important, is NOT the whole picture. Of equal or
greater importance is it's ease of use, reliability, and the degree of
productivity enhancment -after- you get it home and your check clears.

The Atari ST/TT/Falcon genre are such machines. Now that Macintosh
prices and performance are realistic, they are now in this group, too.

PC clones may be cheap, but have a looooong way to go in the other areas.

All IMHO, of course. Your mileage may differ. :)

-Hutch- @ Fair Dinkum Tech

5764. Re: ATARI DREAM COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 18:47:32 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3d9t84$d7a@darkstar.UCSC.EDU>
Source record: 174164

In <H.eg.4KWddkx6cWM@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>> CPU: Motorola 68030 running at 33 MHz

>UGH! Incredibly underpowered for a "new" machine, but I guess you're
>after ST-compatibility, eh?

Or low price. I too would prefer an 040 or better.

>Yuck. 0M RAM on the motherboard, at lest 4 SIMM slots; use the 72-pin
>ones so you can upgrade one SIMM at a time. That gives you a minimum of
>1M and a max of about 128M.

Exactly. :)

>Ugh. Put on RCA jacks, hook it into your stereo.

A decent built-in speaker would not be too bad for blurps & whistles.
RCA jacks would be in addition.

>> CD-ROM Drive with Double speed.
>> Monitor: 14 inches Color Monitor with res of 640x480 32k+ colors

>UGH! Separate, upgradable VRAM, 1M standard (for 1024x768x256)!
Good idea, but highly incompatable with scrolling, etc. probably. I say leave the programmable vid hardware of the Falcon, and let it use up to the first 4 megs of memory, similarly to the TT, but programmable modes, so we can have up really anything limited only by the bandwidth (which should be much higher than the current falcon for video work, or somewhat higher for standard apps)

>> Disk: Hight density

>If we must have floppies...

We must.

>Gee, that's tiny... can you buy SCSI disks that small these days? Oh,
>you were planning on crippling the machine with IDE? Can you get IDE
>disks smaller than about 270M?

Smallest SCSI I've seen is over 200 megs. IDE is not "crippling" but it's cheaper and fits inside the current Falcon case.

>> Software included: ATARI WORKS, Home Account 2, Stalker 3, also
>> 4 CD ROms, plus games ,etc.

>Are there 4 Atari CD-ROMs pressed?
I believe so.

~Chris
>--
>------------------==------------------
> ||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
>/ | \ DO THE MATH Chris Herborth
>Backwards-compatibility is crippling the computer industry in the 90's.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

I agree, but it is a necessary evil (for now?)
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

5765. Re: Metric System

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 19:02:51 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3d9u4r$ofh@msunews.cl.msu.edu>
Source record: 174169

In article <788010343.AA03472@jina.rain.com>, Don.Schmidt@f79.n105.z1.
fidonet.org (Don Schmidt) writes:
>TH> >.... * * 15/16 of us Engineers want the Metric System. * *
>TH> Who would want anything else?
>
>A hardware store with 10,000 yard sticks?
:-)
Cut them up and sell "centimeter" blocks? The New Metric Toddler Toy!

5766. Re: What is MagicMac

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 19:51:52 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELVUBIWKUP@galaxy.owl.de>
Source record: 174339

In <D10B34.GLI@cix.compulink.co.uk> "Iain Laskey" wrote:

>MagicMac is Magic the ST OS replacement ported to run on the Mac. It
>isn't emulation, it runs native. Thus it lets you run all your St

One should add that it runs on 680x0-MACs only!

Other than that, you're absolutely right.

Hendr!K

5767. Re: Anybody got the German mag ATARI INSIDE ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 19:56:26 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELVUBIWNUP@galaxy.owl.de>
Source record: 174341

In <3d23k8$mp5@gollum.dd.chalmers.se> Rufus S|derberg wrote:

>What is *Voice number
> *Fax number
> *Address
>to the German mag 'Atari Inside' ?

Falke Computer
c/o A. Goukassian
Ruehrsbrook 10
D-24226 Heikendorf

Phone: +49-431-24 53 21
Fax : +49-431-25 25 70

And there's even an email-address from s. o. related to the mag:

lemming@CYBORG.zer.sub.org

HTH!

Hendr!K

5768. Re: Cute .sig, but...

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 19:57:53 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3da1c1$k6h@golem.wcc.govt.nz>
Source record: 174166

I think in future, it may be best to just let people use whatever .sigs
they want, or annoy them about it in EMail, as the bandwidth generated
by these threads more than makes up for any savings that might be made
by cutting 2 or 3 lines from a sigfile...

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

5769. Re: The dream atari...Medusa?.

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 19:58:10 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELVUBIWQUP@galaxy.owl.de>
Source record: 174342

In <3d3kii$b9@percy.cs.bham.ac.uk> Chris Ridd wrote:

>>Very intriguiging, commercial release however will start next year I have
>>heard, versions out now are early releases for the show only?

>pre-release version (which was marked as such!) with the offer of a
>free upgrade to the full release version on, er, release.

IIRC, the date for the release was sometime in January '95

Hendr!K

5770. Re: MagiCMac Demo

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 19:58:54 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELVUBIWTUP@galaxy.owl.de>
Source record: 174340

In <johan.nordlander-1912941515380001@nod.eng.umu.se> Johan Nordlander wrote:

>Is the MagiCMac demo to be found on any FTP-site? If it is, on which site?

The demo isn't even ready yet ...

Hen

5771. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 20:04:40 UTC
From: contacts@mits.mdata.fi
Message-ID: <3da1oo$rvs@prime.mdata.fi>
Source record: 174165

In article <3d8and$dg2@insosf1.infonet.net>, <sinclair@ins.infonet.net> wrote:
>In article <ELRJADUWUP@galaxy.owl.de>, neptune@galaxy.owl.de (Hendrik Mylius) writes:
>>In <3crvj4$hpa@insosf1.infonet.net> sinclair@ins.infonet.net wrote:
>>
>>>The new Falcon(?) should be using a PowerPC chip not the 680x0 one.
>>
>>Yeah right, so all programmes are _completely_ incompatible and everything has
>>to be re-written. Great idea!
>
>Thats progress. I don't think a lot of people would spend $2000 on a Falcon
>040 when you can get a PowerMac 6100/60 for $1249(yes, the price has been
>reduced)..

The new Falcon will definitely be marketed mainly for musicians, and there
the Falcon is a better solution as a home-studio than PPC:

Here I quote Article 25627 of comp.music (without permission :-))

From: bdenckla@course3.harvard.edu (Benjamin Denckla)

[a lot of descriptions of the sound systems of older Macs deleted]

"The big question in my mind ever since the Power Macs were
announced was whether they would be able to provide realtime DSP
functionality similar to that of the 68K AVs. At present the answer is
unknown to me. The two Apple documents relevant to this issue, Macintosh
Developer Note Number 8 and Power Macintosh System Software, make no
reference to DSP programming. An advantage to doing DSP on a Power Mac
would be that one could choose to write DSP code in C or assembler depending
on how much speed was needed. Also, only one development platform would
be needed: no expensive DSP compiler or assembler would be necessary since
all code would be PowerPC code. On the down side, it remains to be seen
whether the PowerPC chip offers the same DSP performance as the 3210. In
addition, the design of the 68K AVs is quite elegant in that it moves DSP
tasks off the host processor so that \normalo processing tasks and
background DSP processes do not compete for clock cycles as they would on
a Power Mac.
Some brilliant system software and hardware design went into the
68K AVs, and as a result they provide unique audio DSP possibilities for
programmers like myself. Though they are no longer produced, they have a
fairly wide installed base so that programs written for them could reach a
wide range of users. The Spectral boards provide a viable substitute for
the 68K AVs, and have the advantage of digital audio interfacing. The
Power Macs have the same digital audio hardware as the 68K AVs, but they
lack the 3210 chip and it is not clear whether the PowerPC chip can take

its place.

References

\5o: Macintosh Developer Note Number 5, Apple Computer, August `93.
\8o: Macintosh Developer Note Number 8, Apple Computer, March `94."

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5772. [Q] KA9Q/NOS

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 21:11:35 UTC
From: npetrlik@public.srce.hr
Message-ID: <3da5m7$fh6@nippur.irb.hr>
Source record: 174167

Hi!

I'm having troubles with ka9q/nos (NOS.TTP):
maybe it sounds trivial, but I don't know
how to start (make a script file)..
When I start this NOS.TTP prompt "NET>"
appears. In included docfile says that
I must type a script file (I've done that
part), and put the name of that script file
as parameter when starting NOS.TTP .
Yes, but NOS.TTP do not accept the orders
from the script file ..
(I've type the script file all 'by the book'-
just like stands in the doc)..
Can anyone help me, please ?

Many thanks,
Neven

Neven Petrlik npetrlik@oleh.srce.hr Zagreb, CROATIA

5773. Re: Magic & Calamus 1.09

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 21:19:28 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELVWBEUUUP@galaxy.owl.de>
Source record: 174345

In <cb170.787593670@thame> HALL B J wrote:

>>else been able to overcome this problem to? Or is Calamus totally
>>incompatible with MagiC?????
>
>Under MagiC, Calamus SL locks out keyboard input. What you need to do
>is run the freeware patch, CALAPAT.TOS over SL, and it cures the problem,
>so SL works fine under MagiC. You should be able to find this on a FTP

Does this patch also cure the major problem with the text-editor?

>I don't know about 1.09 off hand though.

Doesn't work :-(

5774. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 21:23:32 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELVWBEUXUP@galaxy.owl.de>
Source record: 174343

In <rappleye-161294145034@150.102.161.162> RevDrFreak wrote:

>getting ready to leave the 680XX architecture behind for PPC. Personally,
>it seems like the best chance for an 040 Atari is MagicMac on a cheap 68040
>Mac clone.

I do not think there'll be any 68k-MAC-clones.

Taiwan is going to to some licensed PPC MAC's but no Moto-ones.

Hendr!K

5775. Re: C-LAB Falcon Mk II/C-LAB

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 21:35:10 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELWIDDWCUp@stingray.manawatu.gen.nz>
Source record: 174171

```
>This is a press-release from C-LAB dated November 15 1994 :
>
> ...
>
>The first in this line of products will ship in Januari !995, Named C-LAB
>Falcon Mk II, it will be a look-alike of the well-known Atari Falcon030
>with some additional improvements for use in the musical instrument and
>pro audio fields. Improvements in the internal audio as well as adequate
>memory and SCSI hard drive capacity as standard will be the first
>major additions.
>
>Further additions, such as an enhanced desktop and a 19' -rackmount version
>designed for the professional audio market will follow by mid 1995."
>

So does this mean they won't improve the graphics??? And/or speed of the
graphics (and entire comp[uter for that matter).

Richard.

--
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
```

5776. ST stuff for sale or trade and wish list

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 21:37:57 UTC
From: nicole@seas.smu.edu
Message-ID: <1994Dec21.213757.11982@seas.smu.edu>
Source record: 174327

I want some Atari ST stuff, and I also have some stuff to sell or
trade.

First, the Atari ST stuff I have to sell or trade :

1 @ 520ST (no f, no fm, no e, just plain old un-upgraded 520st) with
separate power supply brick. All in working order.

2 @ SF354 single-sided 360K disk drives with 2 power supply bricks
All in working order EXCEPT THAT some of the disks written by one
of these drives can't be properly read by my newer double-sided
drives, though they all seem to be readable and writeable on
both single-sided drives. Between themselves I've never had any
problem; only when using other drives.

1 @ Atari 1224 color monitor with knobs on side: works fine.

1 @ Atari 1224 color monitor with knobs on side: works intermittently
or not at all; i.e. when it comes on, it works fine, but when it
doesn't come on, it doesn't work at all. I never could figure it
out, but I didn't try very hard.

4 @ 256k simms, worked fine when recently removed from 1040STe during
upgrade

1 @ seagate ST-238R PR hard drive removed from atari megafile30.
Boots and runs fine every time I turned it on for about an
hour, then balks. I figured it was the motor overheating, but
I found a replacement RLL drive for free, so I never investigated
further.

1 @ IB 5-1/4 inch drive for the AtariST. It came with a used system I
bought. He said it works; I've never tried it. Also PC Ditto
software 1987 vintage unless former owner had it updated
somehow without a new disk (says 1987 on disk).

1 @ Atari/TDK DS/DD 720K drive removed from 1040STf--spins but has
other read/write problems with some sectors of most disks.

1 @ Alps DS/DD 720K disk drive whose only known problems are the
drive-setting switch, which I bypassed by jumper-wires and a
intermittent problem affecting some sectors which I believe is
a cracked bit of flat and flexible copper-traced cable running
from the head to the circuit board.

1 @ st keyboard (C070597-013 stamped on it) with l.e.d. for internal disk
drive. Plastic part with all keys intact. circuitboard with
electronic parts all intact. As to the 1/2-eyeball-type rubber

contact switches, they are in a plastic tubexcept the I took one for
the keyboard on which I'm typing--I believe I kept up with all the
eyeball things but that one. As you know, when those eyeball
things get a gob of stuff on them, you lose a key, and when you
open the keyboard for the first time to see what the trouble
is, they all drop out, and one or more may be eaten by passing pets.
When the Atari shop guy threw me the keyboard in this listing, it
included a post-it note that says, "Bad space-C/L-Rshft Z, X".
Sounds like dirty eyeballs to me, but I'd really only reccomend
this keyboard for parts.

Now, What I know of that I'd consider in trade/buying outright, but
I'm also open to other suggestions, especially for trade of the above
stuff:

ICD scsi drive stuff--the host adapter preferably with the clock
or the link
the software (along with the above)
scsi drive (along with the above)
CD drive (along with the above)

working st compatible joysticks

Atariworks

inkjet printer

a spellchecker program or acc. that lets me use ascii wordlists
(including high ascii characters of Spanish and French) for
dictionaries without entering them one word at a time.

Worksheet for VIP (lotus clone) or OPUS (shareware which I'm considering)
that'll work for checkbook balancing/mom&popbusiness bookkeeping
(checkbook with say 50 expense categories and 4 or 5
income/deposit categories should suffice).

(I've been using I think it's a Haba checkbook balancing program but
I need something different.) NOTE: This is also what I'm
considering Atariworks for, and I might consider some other
software, but only if I don't have to create my own spreadsheet

5777. Re: Where is Atari ST emulator?

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 21:43:44 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELVWBEVDUP@galaxy.owl.de>
Source record: 174344

In <3cv8t6$17vl@sat.ipp-garching.mpg.de> Cornelius Krasel wrote:

>Although you are correct that the Gemulator is not the only one Atari ST
>emulator, you are incorrect in your assumption that the Gemulator is a
>software emulator.

Huh? Sure it is.

The isa-board is only needed for the TOS-(EP)ROM's

Hen

5778. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 21:57:12 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELVWBEVGUP@galaxy.owl.de>
Source record: 174346

In <3d19ko$14m@darkstar.UCSC.EDU> Christopher Taylor Oates wrote:

>Since the Falcon has both SCSI II and IDE, It might not be too much of a hassle
>to keep both. I do hope, however that they have an option for SCSI Internal.

Exactly

>Not if you want to run Atari Software... But then again, Roger, you seem to
>start screaming "i'm melting! I'm melting!" Whenever people start saying
>anything about Atari other than predictions of their demise.

Let's put some more heat under his *ss.

>>IDE is not the way to go, SCSI II is the same price here, there are far more
>>things that are SCSI than IDE....

>SCSI is about 1.5 times the price of an equivalent IDE drive. However, that
>doesn't stop me from having only SCSI in my PC.

50 % more expensice than IDE? Whew, that's bad. Pehaps you shouls shop more
carefully.

Hendr!K

5779. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 22:01:34 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELVWBEVJUP@galaxy.owl.de>
Source record: 174347
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <ELSJAHXK1UP@cabal.sh.sub.de> Thorsten Guenther wrote:

>>I'm not 100% sure that SCSI is indeed slower than IDE, but it sure looks

>SCSI slower???? 1.6 megs/second with a Quantum 240 LPS were verified last
>year. It's certainly some wrong piece of information you present here.

Nope.

On a FALCON IDE _is_ faster than SCSI using the same type of drives. Falcon SCSI can handle up to 1.8 megs/second whereas Falcon-IDE can handle up to 2.2 megs/second. The SCSI-DMA-chip is the problem in this case.

Hendr!K

5780. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 22:25:48 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELVWBEVPUP@galaxy.owl.de>
Source record: 174348

In <9412192211.AA00446@ilmen.lanl.gov> Hutch wrote:

Hi Hutch!

>loss over that of a real 040-based machine and all previous 030 users see
>a considerable -increase- in performance... all in emulated software.

Is the emuation really that fast? IIRC, the emulator does 020-emulation,
doesn't it?

>Of course, as nice as it would be, I'm not -really- holding my breath for
>Atari or CLab to do this anytime soon, are you? ;-)

Neiter do I ;-)

How many people do actually work for CLab ATM. IIRC all their programmers ran
away and started over a EMagic. Are CLab capable of developing _anything_ at
all?

Hendr!K

5781. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 22:33:14 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELVWBEVSUP@galaxy.owl.de>
Source record: 174349

In <D130y3.F9L@cix.compulink.co.uk> "BARRY WILSON" wrote:

>>>falcon 2. Othr machines are a 68040 and a possible 299GBP machine. They
>> ^^^^^^
>>What do you mean with that?
>
>299 pounds sterling, or about 710 German Marks.

I thought about this and I do believe that this is very unlikely to happen.
Too cheap.

Perhaps without HDD and minimum RAM? I really doubt it, though.

Hendr!K

5782. Re: .wav or .au player?

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 23:38:36 UTC
From: raver909@telerama.lm.com
Message-ID: <3dae9s$omi@asia.lm.com>
Source record: 174328

Thanks for the responses! I found what I need.
Joe
--

5783. SVGA monitor to Atari?

Newsgroup: comp.sys.atari.st
Date: 1994-12-21 23:47:28 UTC
From: limchung@iscs.nus.sg
Message-ID: <3daeqg$bgu@nuscc.nus.sg>
Source record: 174110

Hi,
The colour monitor for my ST just died. I've a normal SVGA
monitor to spare so is it possible to connect it to the ST to use it
either as a mono or colour? If yes does anyone has the diagram for the
wirings?

TIA.

--
C. Mike
National University of Singapore

5784. Re: ATARI DREAM COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 00:31:02 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3dahc6$7id@ucunix.san.uc.edu>
Source record: 174329

What is my point? Hutch mentioned. You can get something reasonable priced on other platforms. The machine I just described [I am not saying that this is the most powerful machine, I am not into my gun is bigger than yours], what I am saying is that an ATARI like this will be very, very expensive.

I am in the market for a TT030, and quite frankly I can not justify the buy, with its way too high price. What happened to POWER without PRICE. I think is time for ATARI to lower TT030 prices if they want to compete. You simply get too much in the other side for much less money. I know several users who have change platform, not because they didn't like ATARI, but because ATARI decent machines are too expensive.

My point: P R I C E A W A R N E S S !!!
^^^^^^^^^ ^^^^^^^^^^^^^^^

5785. Mono Emulation Question...

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 00:43:08 UTC
From: nimoy@scorch.hna.com.au
Message-ID: <1994Dec22.004308.11258@scorch.hna.com.au>
Source record: 174159

Hello There!

I am thinking about getting Notator SL for my 1040STE. The problem is, it only runs in high res, doesn't it? And I only have a colour monitor. I don't really want to buy a monitor as well, and atari hard ware is getting near impossible to buy here in Australia. Is there a desk accessory which I can use to emulate high-res, and if there is a shareware/freeware version, could someone please post it to me? I cannot ftp.

Lots of questions. I hope that they aren't to frequently asked.

Thanks very much in advance.

____ ____ ___ ___ _ _
/ ___)(__ \ / _ \ / __)( )/ / First Naturalised Vulcan-Australian
___ \(___/((_))((__ (< Citizen!
(____/(_) ___/ ___)(_)_\ nimoy@scorch.hna.edu.au

5786. What do the DIP switches do?

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 02:44:18 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <ELWCEAUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 174330
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does anyone have a list of what the DIP switches in the TTs,
MegaSTes and Falcons do? I know that DIP 7 is the AJAX chip (off is
DD, on is HD) and DIP 8 is DMA sound, but what are the rest? All
help is appreciated.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

5787. Jaguar CD Interface?

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 05:28:35 UTC
From: Ian_Taylor@a2w.maus.de
Message-ID: <P11342@A2W.maus.de>
Source record: 174334

Hio

Can the Jaguar CD interface with an Atari ST computer so that files can be accessed on the CD from the ST?

Ian_Taylor@a2w.maus.de New signature just released.

5788. Re: Internet Access With Atar

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 07:30:25 UTC
From: zap@eskimo.com
Message-ID: <D17BIw.GxB@eskimo.com>
Source record: 174336

Now if only I can get something that will work with TIA (The Internet
Adapter) I'll be happy!
--

internet: zap@eskimo.com
ZAPPERDUDE uucp: zap@eskimo.celestial.com
_____

5789. Re: ATARI DREAM MACHINE & COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 08:09:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3dbc6s$9h7@matrix.fwi.uva.nl>
Source record: 174350

hutch@ilmen.lanl.gov (Hutch) wrote:

:In a previous article, mdekker@fwi.uva.nl (Martijn Dekker) wrote:
:
:>mayolc@ucunix.san.uc.edu (Mayol) wrote:
:>
:>: I want to give you something to think about, as a loyal ATARI user like
:>:myself. What do you think about this ATARI Dream machine:
:>:
:[...]
:>: CD-ROM Drive with Double speed.
:>
:>why not quadrupple (or at least triple)?
:
:Because triple and quadruple speed CD-ROM drives are mostly marketing
:hype, that's why. Even the well-built NEC units are only as fast as
:good double-speed drives from Sony and Matsushita in real-world use.
:Definitely NOT worth the exorbitant prices they currently command, IMHO.
:
:>(BTW you can buy a machine with a 486DX2/66Mhz instead of the 68030, with
:>all specification I gave, for 1800NLG = US$1000)
:
:Geez... how often do we have to hear this argument? The point is, MANY
:of us don't WANT a peecee at ANY price. I've been there, done that, and
:bought the t-shirt, gang, and I do NOT want to visit that nightmare again!

the point of the original poster: (about this 'dream' machine) will atari
ever make such a machine? So I would say: YES the price is important, maybe
not for you, but who cares about that :) The point was: what would be a good
machine for atari to make some money again. If you want to make money with
computer sales, you NEED to compete with these low 'peecee' prices.
So, I can understand you dont want to hear this argument, but it is the
harsh reality.

:
:Tell you what... I'll reconsider a PC only when (and if) the time -ever-
:comes that *ALL* PC's and their OS's are built such that the user:
:
[weekly posted wish-list of hutch deleted]

Geez... how often do we have to hear this argument ;-)

[snip]
:
:All IMHO, of course. Your mileage may differ. :)

All IMHO too :-)

:
:-Hutch- @ Fair Dinkum Tech

--
Martijn Dekker +--- Ishido by PFF software ---+
University of Amsterdam | For info about this great puzzle game: |
Math department | finger -l mdekker@turing.fwi.uva.nl or |
E-mail: mdekker@fwi.uva.nl | http://www.fwi.uva.nl/~mdekker/home.html |

5790. Re: C-LAB Falcon Mk II/C-LAB

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 08:53:07 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <Re0UHRD.johnhechtman@delphi.com>
Source record: 174151

Martin Rossel <m9003@abc.se> writes:

>C-LAB is authorized to enhance the Falcon030 hardware and software to meet
>the specific needs of these markets. C-LAB will handle sales, marketing,
>developer and customer support for the new products under this worldwide
>agreement.

Would you be kind enough to post C-Lab's _address_ both snailmail and email??!
That way some of the (better) ideas about what people want to see (and would
buy could be sent to them, rather than just sitting here in Uesnet. Thanks!

5791. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 09:07:28 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3dbfkg$1lf@percy.cs.bham.ac.uk>
Source record: 174152

Kim@dksoft.ping.dk (Kim Andersen) writes:
>In <3d6m3m$gmp@aggedor.rmit.EDU.AU> Glenda Moon wrote :
>
>>Has anyone got a list of the software that is incompatible with MagiC?
>>
>>i'm rather pissed off that Calamus 1.09 and SL dont seem to like it.
>>--
>>
>
>Who cares when it doesn't even work on the Falcon. Skip Magic, and go back
>to the Tos insted. At least untill they do a Falcon version, which is working
>with all software as well as Calamus.

Hmm, I've used SL on a TT with MagiC 2 and NVDI 3 OK. Perhaps there is
a bug fix for SL?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5792. Re: BEST Electronics address (still) wanted

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 09:43:07 UTC
From: Richard Ladage <73301.3630@CompuServe.COM>
Message-ID: <3dbhnbmmi1@mhadg.production.compuserve.com>
Source record: 174156

```
down
down
list

m

l

?

4
```

Best Electronics
408-243-6950
1-5 pm pdt m-f
neptune@galaxy.owl.de (Hendrik Mylius) writes:
> In <ELLRFDUQ43UP@galaxy.owl.de> Eye wrote:
>
> >Subject says it all ;-)
>
> I already got the snail-mail address. But I'm still somewhat short of
> phone/fax-#s and an email-connection. Please!?
>
> --
> /Hendr!K/
> ``!``
> (&#65533; &#65533;)
> +-----------.oooO--(_)--Oooo.----------
> | Hendrik Mylius MausNet: Hendrik Mylius @ PB2 Lrc, Ibh'ir |
> | Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de svtherq vg bhg! |
> | D-32049 Herford Phone: +49-52 21-85 55 45 |
> | Germoney .oooO PGP-Key: Send mail to subject: |
> | Earth ( ) Oooo. fileserver@galaxy.owl.de send pgp-key |
> +--------------\ (----( )----------
> _)) /
> (_/
>

```
--
Richard Ladage
Binary Sounds
Home of The MidiTrack ST Series
713-776-9118
```

5793. Where to find info on latest Gemulator?

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 11:02:01 UTC
From: wjones41@mail.caps.maine.edu
Message-ID: <9412221102.AA22630@saturn.caps.maine.edu>
Source record: 174155

Does anyone know where I can find out the details on the latest
version on Gemulator?

Please respond via Email if possible.

Regards,
Bill

William B. Jones
Student of Computer Science
University of Southern Maine
wjones41@mail.caps.maine.edu

5794. Re: ATARI DREAM COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 11:58:18 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3dbpkq$5p8@nyheter.chalmers.se>
Source record: 174157

In article <H.eg.4KWddkx6cWM@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>
>Are there 4 Atari CD-ROMs pressed?
>
I checked in the December issue of ST Computer and I found an announce at page
37 listing the following CD:s with atari software:
Lohrum: Atari PD- and Shareware CD I
Lohrum: Atari PD- and Shareware CD II
Lohrum: Atari PD- and Shareware CD III
Whiteline: Alpha CD
GEMini CD
Systems Solutions: Atari Mega Archive
+ two CD:s with DTP stuff for Calamus.

Oh, I'm sorry! That was more than 4 CD's, wasn't it? :-)

Merry Christmas!

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

5795. Atari FTP list update!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 12:13:57 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3dbqi5$a32@mserv1.dl.ac.uk>
Source record: 174158

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- -

Last edit: 22-December-1994
Additions/changes since last list: 1

- ezinfo.ethz.ch (129.132.2.72) (new site)

- -

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
----
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

CZECH REPUBLIC:
----
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

SLOVAKIA:
----
ftp.upjs.sk.........(158.197.16.30)........./pub/systems/atari

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.6)......../pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server...........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server............archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari
ftp.inf.tu-dresden.de....(141.76.1.11) ...../pub/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/

email server......archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)........ /pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)......... /pub/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)...../atari/
ezinfo.ethz.ch....(129.132.2.72)...../st/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....

- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available at your site. If you don't, ask your local system operator how to transfer files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- -
Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Smith (msh@dl.ac.uk) with permission from Hallvard

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5796. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 12:29:56 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELWNABVGUP@galaxy.owl.de>
Source record: 174172

In <1994Dec20.095625.24816@jet.uk> Dennis Armstrong wrote:

>Definitly no ide drives, the performance of them is not good, and cost

Not true for the Falcon. IDE is a little faster than SCSI.

>wise the SCSI drives are the same price. Newer PCs have a SCSI chip on

Prices here in Germany are _about_ the same. With a slight advantage for IDE.

>the mother board. SCSI is the direction the PC is going.

Not true. Ever heard of ENHANCED-IDE?

That's the way the consumer-pc's are going to be fitted with. Most modern
boards have the option of shipping with the SCSI-chip installed. Often they
don't. SCSI is more expensive and you need a BIOS capable of using the
SCSI-chip.

Although I still do believe SCSI is the way to go ;-)

--
/Hendr!K/

Hendrik Mylius MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de
D-32049 Herford PhoneNet: +49-52 21-85 55 45

5797. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 12:51:13 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3dbso1$6tu@aggedor.rmit.EDU.AU>
Source record: 174160

```
: Who cares when it doesn't even work on the Falcon. Skip Magic, and go back
: to the Tos insted. At least untill they do a Falcon version, which is working
: with all software as well as Calamus.

Yeah, well when ST Review/Format & User all say it is wow, fantastic blah
blah, blah, it comes quite a shock not to mention a dissapointment that
the program in question turns out to be a Total Lemon!!!!!!

God knows what it will be like on a MAC....

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

s9205525@otto.bf.rmit.edu.au
```

5798. Atari Disks to read on anything else?

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 13:24:12 UTC
From: scott@cocacola.whoi.edu
Message-ID: <3dbuls$5jj@cocacola.whoi.edu>
Source record: 174161

Someone here has some Atari ST disks that contain a number of basic programs that he wishes to put onto his SGI -- trouble is that his Atari has all but died and he needs a way of getting at the data.

Is there any sort of a program for PC's or Macs which will allow them to read an Atari disk?

Any advice appreciated!

Scott

--
Scott A. McIntyre
Woods Hole Oceanographic Institution

5799. Atari Web Pages Update!

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 13:27:59 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3dbusv$co7@mserv1.dl.ac.uk>
Source record: 174179

```
Atari Web Pages Latest News
~~~~~ ~~~ ~~~~~ ~~~~~~ ~~~~

Version 1.0
~~~~~~~ ~~~

Date 22/12/94
~~~~ ~~~~~~~~

by

Mark Stephen Smith
~~~~ ~~~~~~~ ~~~~~

2nd Update
~~~ ~~~~~~

================================================================================

Foreword
~~~~~~~~

Hello and welcome to the first news item on the Atari Web pages. This document
will describe the Atari Web pages as provided by Mark Stephen Smith and will
inlcude a list of the latest updates for the month. Each month I hope to update
this text with the very latest additions and news on the Atari Web pages.

Hopefully these pages will provide an invaluable service to their users, but
they are still at an early stage and developing all the time. As such any
feedback and support you may have for these pages is more than welcome, it is
infact encouraged. The more input I get from its users the better, as then I
will know what is good and bad about these pages and can change them
approproately in the hope of increasing their value to their readers.

Now on with the show.

================================================================================

News and Changes
~~~~ ~~~ ~~~~~~~

Well since the original description a lot has happened. I'm now involved in
several projects, and submit work to several Internet and diskmag sources for
inclusion. I have also officially took over the maintenance of the Atari FTP
list from Hallvard Tangeraas of which there have been a couple of updates.

New items in this document since the last copy will be marked with **. All new
items are also listed below according to the date they were added.
```

The new items this month are:

22/12/94 -- Lynx Tips and Tricks
22/12/94 -- Ultra Vortex FAQ update for Jaguar
20/12/94 -- Lemmings Review for Lynx
20/12/94 -- Lynx Casino Review for Lynx
19/12/94 -- AEO Newsletter Volume 3. Issue.14 in text and ZIP format
12/12/94 -- Atari FTP List Update
12/12/94 -- Falcon Specifications and Information
12/12/94 -- Edith Professional Review by Frank Charlton
8/12/94 -- Falcon Owners Group Magazine No.7.
8/12/94 -- Newsletter format changed
8/12/94 -- AEO Newsletter Volume 3. Issue.13 in text and ZIP format
8/12/94 -- Questions and Answers pages updated, question 14.
6/12/94 -- Questions and Answers pages updated, questions 12 and 13.
6/12/94 -- CAIN Newsletter Volume 1. No.8
5/12/94 -- Got Doom on the Jaguar, expect a review soon.
2/12/94 -- Hand Made Software News (Jaguar)
2/12/94 -- Lynx FAQ updated
2/12/94 -- Jaquar FAQ updated
2/12/94 -- HENSA Atari TOS Newsletter Volume 7. No.11
28/11/94 -- Sensible Soccer News for Jaguar
25/11/94 -- MiNTNet FAQ
25/11/94 -- HENSA Atari TOS Newsletter Volume 7. No.10
24/11/94 -- Sinister Developments News (Jaguar)
24/11/94 -- Coming Soon! (Jaguar)
24/11/94 -- Rebellion Development News (Now in HTML)
24/11/94 -- Klax Review for Lynx
24/11/94 -- Kung Food Review for Lynx
23/11/94 -- A.9 added to Questions and Answers page.
23/11/94 -- Rebellion Development News

==========

What are the Atari Web pages?
~~~~ ~~~ ~~~ ~~~~~ ~~~ ~~~~~

These are a collection of pages covering all formats of the Atari. In these pages may be found the latest news, reviews, software for downloading, and various other information and links to other places of interest to Atari users.

I have tried to make the structure of these pages easy to follow and as intuitive as possible but there is still a lot of work to be done yet.

==========

How do I access them and what is the Web?
~~~ ~~ ~ ~~~~~~ ~~~~ ~~~ ~~~~ ~~ ~~~ ~~~

First of all I shall look at what the Web is or to use its full name the World Wide Web. The Web is new way of accessing the Internet, unlike previous methods where you were required to enter commands into the program you were using the Web uses a more user driven method of getting around the Internet. This method is much more graphical than former methods and as such is much easier to get to

grips with.

When using a Web browser (the name given to a program used to access Web pages) the control method usually consists of a point and click operation. A Web page will consist of text and graphics which are sometimes highlighted in some way to indicate that they are selectable and link to more information or a particular piece of data.

Such a link is reffered to as a hyperlink. In fact the whole system is a variation on hypertext and uses a script to create each page. Each script is written to a HTML (HyperText Markup Language) standard which contains the main body of text in the page and a few command tags for the browser as to how to format the page and what to do with links, etc.

Web pages may contain text, graphics, sounds, and animations, although the later two are normally supported through external software. It is also possible using the Web to gain access to newsgroups, ftp sites, and gopher services all through the one program. As such this makes this a very powerful tool for Internet access, and coupled with its ease of use this has suddenly became the big thing in the recent Internet explosion into the media.

Browsers can handle all properly written HTML scripts but may vary in operation when scripts are incorrect or contain mistakes. Browsers can be divided into to distinct types, graphical and text only. Popular graphical browsers include NCSA's Mosaic and the recent new browser NetScape. On the text side Lynx is the most popular textual browser (NOTE: text browsers don't show any form of graphics).

To access the Web you must either use one of the above mentioned browsers on a machine such as a Sun, PC or Mactintosh, or if you want to access it via your Atari you will need a copy of the Lynx browser as unfortunately there aren't any graphical browsers YET for the Atari.

Next month I will give full details on how to access the Web using the Atari.

==========

Where do I find the Atari Web page?
~~~~~ ~~ ~ ~~~~ ~~~ ~~~~~ ~~~ ~~~~

From your Web browser choose to open URL and enter the following address:

http://www.dl.ac.uk/MISC/ATARI/atari.html

If you can store a hotlist of addresses or something similar on your browser then it may be worth including this address for quick access in the future.

Once you've done that you should see my main page so I hope you enjoy it, and don't forget to write with your thoughts.

==========

What you will find in the Web pages every month.
~~~~ ~~~ ~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~ ~~~~~ ~~~~~

From the main menu you have several links available to you, some under miscellaneous and others specific to a particular machine, or collection of machines. First I will look at what will be in the Miscellaneous section.

****

Atari Related links, Documents, FAQ's and Newsletters
~~~~~ ~~~~~~~ ~~~~~ ~~~~~~~~~ ~~~~~ ~~~ ~~~~~~~~~~

First in the list are "Atari Related Links", these links are to other sources of Atari information or data (such as files, etc.).

There is a link to many of the major Atari holding FTP sites on the Internet. Links to several Web pages by different people on the Atari. This will grow as worthwhile sites come up. At the moment you can visit:

- HENSA to download Atari files (Moderated by Denesh Bhabuta)
- ZFC's Atari Pages by Annius V. Groenink. This has links to various Atari related places, along with talk of his own work on Edith and his new Drive U Project. Annius is also working on a version of the Mosaic browser for the Atari and the best of luck goes to him on that.
- Christer Gustavsson's Atari Gem Programmers Page. Very useful information for programmers grapling with Gem and the operating system. Also offers help via his questions answers page. Some links can be found to Atari related places.
- CAIN Atari Pages. CAIN is the Central Atari Information Network and they create a newsletter which is updately monthly on all things new to do with the Atari. There are also links available here.
- Martin Maisey's Atari Pages. Contains information (downloadable) on programs written by himself for the Atari. Again there are links to other Atari places.

This section has one or two more candidates for the near future when more work has been done on the owners pages.

Documents
~~~~~~~~~

Useful documents will appear in here. At the moment there is:

- Atari FTP List by Hallvard Tangeraas (essential for the latest news on who provides Atari FTP sites). This is updated in theses pages almost as soon as Hallvard changes it.
- Atari TOS Desktop Survival Kit by Thomas J Hopper. An essential guide to getting the most out of your DESKTOP.INF and NEWSDESK.INF files.
- Recommended list of software for the Atari by Denesh Bhabuta. List compiled by Denesh for me of his best software for the Atari (updates coming soon). Mostly PD and Shareware, this list contains links to download most of the software mentioned.
- Information on picture formats by Dave Bagget. Lots of information on the format of different picture files for the Atari.

FAQ's (Frequently Asked Questions)
~~~~~ ~~~~~~~~~~ ~~~~~ ~~~~~~~~~

Useful FAQ's will appear here. At the moment there is:
~~~~~

- Atari ST SLIP FAQ. This is a guide to connecting your Atari to a network. All you want to know about networks and the Atari.
- Atari CD FAQ. Information on getting and using CD's on the Atari. Regular updates to this can be found in my pages.
- GDOS FAQ by Gerd Castan. Got a question on GDOS then this is the place to look.
**MiNTNet FAQ by Christer Gustavsson. Everything you wanted to know about **MiNTNet.

Newsletters
~~~~~~~~~~~

Although there may be more to come the following newsletters are updated promptly as I receive them. These have been re-organised to make it easier to keep track of. At the moment there is:

- CAIN Newsletter containing the latest Atari news.
- HENSA Newsletter containing the latest updates to the HENSA Atari archive.
**AEO Newsletter containing the latest Atari news.

****

Questions and Answers
~~~~~~~~~ ~~~ ~~~~~~~

Submit your questions to here and get them included in this page. Answers are open to anyone who has something valid to say, and help is provided to me on Programming and Music questions by several knowledgeable sources. Please support this section, only by your interaction and questions will it survive. All answers are included in this page for anyone else with the same question and answers are also sent back to the person who submitted the question for those without Web access.

If you feel you have an expertise in a particular area concerning the Atari and would be willing to answer questions on that area when and if I submitted them to you, then please let me know and you can join the team. Programming and Music are fairly well covered and I can cover Graphics programs, help with Technical questions would be appreciated.

****

Reviews
~~~~~~~

Here I hope to include reviews of Atari products both new an old. So far I have the following reviews:

- Kobold review by Andy Curtis (ST Format)
- Flash 2 review by Frank Charlton (ST Format)
**Edith Professional review by Frank Charlton (ST Format)

There are several reviews on the way by the above mentioned people aswell as some by myself (waiting to get hold of Apex Media for the Falcon). This section should hopefully include around ten or more reviews by Christmas.
~~~~~~~

Again if you feel you would like to submit reviews for inclusion then please write to me. Please note these pages don't include Lynx and Jaguar Reviews, as they are contained within their own pages.

****

Updates and Information on these Web Pages
~~~~~~~ ~~~ ~~~~~~~~~~ ~~ ~~~~~ ~~~ ~~~~~

All updates and news on the Atari Web pages goes in here. Previews of whats to come soon are included and new items or updates to the pages are listed according to date with the most recent being first. Most updates contain links to the new material for instant access.

Other things to be found in here are the number of accesses to the Atari pages. At the moment this is out of date, but I hope soon to have this updated on either a monthly or even weekly basis.

****

This now concludes the Miscellaneous section. Now onto the Other Pages. These pages are specific to a particular machine, or collection of machines. These are going to go through some major changes and you can expect a fair number of changes to be made to these in the next month or so.

****

Falcon Page
~~~~~~ ~~~~

This will contain information and files relevant to the Atari Falcon, currently this page is divided into the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

In here expect to see any news or previews that come my way, whether they be small descriptions or full features with pictures. At the moment there is:

- Apex News. This contains some information I got on Apex Media for the Falcon when I spoke to Douglas Little on the phone a few weeks back. Not very detailed unfortunately, but I'm waiting on my copy of Apex to give a full review so expect that to be rectified soon.
- Dextrous News. Small description of some of the features of Dextrous with a picture. Only at an early stage of development, if I hear more it will go in here.
- Towers II : Plight of the Stargazer. Pictures and description of this great looking Falcon only sequel to Towers. Expect the demo soon.
- Newsletters from HENSA on Falcon section of archive.

Misc
~~~~

Miscellaneous information on the Falcon, including:

- Falcon Demo FAQ. List of Demos for the Falcon, including some form of information on each.
- Compatibility list of games with Falcon.
- Compatibility list of applications with Falcon.
**Falcon Specifications and Information compiled by Rod McCall.

New Software
~~~ ~~~~~~~~

The latest Falcon/enhanced software available for download. Major revisions to be done with updates here. At the moment the following software is included, with more to come:

- Play MPEG v0.68 by M.D.Griffths (shareware)
- Speed of Light v3.5 (shareware picture viewer)
- Scape a planetary landsacpe generator.
- Digital Tracker demo of commercial version.
- Obsession 1 level demo.
**FOG issue 7 diskmagazine for Falcon.

Other software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth using on the Falcon.

- Backward v2.52. For compatibility with the ST. Please send any versions which are newer than this.
- MultiBlow. Configurable overscan utility.
- Starball. Excellent pinball game (Falcon enhanced).
- Berzerk. Excellent version of Berzerk (Faster on Falcon).
- FOG issue 6 diskmagazine for Falcon.

****

Atari ST/STE/TT/Mega STE Page
~~~~~ ~~~~~~~~~~~~~~~~~ ~~~~

This will contain information and files relevant to all the above mentioned Atari formats, currently this page is divided into the following areas:

News
~~~~

In here expect to see any news or previews that come my way, whether they are small descriptions or full features with pictures. At the moment there is:

- Newsletters from HENSA on TOS section of archive.

New Software
~~~ ~~~~~~~~

The latest (most recent versions) software available for download. Major revisions to be done with updates. At the moment the following software is included, with lots more to come:
~~~

- Speed of Light v3.5 (shareware picture viewer).
- ST Zip v2.6. Latest version of ST Zip.
- Obsession demo. 1 level of this great pinball game.

Other Software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth having on the Atari.

- Ozone. Good platform/puzzler.
- Starball. Excellent pinball game.
- Berzerk. Excellent version of Berzerk.

****

Lynx Page
~~~~ ~~~~

All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News
~~~~

News on the Lynx and related material. At the moment there is:

- Lynx Summer Steal Deal Extended to the Fall. News of price reductions for a limited period.

Reviews
~~~~~~~

Reviews for just about every Lynx game ever released will appear in here. All reviews are by Robert Jung. At the moment the following reviews are included:

APB Awesome Golf Baseball Heroes
Batman Returns Basket Brawl Bill and Ted's
BlockOut BattleWheels Blue Lightning
California Games Checkered Flag Chip's Challenge
Crystal Mines II Dino Olympics Dirty Larry:Renegade Cop
Dracula the Undead Double Dragon Desert Strike
Electro Cop European Soccer Chal. Ultimate Chess Chal.
Gauntlet:3rd Encounter Gordo 106 Hard Driven'
Hockey Hydra Ishido : Way of Stones
Jimmy Conners' Tennis Joust

New reviews are:

Klax Kungfood Lemmings
Lynx Casino

Other Lynx Stuff
~~~~~ ~~~~ ~~~~~

Other items of interest to Lynx owners. At the moment there is the following:
~~~~~

- Lynx FAQ
**Lynx Tips and Tricks

New Software Anouncement
~~~ ~~~~~~~~ ~~~~~~~~~~

Currently holds news of Bouble Trouble and Super Off-Road for the Lynx. Expect reviews soon.

****

Jaguar Page
~~~~~~ ~~~~

All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

All the latest news and preview information I can find related to the Jaguar.

**Rebellion Development News
**Sinister Developments News
**Sensible Soccer News
**Coming Soon!
**Hand Made Software News

Reviews
~~~~~~~

A collection of reviews from different sources, hopefully I will be contributing more to this section myself. Reviews so far include:

Aliens versus Predator Raiden Tempest 2000
Cybermorph

There are many more reviews to come.

Other Jaguar Stuff
~~~~~ ~~~~~~ ~~~~~

Miscellaneous information on the Jaguar. Information included presently is:

- Jaguar FAQ
- Raiden Tips
- Jaguar Game Cheats
- Kasumi Ninja FAQ
**Ultra Vortex FAQ update for Jaguar

Other Jaguar Pages
~~~~~ ~~~~~~ ~~~~~

Other pages specific to the Jaguar included in here. Currently there is:

- Atari Jaguar Homepage by Nils Jacobsen

There are others that will be included, some containing more recent news, but the one above is the most organised and intuitive one I've came across.

****

8 Bit Atari Page by Ivo van Poorten
~ ~~~ ~~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~~~

Not maintained by me these pages cover the 8 bit formats of Atari machines and are very comprehensive. Nearly everything you could hope to find is contained within these pages.

****

What to expect in the future
~~~~ ~~ ~~~~~~ ~~ ~~~ ~~~~~~

Some structural changes are likely to appear in the next months. I will be introducing an announcements page where you can tell the World of anything you have to announce. Please send news of updates to your programs, Atari stuff for sale, and any other Atari announcements here (NOTE : Commercial companies should send information on products to be included in here and in the news sections).

Also coming soon will be a monthly editorial. In this I will try and sum up the month past and to give my opinions on how I saw things for Atari at that time. Hopefully I will be able to look back over many good developments in my pages and summarise them as they happened.

There is an outside possibility of starting a programmers and MIDI section in these pages but this is as yet undecided. I will judge whether or not to do this based on the kind of response I have. I do not want to repeat any of the good work done in these fields however by other Web page writers such as Christer Gustavsson.

More support is needed for the questions and answers pages, although initially successfull people just stopped posting their questions. Although the odd one is still coming and answers are still forthcoming. Please support this, it is of benefit to anyone who uses it.

The Jaguar section should have a lot more news, pictures and reviews in the future. I now own a Jaguar and will soon be writing a review for Aliens vs Predator. I have tracked down a fair bit of news and am in contact with a few companies now and hope to get news from them on there products.

Extra pictures will appear due to my recent access to a colour scanner, enabling me to scan the latest pictures before the exist elsewhere on the Internet. I also hope to slowly get all the maps for AvP into these pages somehow?

Both the ST and Falcon sections should contain much more news in the future, along with more of the best PD/Shareware, and PD/Shareware reviews. I should have several demos hopefully in the near future for games coming out on these formats.
~~~~

The Lynx section is to continue to get reviews and I will update the news as and when I get it.

Expect more links to Atari related pages in the future, aswell as links to all the Atari related newsgroups. There will be more newsletters, documents, updates to the FAQ's.

Expect further reviews from Andy and Frank, along with myself (watch out for the Apex Media review). Hopefully I can include more screenshots, and do a few program tutorials. Also Claus J. Pedersen (Stello author), Bob Brodie (former Atari employee) and Steven Davies have all offered to support these pages with contributions in the future.

Last but not least, after Christmas I may set up a feedback page, where you can send your feedback via a Web form. Until then please write with your ideas, critisms, comments, submissions (software, news, reviews, questions, etc), to me and don't forget that I am now the official maintainer of the Atari FTP list originally by Hallvard Tangeraas. All updates to this list should now be sent to me.

Thank you and see you with the updates to these pages next month!

++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.dl.ac.uk/MISC/ATARI/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creater and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

5800. SLIP connection for ST

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 13:54:43 UTC
From: burch@sa.rl.ac.uk
Message-ID: <3dc0f3$11og@unixfe.rl.ac.uk>
Source record: 174162

Does anyone know where some PD software can be obtained to effect a SLIP connection for the ST?

Thanks

Pete

5801. PD computing languages?

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 13:56:37 UTC
From: fraser@sydney.DIALix.oz.au
Message-ID: <3dc0ilrqh1@sydney.DIALix.oz.au>
Source record: 174163

Hello atari users everywhere!

I was wondering if there are any Public Domain computing languages
availible for the Atari1040ST.

Atari support ain't that good in the land of the long hot summer.....

I guess what I'm looking for is something with a compiler.

If you do know of any sites which hold such software please email me at:

fraser@sydney.dialix.oz.au

--
/==== /=\ /| /== /== /=\
/=== /==/ /=| \=\ /== /==/ (fraser@sydney.dialix.oz.au)
/ / \ / | ==/ /== / \

5802. Re: WWW browser

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 14:14:41 UTC
From: jtace@prometheus.hol.forthnet.gr
Message-ID: <3dc1kh$2jh@brigitte.forthnet.gr>
Source record: 174180

Jim Rote (jrote@mhs.mendocino.k12.ca.us) wrote:
: Well the big question on my keyboard today is:
: Where are the WWW browsers for the Atari? one would be fine thank you.
: one that takes advantage of the GEM.

I just saw the latest version of Netscape for the PC's, in action....
It's really fantastic....I could pay alot of money, for something not
so good, but simmilar to that browser. In fact i would be very happy i
could see at least one browser for my ST...!!--

****
* ATARI ST 2.5 MB, 1.4 ROM *
************************ Hardware MacPlus & PC286 Emulator *
* Friendly : * SCSI 210MB HD with RealTime Clock *
* * Hawk A4 Scanner & Stylus 800+ Printer *
* Dimitris Sourmelidis * Mono & Color Monitors *
* Athens, Greece * Zoom 9600/2400 FaxModem *
************************ If you want to e'mail me, try out these...: *
* jtace@prometheus.hol.forthnet.gr *
****

5803. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 15:12:12 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412221414.AA00566@ilmen.lanl.gov>
Source record: 174178

In a previous article, neptune@galaxy.owl.de (Hendrik Mylius) wrote:

>In <9412192211.AA00446@ilmen.lanl.gov> Hutch wrote:
>
>>loss over that of a real 040-based machine and all previous 030 users see
>>a considerable -increase- in performance... all in emulated software.
>
>Is the emuation really that fast? IIRC, the emulator does 020-emulation,
>doesn't it?

Don't know anything at all about IIRC. My comment was based on personal experience with a PowerMac 7100/66 (at my office) and a Quadra 660av (at home). The PM's 680x0 emulation is nearly the same speed as my 040-based Quadra which has been boosted to 32MHz. The PM's emulation would be a lot slower than a 40MHz 040 and a bit slower than a 33MHz 040 but it's decent. I can only assume that a PPC-based Falcon could see the same performance.

>How many people do actually work for CLab ATM. IIRC all their programmers ran
>away and started over a EMagic. Are CLab capable of developing _anything_ at
>all?

Many have assumed that CLab is going to jump into the manufacturing business in a big way and I just don't see how they could with their current staff (don't know the exact number but I'm told very small). They are a lot smaller organization than Atari and you know what kind of trouble we had with THEM. :)

But hey, I wish them great success in any event.

-Hutch- @ Fair Dinkum Tech

5804. Re: PD computing languages?

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 16:04:24 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332ef9a3d0@sirius.herts.ac.uk>
Source record: 174182

Fraser Stuart (fraser@sydney.DIALix.oz.au) wrote:
: Hello atari users everywhere!

: I was wondering if there are any Public Domain computing languages
: availible for the Atari1040ST.

: Atari support ain't that good in the land of the long hot summer.....

: I guess what I'm looking for is something with a compiler.

: If you do know of any sites which hold such software please email me at:

: fraser@sydney.dialix.oz.au

Try the ftp list! You can get C, 68000, Modula-2 and Pascal, Prolog etc. etc.
compilers in Public Domain (some are shareware I believe..)

Alex Nicholls

5805. Re: Jaguar CD Interface?

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 16:45:08 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412221547.AA00613@ilmen.lanl.gov>
Source record: 174181

In article P11342@A2W.maus.de, Ian_Taylor@a2w.maus.de (Ian Taylor) writes:
>
>Can the Jaguar CD interface with an Atari ST computer so that files can be
>accessed on the CD from the ST?

I didn't even know the Jaguar CD was out yet. Is it???

-Hutch- @ Fair Dinkum Tech

5806. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 18:58:25 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.63.000DF9B0@cfcsc.dnd.ca>
Source record: 174131
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Ofir Gal (ogal@cix.compulink.co.uk) wrote:
>: >One Big problem with German ones is the lack of good spelling/Thesaurus
>: >support...

>: Papyrus has a spell checker, but no thesaurus.

>: >The other problem is these later version need a high res monitor and
>: >4 megs of Ram and a hard disk....

>: Papyrus does not require a hard disk and it runs in 1MB. Features require
>: RAM. Can you name one PC/Mac WP that has a spell checker and thesaurus and
>: can run in 640*200 res in 1MB and without a hard disk?

>Can you think of any professional organisations that use the above spec
>for a WP as their standard.

>Steve

Steve: do journalists count as professionals??

5807. Harddrive questions and request.

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 18:58:46 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <3dci96$q3l@charm.magnus.acs.ohio-state.edu>
Source record: 174183

Well, I am finally going to replace my flaky 20 Meg harddrive with a newer more reliable one (hopefully). But I have the following questions and request.

I probably will be picking up a Maxtor drive in the 200-500 Meg range, but I don't know what the max size of a drive should be, I know about partitioning, but don't know to what extend this doesn't get detrimental to the operation of the computer. I also would like to know what access speeds the mega2st can handle from the various drives.

I know, that for the Link to work, Parity should be disabled, but what else do I have to worry about?

When I purchased the computer system, I received the Harddrive and the link for free, but I did not get any of the Link software. So I will need to get the software from ICD. I need their address and phone # so that I can contact them.

If I can't get the software at a decent price, I will probably just purchase the Link II, does anybody have the specs on the Link II so that I can look at them, or know any problems that I may encounter with my current system {Mega2ST}? I remember about two three months ago seeing information on the Link, does anybody still have it around?

Any help would be greatly appreciated, thanks.

Michael Steve jr.
The Sequel

=-=-=- -==-+_+-=-

People in glass houses should not throw stones, neither should they nail up pictures.

5808. magazines, etc

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 19:03:37 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.64.000E0FDF@cfcsc.dnd.ca>
Source record: 174130

I am looking for a GOOD phone number for the FaST Club(2 numbers in STFormat don't seem to work) or e-mail address or physical address. I want to order Fonty!
Also does anyone have e-mail for STReview, I have e-mail for STFormat which theoretically is: stf@futurenet.co.uk. But my subscriber here in Kanata went belly up, and I want to see if I can continue nephews and daughters subscriptions to STUser(now STFormat?) and STReview. I dont't suppose STUser would have an e-mail address? : }

merci
-ken

5809. Re: ATARI DREAM COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 20:08:12 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELWUFFUUUP@galaxy.owl.de>
Source record: 174173

In <3dbpkq$5p8@nyheter.chalmers.se> Christer Gustavsson wrote :

>I checked in the December issue of ST Computer and I found an announce at page
>37 listing the following CD:s with atari software:
>Lohrum: Atari PD- and Shareware CD I
>Lohrum: Atari PD- and Shareware CD II
>Lohrum: Atari PD- and Shareware CD III
>Whiteline: Alpha CD
^^^^^^^^^^^^^^^^^^^

This one is a brilliant piece! IMHO the best one available ATM. More than 430
megs in about 15,000 files. And it has a nice indexfile.

And there are even more CD's available, but they're not that good.

>GEMini CD
>Systems Solutions: Atari Mega Archive
>+ two CD:s with DTP stuff for Calamus.

Do not forget the font CD's you can use with Speedo5 or NVDI 3.0.

I'd like to see the Suzy B CD's whem they're available, but TOAD didn't bother
to reply to a couple of mails from me. So no business made there, fellas :-/

Bye.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

5810. SCSI for my 1040ST - how???

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 20:30:42 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELXHCGWSUp@stingray.manawatu.gen.nz>
Source record: 174177
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

What would the easiest way to use a SCSI drive on my 1040STfm be?

I know there are ICD et al. adaptors out there - but I don't know which is the best for what I want - I don't need a lot - I just want to be able to run a 540Meg SCSI drive from it.

I don't want to pay a lot for it, as looking at an early 94 ST Mag from the UK, most of the adaptors are almost the same cost as the drive.

Could you please tell me the prices for them? I have a UK model ST if that's any help.

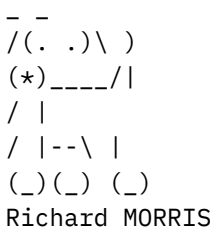
Also, what would I need to buy with the drive to get it all setup? I presume a case and a fan - that's no problem though - but do I need a power supply, or can it get power from the ST or the SCSI adaptor? And do I need to buy a cable aswell, as these companies always seem to charge extra.

I'd really appreciate any help you guys could give me, also perhaps the address of the best place to buy one. I don't mind buying from the USA, if the mains voltage is not of concern, as we use 230V 50Hz (like _most_ of the world). But Europe would probably be the easiest (providing they either speak French or English).

Thanks,
Richard =8-]

PS. Have a great Christmas all =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

5811. A new world order ...and it's crap

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 20:41:44 UTC
From: donm@ucon.gun.de
Message-ID: <1994Dec22.204144.15499@ucon.gun.de>
Source record: 174123

Martin.Stacey@f1.n200.z777.fidonet.org (Martin Stacey):

> Hasn't Trenton left ?
> Wether or not that was an outward sign of the percieved displeasure
> at the pearsons takeover I know not and Trenton probably not about to tell us,
> or is He..... ?

That's a standard Future feature... :-) (I mean the editor leaving at
year end.)

If you look across the range of Future publications they've been playing
musical chairs with editors of almost all of their titles *every January*.

Don

donm@ucon.gun.de

5812. Re: [Q] KA9Q/NOS

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 21:31:18 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <788131878snz@chowgar.demon.co.uk>
Source record: 174126

ftp to ftp.demon.co.uk, enter the pub/atari directory and download
stnet110.tos. This is the complete package to access the net with an
Atari. Much easier than just nos.ttp.

--

Simon Moore
smoore@chowgar.demon.co.uk

5813. CDTracker

Newsgroup: comp.sys.atari.st
Date: 1994-12-22 22:42:26 UTC
From: linh@interlog.com
Message-ID: <3dcvci$h6l@gold.interlog.com>
Source record: 174184

I'm looking for CD tracker for my MSTE. Does anyone know which ftp site it is located on. I haven't been able to get on to a.a.u.e for a month now - always busy. Another site would be preferable

5814. Re: Kobold

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 00:05:10 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-ELWXCGVU@ttgk.textlitho.nl>
Source record: 174118

In <ELPUCBVPUP@galaxy.owl.de> Hendrik Mylius wrote :

>In <1994Dec14.132855.1581@cathy.ijs.si> Matija Grabnar wrote:
>
>>Yes, that is very definitely possible. The user manual describes the whole
>>procedure. The procedure includes a modification of aes.inf (or whaterver that
>>configuration file is called).
>
>[GEM.CNF on]
>
># gem.cnf
># ==
># use 'setenv' to set the AES environment variables. Current
># useful environment variables are:
>#
># DESKFMT - can be used to install alternate disk
># formatter
># DESKCOPY - used to install alternate disk copy
># application (into Desktop).
># SHPRINT - full path for desktop print utility
># SHSHOW - full path for desktop view file utility
>
>setenv DESKCOPY=D:\TOOLS\KOBOLD_2.PRG

IMO this should be

setenv DESKCOPY=D:\TOOLS\DESK_KBD2.PRG

When I install it like this, filecopying works great but file deleting not
(it seems this is going through Kobold also). When I select a folder and
drag it to the trashcan, nothing happens. When I select all files within
this folder and drag them to the trashcan, the files are deleted, but
whatever I try, I can't delete the folder...

Gert

--

-- --
Atari TT-Point
-- --

5815. Connect capture buffer qu

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 00:40:27 UTC
From: ardoino@musical.fdn.org
Message-ID: <D18n7G.8q4@musical.fdn.org>
Source record: 174175

hallvart@ifi.uio.no wrote:

h > Well, I've started using Connect, which impresses me to say
h > the least! The problem is that I don't know how to use it that
h > well, and I'm wondering about the capture buffer. In STorm I
h > used to switch between the terminal screen and the capture
h > buffer, to copy/paste filenames etc. that had already scrolled
h > past. Can I do this in Connect? I also used it as a form of
h > offline reader, reading all my new email online, and offline I
h > would just reply to what I re-read from the capture buffer.
h > Can I do this as well in Connect?

In Connect you have two ways for capture:

The first is in the menu "setup" : Capture
You just have to enter path and filename in the field, choose exact or ASCII capture and activate "Capture active".
And now all is recieved in your terminal window is saved in a file until you go again in Setup/Capture and disable "Capture active".

This is the best way, I think, to save your Email (the really best way is a reader off line, but this supposes that the host server can send you QWK format).

The second way is very useful: you can define a block in the window with the mouse. If you press the right button before releasing the left button, a pop up will appear and let you save or append in the clipboard or in a file (then the fileselector appears), or print, quote, etc.

I hope this answers to your question. Try the two functions.

I think you have a non registered version of Connect (with test limited in time). You have the help on line, but it doesn't explain all the functions of Connect. If you choose to register (60 DM), you'll recieve an english manual which explains that and many other things.
I've registered to Connect and use it daily. I'm glad for my choice and think that Connect is the best terminal soft I ever used.

J.Jacques Ardoino (France)
STMAG
ardoino@musical.fdn.org

___ Mountain Reader II - #01234567

5816. Falcon sampling

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 01:41:52 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELXOCEUSUp@stingray.manawatu.gen.nz>
Source record: 174194

Is sampling on a Falcon as easy as plugging in the source thru the RCA in ports and then running some program to sample sound?

I figure it should be, but am also familiar with Ataris *grin* and so know that nothing is obtained easily on one.

Richard =8-]

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

5817. Re: Jaguar CD Interface?

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 02:04:13 UTC
From: steve-j@teleport.com
Message-ID: <3ddb6t$jvp@sandra.teleport.com>
Source record: 174174

In article <9412221547.AA00613@ilmen.lanl.gov>,
Hutch <hutch@ilmen.lanl.gov> wrote:

>>Can the Jaguar CD interface with an Atari ST computer so that files can be
>>accessed on the CD from the ST?

>I didn't even know the Jaguar CD was out yet. Is it???

No, not until January/February. If someone could come up with an
interface to use it on an ST/TT/Falcon, though, it would be a very
welcome addition at only $149.95!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@teleport.com	their feet on anything with 'Welcome'
or steve-j@genie.geis.com	written on it." -- Andy Partridge

5818. Creator 64tk sequencer for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 03:45:21 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <Ji4XnBR.johnhechtman@delphi.com>
Source record: 174185

*** CREATOR SL 64 TRACK MIDI SEQUENCER PROGRAM FOR SALE ***

* One of the best (some say _the_ best) sequencers for the Atari ST or any other platform.
* Fully supported by Emagic (I own Notator and just got the latest ugrade disks free of charge).
* Upgrade path available from Emagic for Notator SL (scoring capability) or for use with Falcon (Notator Logic - which also runs on the ST). Cost to upgrade to Notator Logic is only $144 USD. The cost of Notator Logic _new_ is $500-something. You could buy this copy, upgrade, and save $231!
* Up to 64 MIDI tracks with ultra-high 1/1260 ppqn tick rate.
* Comes with original disks/manual/copylock dongle, all in perfect condition.

Q: If this program is so $#@! good, why am I selling it?
A: Because I _already_ own Notator! This copy came from the original owner as part of a package deal - I don't need _two_ copies. ;)

Q: How much is it?
A: Only $125 USD for what was over a $500 program!
^^^^^^^^^^^^^
Leave email or call 212-459-4323 (24 hr voxmail service) and leave message.

-John Hechtman "johnhechtman@delphi.com"

5819. Avalon sample editor/librarian 4 sale!

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 03:47:05 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <BA41-1Z.johnhechtman@delphi.com>
Source record: 174186

*** AVALON SAMPLE EDITOR/LIBRARIAN PROGRAM FOR SALE ***

* First-class sample editor/librarian for the Atari ST - runs on 1 meg of ram.
* Many elaborate ways to edit samples - cut/loop/time correct/optimize with
on screen editing. With time correction, you can change the length of a
sample without altering the pitch!
* Supports the folowing samplers:
Akai S1100 Akai S1000 Akai S950
Akai S900 Akai S700 Akai S7000
Casio FZ1 Dynacord ADS Dynacord ADD-2
EMU E III E-max 2 E-max
Ensoniq EPS Prophet 2000/2 Roland S770
Roland S50 Roland S550 Roland S330
Yamaha TX16W As well as MIDI sample dump standard
* Fully supported by Steinberg-Jones.
* Comes with original disks/manual/copylock dongle, all in perfect condition.

Q: If this program is so $#@! good, why am I selling it?
A: Because I got it as part of a package deal - and I _don't_ own any samplers!

Q: How much is it?
A: Only $115 USD, OBO. Will consider swap/barter for other soft/hardware.

Leave email or call 212-459-4323 (24 hr voxmail service) and leave message.

-John Hechtman "johnhechtman@delphi.com"

5820. Need pinout of SC1224

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 04:18:12 UTC
From: sammcgee@crl.com
Message-ID: <3ddj24$cuc@crl3.crl.com>
Source record: 174187

I'm gonna make this Jag-RGB cable if it kills me.

I need a very specific diagram.

Thanks, Sam

5821. Wanted the Game "Kennedy Approach"

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 08:13:56 UTC
From: havok@eskimo.com
Message-ID: <D1987J.HJJ@eskimo.com>
Source record: 174196

I am looking to buy this game I bought a copy off the Net here and it turned out to be bad I really want this Microprose Simulator Game if anyone out there knows of some one or somebody that has this game and wants to sell it PLEASE LET ME KNOW I heard that a UK compant called Wizard Games has a lot of these old Microprose Simulation games If anyone knows of their address Please E-mail me at havok@eskimo.com or if sombody has Kennedy approach and they want to sell it I'll buy it or maybe work a trade for something I have?

Let me know
--

\\\\\\\\\\\\\\\\\\\\ havok@eskimo.com
//////////////////// HAVOK ////////////////////

5822. Titling Program for Mega ST

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 08:15:56 UTC
From: tdonovan@red.seas.upenn.edu
Message-ID: <3de0vs$1qt@netnews.upenn.edu>
Source record: 174195

We inherited a Mega 4ST with a transcoder to convert its output to standard NTSC video, we would like to use it for a Video Bulletin Board type of situation, basically it sits there playing back graphics endless like what you would see on a public access channel etc. Does anyone out there know of a good program for this machine that looks good and is simple to use. We have been using Cyberpaint, but alas its for real graphics, not a bulletin board and is quite cumbersome to use for simple text screens.

I'm looking for specific program titles or vendors with whom to look.

Thanks,
*Todd

--
_/_/_/_/ _/_/_/_/ _/ _/ _/ _/ TODD C. DONOVAN
_/ _/ _/ _/_/ _/ _/_/ _/ _tdonovan@eniac.seas.upenn.edu_
_/_/_/_/ _/_/_/ _/ _/ _/ _/ _/ _/ President & General Manager
_/ _/ _/ _/_/ _/ _/_/ University Television, UTV13
_/ _/_/_/_/ _/ _/ _/ _/ THE UNIVERSITY OF PENNSYLVANIA

5823. Re: The dream atari...Medusa?.

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 08:23:28 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <ELXHCIUY1UP@cabal.sh.sub.de>
Source record: 174128

In <D0tACr.GK8@world.std.com> ysiu@lexicor.com wrote :
>In article <ELNUBGUS43UP@galaxy.owl.de>,
>Hendrik Mylius <neptune@galaxy.owl.de> wrote:
>>In <98c_9412120658@centron.com> Martin Stacey wrote:
>>
>>>MEDUSA a powerfull Atari 'clone' indeed I belive from the swiss firm.
>>>By all accounts a very powerfull faster machine with a price tag to match.
>>
>>Applications like Calamus run really fast on it. But when it comes to a simple
>>thing like vertical-text-scrolling, you won't believe how s-l-o-w even a Medusa
>>T60 is.
>>
>>Furthermore the Medusa is way too expensive (IMHO). I'd rather buy a MAC and run
>>MagicMAC on it :-))

> how does MacMagic run on the Apple? I.e. does it run on top of
>finder? If so wouldn't it be slower than a Medusa T40 (or even T60 for
>that fact).

Unh...there is an English version of the MagicMac FAQ available. IMHO it
runs on the MacOS' BIOS routines. Should be quite slow, indeed.

> Also I realise that Mac's are cheaper than a Medusa, the T40
>retails for 3,400 U$D. However what about speed? I.e. an equivalent Mac040
>would it be faster or slower than the Medusa?

The Medusa has the main advantage that it is available, that's it. The
price has to fall when there are other 040 machines available.

One thing I don't get: the Eagle was announced to ship without DMA sound
capabilities, and the DSP board for it was planned incompatible ("better")
to the Falcon. If I remember correctly, this attitude has changed, and
GE-Soft will, if they do, ship a Falcon compatible sound/DSP board.

And we'll see what comes next. Atari publishing the TOS sources, Magic for
PowerPC? Seems our software will run on up-to-date hardware for some more
years.

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

5824. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 08:47:05 UTC
From: bericd@bri.hp.com
Message-ID: <D199qI.KCC@bri.hp.com>
Source record: 174197

Kim Andersen (Kim@dksoft.ping.dk) wrote:
: In <3d6m3m$gmp@aggedor.rmit.EDU.AU> Glenda Moon wrote :

: >Has anyone got a list of the software that is incompatible with MagiC?
: >
: >i'm rather pissed off that Calamus 1.09 and SL dont seem to like it.
: >--
: >

: Who cares when it doesn't even work on the Falcon. Skip Magic, and go back
: to the Tos insted. At least untill they do a Falcon version, which is working
: with all software as well as Calamus.

First point, there is apparently a patch for Calamus called
Calapat.tos that will allow Calamus to work with Magic.

Secondly I could say "Who cares about a Falcon?". Magic for the
Falcon is being worked on, and if you still don't want to use it when
it comes out don't. But don't rubbish something just because the
present (And also FIRST) incarnation of it does not work on your
Falcon, or for that matter has a few compatibility problems (for
most of which there are fixes). Nothing works completely bug free
first time round (Look at the TOS version list), so if you cannot
get patches for your programs at present, wait for the next release!

[set soapbox_mode=off]

Beric

5825. Re: Falcon sampling

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 09:01:42 UTC
From: contacts@mits.mdata.fi
Message-ID: <3de3lm$466@prime.mdata.fi>
Source record: 174198

In article <ELXOCEUSUp@stingray.manawatu.gen.nz>,
Richard MORRIS <richard@stingray.manawatu.gen.nz> wrote:
>Is sampling on a Falcon as easy as plugging in the source thru the RCA in
>ports and then running some program to sample sound?

Yes. But if you need RCA, you'll have to do 5 minutes of soldering (which
I heartily recommend, as the miniplugs were really bad).

Get eg. Winrec and Mjuzakk, and you don't even have to pay for the software.

>I figure it should be, but am also familiar with Ataris *grin* and so know
>that nothing is obtained easily on one.

Right. That is why C-lab is going to fix all Falcon's low quality audio
parts....

And Happy Christmas!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5826. *New Atari Computer Platform idea*

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 09:55:06 UTC
From: Kevin Dolorico <dolorick@acf2.NYU.EDU>
Message-ID: <Pine.ULT.3.91.941223043600.25164J-100000@acf2.NYU.EDU>
Source record: 174176

I was looking at the current computer situation in the world right now
and all I saw really was Apple and "Intel"...and Microsoft. Apple, had
been in the process of dying(until the the recent Pentium fiasco---now
they have a chance to dig into the market again!)

I heard that in the next few years, there is going to be ONE OS running
on all machines... a "standard"... This got me frightened! Are people
going to be whitewashed and see everything in one color? It might be true!

So... I have a suggestion for computer designers/hackers/or even ATARI...
Why doesn't Atari make a computer based around... THE JAGUAR's chipset?

Given its specs, I'd say that if you added more ram(8 megs+), it would
have more firepower than the current computer offerings. Port over a
version of Unix, and then you're rolling...

I'm sure there are people out there that are SICK of seeing "Intel
Inside" and "PowerPC" logos... they want something more along the lines
of a cheap SGI... Perhaps there could be a market for such a machine.
Given Atari's current financial problems just trying to market the
Jaguar(poorly, as it seems)... perhaps it would be within their best
interests to license off the design to some company to DEVELOP this
Jaguar-Based RISC computer.

What do they have to lose? It certainly wouldn't hurt them...

And just so I don't seem like an Atari fanatic---why doesn't Sega do this
either with their new Saturn-based technology?

This is just a thought.
Feel free to reply.

```
--------------------------------------------------------------------------
/) The Grabbing hands, grab what they can... *smile*
( )
_( (_ _
((((\ \> /_>
(\\\\ \_/ / Happy Holidays,
\ / from
\ _/ TFTH!!!
/ /
/ / dolorick@acf2.nyu.edu
```

5827. ALL

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 10:03:55 UTC
From: bensmith@teleport.com
Message-ID: <3de7ab$598@linda.teleport.com>
Source record: 174199
Cross-posted to: alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.ibm.pc.games.marketplace,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

5828. Re: SLIP connection for ST

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 10:31:30 UTC
From: koehne@troja.informatik.uni-dortmund.de
Message-ID: <3de8u2$6na@fbi-news.informatik.uni-dortmund.de>
Source record: 174200

In article <3dc0f3$11og@unixfe.rl.ac.uk>, burch@sa.rl.ac.uk (Peter Burch)
writes:

|> Does anyone know where some PD software can be obtained to effect a SLIP
|> connection for the ST?

Or a PPP connection???

Thanks Patrick

--

Gruss

...Patrick

Patrick Koehne, Irisweg 9, 59439 Holzwickede, Germany

e-mail: koehne@ls10.informatik.uni-dortmund.de
WWW : http://ls10-www.informatik.uni-dortmund.de/~koehne/welcome.html

5829. ALL Computers & Electronics SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 10:52:46 UTC
From: bensmith@teleport.com
Message-ID: <3dea5u$5pm@linda.teleport.com>
Source record: 174101
Cross-posted to: alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.ibm.pc.games.marketplace,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought fall into such Categories as Computer Dealers, all kinds. All kinds of Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals & Accessories.

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes (NO PIRATED MEDIA OF ANY KIND, PLEASE!!), TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and all Dealers Welcome and Wanted!!

NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10!! FIRST COME FIRST SERVE!! TABLES $10!! FIRST COME FIRST SERVE!!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St. at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet or Table Rentals.
Reply in E-Mail to bensmith@teleport.com.
Or Call Ben Anytime at (503)256-9974 (VOICE/VOICE MESSAGING).

Please Do NOT Reply in the Public Message Bases as I don't Read most of these Message Bases and the ones I do read I don't read regularly. The Best way to reach me is E-Mail or the Above Phone number.

The Next SwapMeet is Monday, January 2nd. 1995.

Your invited.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

5830. Re: James Pond

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 10:53:02 UTC
From: diehl@bonk.io.org
Message-ID: <3dea6e$5ni@ionews.io.org>
Source record: 174102

Annius Groenink (avg@cwi.nl) wrote:
: az822@FreeNet.Carleton.CA (Angus P. Armstrong) writes:

: >My son would desperately like to have the game "James Pond" for a
: >Christmas present. The problem is that I can't find out where to get it
: >from. Apparantly it is not being produced anymore. Can anyone give me any
: >suggestions on where to start looking?
: >Thanks!

: Have you checked for James Bond with a B?

James Pond II: Codename: Robocod is a Ocean title, the sequel to the original
James Pond.

: --
: Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
: CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
: 1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
: The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

5831. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 11:37:16 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <2efab7ca@p1.f20.n2000.z242.fidonet.org>
Source record: 174115

...message from Christopher Taylor to ilmen.lanl.gov :

CT> I guess my point was that IDE vs SCSI is just as much a personal
CT> preference as Mac vs PC vs Atari, so we can throw around "REAL
CT> computers use..."

It's not personal preference. If I remember correctly, in the Ataris SCSI is a DMA device whereas data transfer to IDE devices is done via PIO...

Polled I/O transfers severely hog up the main processor, so SCSI is definitely the better chioce on an Atari.

And nowaday, as SCSI gets more wide spread in the PC sector (thanks to cheap PCI SCSI controllers), SCSI HDDs cost quite the same as IDE (at least over here in germoney).

/\|ex.
ab@traveller.fido.de

5832. Re: ATARI DREAM MACHINE & COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 11:44:04 UTC
From: Alexander_Bochmann@traveller.fido.de
Message-ID: <2efab993@p1.f20.n2000.z242.fidonet.org>
Source record: 174116

...message from Hutch to All :

>> : CD-ROM Drive with Double speed.
>> why not quadrupple (or at least triple)?
H> Because triple and quadruple speed CD-ROM drives are mostly
H> marketing hype, that's why. Even the well-built NEC units are only
H> as fast as good double-speed drives from Sony and Matsushita

Now, I have just tested one of the new low-price TripleSpeed SCSI CDROMS from
Thoshiba (5201 or whatever the name is).

And it's definitely a hell lot faster than my Sony DoubleSpeed SCSI...

H> real-world use. Definitely NOT worth the exorbitant prices they
H> currently command, IMHO.

The Toshiba drive is currently at about 400DM, and IMHO it's more than worth
it.

H> - NEVER has to concern himself with the likes of config.sys,
H> autoexec.bat, win.ini, dos.crap, etc, etc;

Assign.Sys, Extend.Sys, Newdesk.Inf, Mint.Cnf, Gem.Gnf, Winx.Inf, ... :-)

/\|ex.
ab@traveller.fido.de

5833. Re: *New Atari Computer Platform idea*

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 12:54:05 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1994Dec23.125405.27801@apgea.army.mil>
Source record: 174104

In article <Pine.ULT.3.91.941223043600.25164J-100000@acf2.NYU.EDU>,
Kevin Dolorico <dolorick@acf2.NYU.EDU> wrote:
>
>I was looking at the current computer situation in the world right now
>and all I saw really was Apple and "Intel"...and Microsoft. Apple, had
>been in the process of dying(until the the recent Pentium fiasco---now
>they have a chance to dig into the market again!)

I'd like to add Sun to that list since thats all I see at work. :)

>
>I heard that in the next few years, there is going to be ONE OS running
>on all machines... a "standard"... This got me frightened! Are people
>going to be whitewashed and see everything in one color? It might be true!

It is sad and good at the same time. Plus it will not happen. Why?
Well, the good part is that whatever system you buy, you'll have software.
The bad part is that it'll probably be some dos-windows bastard child
that will require 32 megs just to boot. Also it will not happen since
the pc market is to fragmented. (when I say pc I mean peecee)

>
>So... I have a suggestion for computer designers/hackers/or even ATARI...
>Why doesn't Atari make a computer based around... THE JAGUAR's chipset?

This has been said before. its not a good idea. by the time programs
come out for it, it will be out dated. its best to base a computer
around a good cpu/motherboard/memory setup and allow graphics to be
upgradable. Thats why the IBM PC, a pitiful computer even any atari 800
could beat up, ended up to be the standard.

>
>Given its specs, I'd say that if you added more ram(8 megs+), it would
>have more firepower than the current computer offerings. Port over a
>version of Unix, and then you're rolling...
>
Two words.."unix? yuck!"

>I'm sure there are people out there that are SICK of seeing "Intel
>Inside" and "PowerPC" logos... they want something more along the lines
>of a cheap SGI... Perhaps there could be a market for such a machine.

I'm not sure of that. They just keep selling more. Me personally i'll never
buy another intel chip again (my 386 has a bug in multiplication and the
pentium that I almost bough can't divide correctly)
As for an SGI, the public will never buy a unix machine in mass numbers.

>Given Atari's current financial problems just trying to market the
>Jaguar(poorly, as it seems)... perhaps it would be within their best
>interests to license off the design to some company to DEVELOP this
>Jaguar-Based RISC computer.
>
Interesting point, why doesn't atari allow another copany that makes tos
clones to make the "next" atari computer and make some spending cash in
the process.

>What do they have to lose? It certainly wouldn't hurt them...

Tramiel would have to admit that they screwed up and that will never happen.

>
>And just so I don't seem like an Atari fanatic---why doesn't Sega do this
>either with their new Saturn-based technology?

I think sega did make an msx computer at one time..

>
>This is just a thought.
>Feel free to reply.
>
>--
> /) The Grabbing hands, grab what they can... *smile*
> ( )
> _((_ _
> ((((\ \> /_>
> (\\\\ _/ / Happy Holidays,
> \ / from
> \ _/ TFTH!!!
> / /
> / / dolorick@acf2.nyu.edu
>

Robert Merritt
-* Disclaimer: Opinions posted here are mine and not of my employer
-*"There is always death and taxes. However death doesn't get worse every year"

5834. Help with Hermes

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 13:03:18 UTC
From: der@astrakan.hgs.se
Message-ID: <DER.94Dec23140319@astrakan.hgs.se>
Source record: 174189

I`m having problems getting Hermes up and running. The biggest problem
is to get the newsfeed to work correctly. If someone have a running
setup and would like to help me, please drop me a mail!

Daniel Eriksson, der@astrakan.hgs.se, phone +46 26 72905, fax +46 26 72123

5835. Background fill/pic for desktop

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 13:08:11 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3dei3r$c1e@msunews.cl.msu.edu>
Source record: 174188

Hi! I'm looking for a program that will fill in the desktop with either a fill pattern or a picture. The less memory and CPU time it requires the better. Needs to run on TOS 2.06 with NVDI 3. If you're familiar with Warp9's fill feature, that's the sort of thing I'm looking for.

Email replies welcome at t.hopper@genie.geis.com (note that address is different than the one I'm posting from!).

Thanks,

Tom Hopper
Lansing, MI, USA
t.hopper@genie.geis.com

5836. Re: Harddrive questions and request.

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 13:14:14 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3deif6$dgv@golem.wcc.govt.nz>
Source record: 174105

In article <3dci96$q3l@charm.magnus.acs.ohio-state.edu>, msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
>Well, I am finally going to replace my flaky 20 Meg harddrive with a newer more
>reliable one (hopefully). But I have the following questions and request.
>
> I probably will be picking up a Maxtor drive in the 200-500 Meg range, but
>I don't know what the max size of a drive should be, I know about partitioning,
>but don't know to what extend this doesn't get detrimental to the operation of
>the computer. I also would like to know what access speeds the mega2st can
>handle from the various drives.

Why not get a Micro Host adapter and fit the Hard Drive inside the Mega ST....

It does not support Parity....

> Michael Steve jr.
> The Sequel

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5837. Re: SLM-605 Laser problem, any suggestions?

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 13:26:44 UTC
From: lutz@bisun.nbg.de
Message-ID: <1994Dec23.132644.649@bisun.nbg.sub.org>
Source record: 173918

In article <3c28fk$qnv@ionews.io.org>, peterw@io.org (ZIGFREID) writes:
> Like the subject says.... lately my slm605 has been having problems
> printing on a specific portion of he page. There is an approximate
> 1/8th inch line that runs up the page, especially over dark print.

When I had similar problems with my SLM804, I got the advice from a friend to go to the pharmacy and buy a little bit of talcum (the price should be some cents, if s/he takes money at all for that). Then fill the talcum into a salt shaker or something similar and scatter some bits of it over the (green) drum (sorry for the English, I had to take some words from my dictionary, but hopefully they make some sense to you).

This procedure is similar to the packaging of a new drum unit, where there is also some talcum on the drum. This talcum smoothes the gum lip that removes the surplus toner from the drum. On the other side, just as I'm writing this, I think this procedure removes only some *black* stripes ("dirt") that appear after some years of usage. At least this procedure solved my problems and I had a much better printout afterwards.

Concerning the white stripes: if there is still enough toner and you already did shake the toner unit a little bit (in most cases, a bit of knocking on the toner unit is enough, or perhaps lift it some millimeters and push it down again), perhaps your drum is too old? I seem to remember that I had white stripes in that case, too, that were gone when I had bought a new drum.

--
-- Lutz Birkhahn, F"urther Str. 6, D-90556 Cadolzburg, Germany
-- e-mail: lutz@bisun.nbg.de, Voice: 09103 / 7319 (neu!)

5838. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 13:57:55 UTC
From: magnus@thakhasis.solace.mh.se
Message-ID: <magnus.788190903@thakhasis>
Source record: 174139
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

dennisg@news-srvr.CyberSAFE.COM (Dennis Glatting) writes:

>In article <3csmnv$m0l@mother.usf.edu>,
>Timothy Miller <millert@grad.csee.usf.edu> wrote:
>>I missed the files. Could someone email them to me?
>>

>Me too.

I missed them to...Couldn't someone repost them???

5839. 1040, Supra 20meg HD, etc for sale or trade for 386

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 14:05:07 UTC
From: charles@eskimo.com
Message-ID: <D19oGn.12L@eskimo.com>
Source record: 174190

I have a the following Atari computer equipment for sale or trade:

1040 ST - 1 meg, mouse, etc. No monitor $100

Supra 20 meg HD. Shoebox case. HA, PS, etc.
Works flawlessly. $100

Vidi-ST video digitizer. 8 shades,
320x200 @ 8 frames a second. This has been
my all time most favorite toy on the ST. $60

ComputerEyes full color video digitizer $40

ST Replay Audio Digitizer $30

I am looking to trade for a 386. Don't need a monitor or HD. Depending on the 386, I may also offer an Atari SC1224 color monitor which is in perfect condition. Unless you are local, I'm not interesting in piecing anything out.
I also have a bunch of 8bit stuff(320k 130XE, 256k 800XL, 800, 2 DD disk drives) if there is any interest.

5840. Re: SLIP connection for ST

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 14:30:37 UTC
From: roemer@admeta.rbi.informatik.uni-frankfurt.de
Message-ID: <3demud$ach@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 174106

In <3de8u2$6na@fbi-news.informatik.uni-dortmund.de>
koehne@troja.informatik.uni-dortmund.de (Patrick Koehne) writes:

>|> Does anyone know where some PD software can be obtained to effect a SLIP
>|> connection for the ST?

>Or a PPP connection???

Get net-060.tgz (MintNet) and ppp-212.tgz (ppp deamon) from

ftp.uni-stuttgart.de:/pub/systems/atari/MiNT/Network/ or

from my homepage.

Kay.
--
Kay Roemer roemer@informatik.uni-frankfurt.de
"If I ever meet ..." http://www.uni-frankfurt.de/~roemer/
"... myself I'll hit myself so hard I won't know who hit me" (Zaphod)
--
Kay Roemer roemer@informatik.uni-frankfurt.de
"If I ever meet ..." http://www.uni-frankfurt.de/~roemer/
"... myself I'll hit myself so hard I won't know who hit me" (Zaphod)

5841. Re: Help Please Modems

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 16:48:39 UTC
From: paul@xciv.demon.co.uk
Message-ID: <788201319snz@xciv.demon.co.uk>
Source record: 174125

In article <024330PQICJISEETPHCV@sterbbs.nl> fvdakker@sterbbs.nl writes:

> Ma>The file STNET100.ZIP contains all he needs to get him going for
>
> I saw a newer version on ftp.demon.co.uk in the directory
> atari/startup or something like that. the file is called STNET110.TOS

Sounds right to me although it might be .ZIP and it's around 900k.

AIUI both versions are the same except 110 doesn't include all the original
archives, which are in 100.

> Don't know which is best, but I do know that 100 doesn't work with a
> falcon :-(

What didn't work?

AFAIK they're all C ports except MAILER which was written from scratch in LC
anyway, nothing h/w specific AFAIK.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC "All is quiet on New Year's Day, a world in white gets */
/* Owner under way" Let me be the first to wish you a... nah. */

5842. Re: Internet via Ethernet?

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 18:20:20 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.65.000D572B@cfcsc.dnd.ca>
Source record: 174132
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

>Does anone have an idea how to connect F030 to Internet (I'm intresting
>at inexpensive solutions :). I'm a student and I have posibility to
>connect it ~free.

>Thx for any help.

>Simon.

Sounds like you have a direct coonection to the university(?) network. In that
cast I can't be much help except you might want to run Minix.
If you just have phone in access, check out ka9q/nos (one site is demon.co.uk)

prends soins/take care
-ken

5843. FS: TONS of ST software

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 18:37:53 UTC
From: mbates@netcom.com
Message-ID: <mbatesD1A135.C89@netcom.com>
Source record: 174112

Okay, I have TONS, I means TONS of ST software left. It ranges from Desktop Publishing Packages to Games to Databases. There is a little bit of hardware (like the Robot Kit from Atari UK). I also have a Hard Drive which someone was supposed to buy. NOW, the Hard was good when it left here to this buyer. The buyer reniged and said it is bad. I NO LONGER have an ST to test it so it is AS IS. But, here is the good part:

You can have it ALL for $90 plus shipping * I GUARANTEE it is worth at least $180.

OR I will trade the whole kit and kaboodle for Jaguar Club Drive and Checkered Flag II. If you do the trade I PAY SHIPPING!!! Be warned the shipping will be around $50 UPS ground. So obviously I would rather trade.

Some of the things there are about 8 Abacus ST books, 3-4 Compute ST books, Dungeon Master & Chaos Strikes Back, Populous, Star Fleet I, TONS.. Fleet Street Publisher, etc etc. I just want this out of my house but I would also like to get the two new Jag games.

****
ACT NOW!! If you do the trade I will include about 5 years of Antics and Analogs!
****

Contact me at mbates@netcom.com or 209-462-0694!
-Marlin

5844. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 19:48:48 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELXUEDUWUP@galaxy.owl.de>
Source record: 174192

In <3dbfkg$1lf@percy.cs.bham.ac.uk> Chris Ridd wrote:

>Hmm, I've used SL on a TT with MagiC 2 and NVDI 3 OK. Perhaps there is
>a bug fix for SL?

There is a fixer/patcher available. Can't recall the name ATM.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

5845. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 19:52:22 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELXUEDUZUP@galaxy.owl.de>
Source record: 174193

In <3dbso1$6tu@aggedor.rmit.EDU.AU> Glenda Moon wrote:

>Yeah, well when ST Review/Format & User all say it is wow, fantastic blah
>blah, blah, it comes quite a shock not to mention a dissapointment that
>the program in question turns out to be a Total Lemon!!!!!!

You have obviously no idea what you're talking about.

>God knows what it will be like on a MAC....

Probably HE knows better than you do.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

5846. FTP sites and DOS floppies

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 20:00:46 UTC
From: bclouser@lasker.Princeton.EDU
Message-ID: <1994Dec23.200046.1335@Princeton.EDU>
Source record: 174143

I have an Atart 1040 ST, and two questions.

(1) Does anybody know good ftp sites at which
I can get games and/or utilities. I am mainly
after a site that has kids games.

(2) I read some articles here about Atari's
being able to read PC-formatted floppies (720K DS DD).
Is this true? I've been downloading stuff from a
Sun workstation to my Atari at home via the kermit
utility in Uniterm, but it's slow and a pain! If I
can put these programs I want to get to my Atari
on a PC-formatted floppy at work, can the Atari then
read the files on that disk? If true, this would be
SUPER!!

Thanks for any help,

Bob Clouser

5847. SLIP for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 20:08:10 UTC
From: kerkhoff@mail.utexas.edu
Message-ID: <3dfana$169@geraldo.cc.utexas.edu>
Source record: 174191

Does anyone know of a PD SLIP package for the ST? I know of the KA9Q utils
but that package looks very difficult to install. Perhaps there is a version that is
preconfigured for the typical ST. Also, what does one use for mail, ftp and news
utils?

Thanks for any help --

Jim Kerkhoff
INTERNET: kerkhoff@mail.utexas.edu U.S. MAIL: Performing Arts Center
CAMPUS MAIL: Performing Arts Center University of Texas
PAC 2.302 P.O. Box 7818
E3300 Austin, TX 78713-7818
PHONE: 512-471-0392
"Networks are Us!"

5848. Re: ATARI DREAM COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 20:37:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.M1Pj9xyrM6c@semprini.waterloo-rdp.on.ca>
Source record: 174098

In <3dbpkq$5p8@nyheter.chalmers.se>, Christer Gustavsson writes:
>Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>>
>>Are there 4 Atari CD-ROMs pressed?

>I checked in the December issue of ST Computer and I found an announce at page
>37 listing the following CD:s with atari software:
>Lohrum: Atari PD- and Shareware CD I
>Lohrum: Atari PD- and Shareware CD II
>Lohrum: Atari PD- and Shareware CD III
>Whiteline: Alpha CD
>GEMini CD
>Systems Solutions: Atari Mega Archive
>+ two CD:s with DTP stuff for Calamus.
>
>Oh, I'm sorry! That was more than 4 CD's, wasn't it? :-)

Gee, that's quite a pleasant surprise! I think somebody (Simon Gornall
perhaps) is working on a nice MiNT CD-ROM, too. That'll be nice,
assuming it's got a nice MiNT-only setup on it (that's what I'm running
now when I run MiNT).

I've got the GEMini CD, and it's full of goodies... some of the stuff is
a little out-of-date though, but that's to be expected (things like MiNT
and gcc are moving targets).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

5849. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 20:43:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.RAv9oUc0y1Y@semprini.waterloo-rdp.on.ca>
Source record: 174097
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <Pine.BUL.3.90.941221142746.1924E-100000@bull.mimuw.edu.pl>, Szymon Stasik writes:
>So what about the PPC? It has to be done officialy by Atari to port PPC
>into atari platform otherwise there wont be intresting for programmers
>and customers because of lack of any standards and applications. And the
>68060 is enough backward compatibile and enough powerful to satisfy all
>the atarian (I meen F030'an).

I've said it before and I'll say it again... Making a PowerPC-based TOS
computer would be a stupid way to commit suicide for the company
building it.

Why, you ask? Observe:

1) *All* software would run in emulation, probably about as fast as a TT

2) ST-compatible video (ie, like the ST, STe, TT, Falcon) would slow
the processor to a crawl; if you use incompatible video, you lose all
those annoying programs that try to hit the video directly

3) Linux would be the only native PowerPC software available; there are
almost *no* Atari developers left to recompile their commercial apps

#1 is the kicker though... why spend at least $2k US on a system to run
slightly faster than a TT?

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

5850. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 21:13:55 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <3dfeij$46f@charm.magnus.acs.ohio-state.edu>
Source record: 174113

>Yeah, well when ST Review/Format & User all say it is wow, fantastic blah
>blah, blah, it comes quite a shock not to mention a dissapointment that
>the program in question turns out to be a Total Lemon!!!!!!
>
>God knows what it will be like on a MAC....

If you want a good *solid* Multitasking OS try Geneva from Gribnif. It is easy to install, and with some twiddling you can get *almost* anything to run on it. It has a series of flags which you can set for each program (if necessary), which allows for great compatibility. It is also very fast and has an excellent look&feel.

As for MacMagic, I'm looking forward to it even if in only runs half the software out there...

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's 'Statistics of Deadly Quarrels'. You've probably never heard of it even though its relevance to the mess you're in is at least as great as that of Darwin's 'On the Origin of Species,' which you learned about in fourth grade. And that's because it's so completely terrifying only those 'experts' who are adequately armoured with preconceived contrary ideas which will enable them to disregard Richardson's work completely ever get to study it."
- Chad C. Mulligan

5851. XIMG files

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 22:33:27 UTC
From: ak@nyangau.aladdin.co.uk
Message-ID: <3dfj7n$8ok@alpha.aladdin.co.uk>
Source record: 174107

I have encountered XIMG GEM Raster files with palette entries in them.
Each palette entry is 3 16 bit words. Whats is their meaning. In order to get
my testcard pictures to come out right I have to say that :-

```
byte palentry[3*2];
byte r = (byte) ( getmotorolaword(palentry ) >> 2 );
byte g = (byte) ( getmotorolaword(palentry+2) >> 2 );
byte b = (byte) ( getmotorolaword(palentry+4) >> 2 );
```

This looks a little weird to me as I don't know much about Atari hardware,
nor do I have many good testcases. So what do those 6 bytes mean?

{{{ Andy Key

Speaking for myself, not my employer

5852. Re: Titling Program for Mega ST

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 22:37:04 UTC
From: alpldbia@w255zrz.zrz.tu-berlin.de
Message-ID: <3dfjeg$r5m@brachio.zrz.TU-Berlin.DE>
Source record: 174108

In article <3de0vs$1qt@netnews.upenn.edu>,
Todd Donovan <tdonovan@red.seas.upenn.edu> wrote:
>
>I'm looking for specific program titles or vendors with whom to look.
>
Overlay should do these things. I don't know whether there's an English
version available, but it's a great `multimedia' program for all Ataris.
It shows text, graphics, plays sampled sounds and FLI-movies and it does
those special effects of fading pictures in many ways.

I can't tell you where to get OverLay in America, but try asking Patrick
Jerchel of OverScan (the producer of OverLay in Berlin, Germany). Patrick's
address is: Patrick_Jerchel@b.maus.de (no mails >16KB please).

Hope this helps... Merry Christmas to the electronic world.

Andre

5853. ATARI PGP 2.6.2 BUG REPORT

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 22:53:53 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <3dfke1$t09@news.cc.utah.edu>
Source record: 174114

I uploaded MIT's PGP 2.6.2 to atari.archive.umich.edu a couple of days ago after receiving it from the author, but I'm afraid I was a little premature as Harald Denker just informed me of 2 bugs which have popped up. He is working on them now, and I don't think they're life threatening, however, if you downloaded 2.6.2 be aware of these 2 bugs:

1. Using the -s and the -sta option produces a signed file without a name. It only has an extension (.pgp or .asc)

2. Using the -ka option to add a new key then certify it, seems to work, but at the very end before exiting, PGP produces this error:

Can't open secret key ring file ''

P.S. Sorry about this. Just hold tight.

\ Eric Jolley \
\ Film Studies Major, U. of U. \
\ For PGP Public Key, \
\ finger ewj8218@u.cc.utah.edu \

5854. Re: CDTracker

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 22:54:18 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELXXDJUWUP@galaxy.owl.de>
Source record: 174111

In <3dcvci$h6l@gold.interlog.com> Ryot wrote:

>I'm looking for CD tracker for my MSTE. Does anyone know which ftp site
>it is located on. I haven't been able to get on to a.a.u.e for a month

Could you possibly explain what you mean with "CD Tracker"? I've got NO idea
what you're talking about ...

/Hendr!K/
''~``
(@ @)
+--------------------.oooO--(*)--Oooo.------------------+-+
Hendrik Mylius MausNet: Hendrik Mylius @ PB2	P
Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de	G
D-32049 Herford .oooO Phone/Facsimile:	P
Germoney/Earth ( ) Oooo. +49-52 21-85 55 45	!
+----------------------\ (----( )-------------------+-+
_)) /
(_/

5855. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 23:36:06 UTC
From: bensmith@teleport.com
Message-ID: <3dfmt6$lk3@linda.teleport.com>
Source record: 174117
Cross-posted to: alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.ibm.pc.games.marketplace,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought fall into such Categories as Computer Dealers, all kinds. All kinds of Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals & Accessories.

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes (NO PIRATED MEDIA OF ANY KIND, PLEASE!!), TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and all Dealers Welcome and Wanted!!

NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10!! FIRST COME FIRST SERVE!! TABLES $10!! FIRST COME FIRST SERVE!!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St. at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet or Table Rentals.
Reply in E-Mail to bensmith@teleport.com.
Or Call Ben Anytime at (503)256-9974 (VOICE/VOICE MESSAGING).

Please Do NOT Reply in the Public Message Bases as I don't Read most of these Message Bases and the ones I do read I don't read regularly. The Best way to reach me is E-Mail or the Above Phone number.

The Next SwapMeet is Monday, January 2nd. 1995.

Your invited.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

5856. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1994-12-23 23:54:58 UTC
From: g02o@alf.zfn.uni-bremen.de
Message-ID: <3dfo0i$dl3@gina.zfn.uni-bremen.de>
Source record: 174119

Hutch (hutch@ilmen.lanl.gov) wrote:
:> Not necessarily, Hendrik. You must understand that the PPC is sooooo much
:> faster than a 680x0 chip, that it makes software emulation of a 680x0 chip
:> potentially feasible. The ONLY reason that has kept Apple's PowerMacs

But a 68060 would again be MUCH faster as a PPC or 040 ...

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28217 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

5857. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 00:26:05 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1AH7I.34n@cix.compulink.co.uk>
Source record: 174121
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <3d36jm$12o@convex1.convex.com>, rosenkra@convex.com said:
> In article <D11842.DvD@cix.compulink.co.uk>,
> Roland Givan <rgivan@cix.compulink.co.uk> wrote:
> >
> > In tests I've done using Dhystone the Falcon fares pretty badly.
> > Its fine
>
> just in case...

Interestingly enough I *agree* with almost everything you have said, but
will explain myself a bit more so I don't appear too dumb ;-)

> dhrystone is at best a test of compilers. you will see wildly different
> results for any 2 compilers on the identical hardware. for example,
> i seem to remember the old DRI compilers running 1/2 the dhrystones
> as GCC. and merely executing a .ttp is also pointless. you must both
> compile and run for dhrystone to even approach anything meaningful.
> finally, reporting dhrystone without compiler info (including rev,
> switch options, etc) is also virtually worthless. if a compiler has
> options for architecture (eg, 68030) it should be used. you cannot,
> for example, take a 68000 .ttp over to a 68030 system, run it, and
> expect to draw any meaningful conclusions.

What I did was to take a copy of dhrystone.c and compile it up under GCC.
I then used the *exact* same binary to test 25 or so Atari configurations
(thanks to all the people who actually did the tests for me). I used the
same binary both on 68000 and 68030s as I figured that most Atari software
didn't make use of the 68030 instruction set *even* if it had TT or Falcon
only features.

I distributed the source, the makefile and the executable to all testers
so they had a base to work from and understood exactly what the test was.

The results I ended up with are a *relative* comparison of the CPU performance
of Atari machines. I happened to use the dhrystone benchmark to achieve
this - but I could have used any arbitary test. I'm *not* making any claims
for dhrystone tests across platforms - though I have included a few non
Atari results for interest value.

> dhrystone is also a CPU-only benchmark. disk, display, and many other
> system elements are not tested at all.

Agreed - but actually I'm *only* interested in CPU performance. Caches and
memory type does affect the figures as does screen mode. Though of course
in the latter case I make no claims about drawing speed, just how certian

resolutions affect the result.

> be careful in interpreting dhrystone results. in fact, i'd go so far
> as to recommend abandoning it unless you really know what it does
> and how it does it (ie, study the source code)...

Well I will admit I haven't studied the source in any detail - but I believe my testing criteria is strict enough for this not to matter. In general though, I've had enough experience with dhrystone in the past to realise that cross platform tests can be *really* out.

:-)

Roland.

@CiX

BTW I'll be posting an updated list soon, probably to ~.tech only.

5858. Re: ATARI DREAM COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 00:26:08 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1AH7K.358@cix.compulink.co.uk>
Source record: 174122

In message <3dahc6$7id@ucunix.san.uc.edu>, mayolc@ucunix.san.uc.edu said:

> I am in the market for a TT030, and quite frankly I can not justify
> the buy, with its way too high price. What happened to POWER without

Very few people can justify the price of a TT. They are considerably
cheaper second hand however.

> PRICE. I think is time for ATARI to lower TT030 prices if they want

This would IMO be a very good idea. There have been a few coments about
the Falcon being the successor to the TT, but IMHO there wasn't really a
lot wrong with the TT. Okay it could have done with an 800x600 16 colour
mode, but there *was* OverscanTT which did much the same as BlowUp does
for the Falcon. True it doesn't have a DSP as standard, but there is a VME
slot which would probably get around this. In all other respects though,
the TT is a *better* machine than the Falcon, and I don't think there are
many TT owners looking to exchange their machines for Falcon.

The TT costs to much though, and has always done so.

> I know several users who have change platform, not because
> they didn't like ATARI, but because ATARI decent machines are too
> expensive.

Or if you have the money - buy the TT, *and* buy something else. Okay so
you could probaby buy a very nice machine for the cost of a TT and
something else, but IMO a TT is worth having in its own right. Its
inablilty to run industry standard software makes it worth buying something
else as well.

Its not all bad news for the TT anyway. A TT with a 19" mono monitor and
Linux - is going to make a very nice X station. The Falcon OTOH is
underpowered for this job IMO.

:-)

Roland.

@CiX

5859. Atari ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 01:20:18 UTC
From: rmulfor@cello.gina.calstate.edu
Message-ID: <3dft0i$gg9@cello.gina.calstate.edu>
Source record: 173996

I have the following ST stuff for sale. Everything has the box and the
dox unless otherwise stated.

I am asking $5 each [extremely negotiable so e-mail me] I'll pay shipping
if you buy more than one. E-mail me if you are interested.

The Lurking Horror InfoCom
Skyfox EA
Q-ball Mindscape [lost the dox :( ]
Phantasie III SSI
Lemmings Psygnosis
MircoDeal Hits Vol 1 Microdeal [has Goldrunner, Jupiter Probe,
Slaygon, and Karate Kid II]
Dragon's Lair Readysoft
Pirates! Microprose
TetraQuest Microdeal
The Golden Path Firebird
Trinity Infocom
Leather Goddesses Infocom
Checkmate Interplay
Time Bandit Microdeal
Space Quest III Sierra
Zany Golf EA
Barbarian Psygnosis [this game has a hack, you'll never die]
Gridiron Bethesda
Hoyle Book of Games 1 Sierra [no box]
Zebec Gueydan Enterprises
Risk Virgin Games
Colonial Conquest SSI
Turrican Innerprise
the Pawn Rainbird
Balance of Power Mindscape
SPace Ace ReadySoft
Tracker Rainbird
Wargame Construction SSI
UMS Rainbird
Brataccas Psygnosis
.....
I also have InterLink ST [comm proggy], NEOdesk 3, EZ-Track Plus, and GFA
BASIC 3.0 with programmer's reference guides. I don't know what these
are worth, make me an offer.

[=- Go Steelers! -=] [=- Do some Calculus -=] [=- Democritus rules! -=]
[=- And Pirates! -=] [=- Ride a Century -=] [=- But only the Ventrue! -=]

5860. Re: Atari Disks to read on anything else?

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 01:40:25 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129881@cup.portal.com>
Source record: 174124

I've found you can just read the first sector of the disk & modify
aobut the first 7 bytes in the sector to identify it as an IBM
disk & write the sector back out. MS DOS will recognize it. I've
also mangaged to scramble disk this way. I never upgraded from
TOS 1.0 myself so I have the same problem.

5861. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 02:53:04 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <788235894.0@mettav.exnet>
Source record: 174134

It was none other than Tommy Jonaeson that wrote on 18 Dec 94 that ,
TJ> My SCSI is slower than my IDE, and judging from what I've seen of
TJ> the hardware, the Falcon has the SCSI-interface connected to an

You must have an old SCSI drive then .I have 2 attached to mine .AN old Quatum which is very slow (600K/s avg) but my newer Quatum drive does well over 3 times that speed and would eat any IDE alive !

TJ> Sure looks like SCSI is slower than IDE on F030.

As above it depends on the drive .

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

5862. Re: Kobold

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 03:00:14 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <788235894.1@mettav.exnet>
Source record: 174135

It was none other than Hendrik Mylius that wrote on 15 Dec 94 that ,
HM> # DESKFMT - can be used to install alternate disk
HM> # formatter
HM> so one could specify the following
HM> setenv DESKCOPY=D:\TOOLS\KOBOLD_2.PRG

I don't know if this works though .AFAIK you have to set the environment to
the Program DESK_KB2.PRG supplied on the program disk .

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

5863. Atari vs. PC

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 03:26:16 UTC
From: jonaeson@algonet.se
Message-ID: <3dg4co$crn@aristotle.algonet.se>
Source record: 174127

Lately it seems to me as all disussions are more and more related to
Atari vs. PC/Mac/Unix.

Before I say what's on my mind, I'd like to state that such discussions
should be carried out in atari.advocacy.

Anyway, here it goes:
A lot of people complain about the high price of the Atari, well, here's
my humble opinion about it!

First of all, we all have to accept that this isn't the mid-80's, and the
competition on the home-computer market has forced the PC-prices down to
a level where it is hard for a small company like Atari to compete.
Thus we will have to accept a higher price on Atari-computers in the future.

BUT, your Atari computer isn't the only part of your system, and you
should consider that. Today hardware like monitors/memory/harddrives and
other things are universal, things you can use with almost -any-
computer in the market.

When you buy a F030 you should consider that the harddrive you get,
monitor you get, and memory you get (if you have a SIMM-RAM-card) is
always portable to your PC (if you have one/plan to buy one), or to your
next computer.

Getting a non-equal PC-setup is cheaper, agreed, but comparing the systems
are to some extent like comparing apples & pears...
Getting an equal PC-system is more expensive (SCSI&IDE, DSP etc).

Some parts are just as expensive, others are more expensive, and others
are cheaper.

Besides, PC-systems often uses parts that are non-portable. (the cheapest
CD-roms are non-portable)

There are lot's of reason against&for PC & Atari, and comparing the
prices isn't the way to go in my opinion. The pricedifference isn't that
big IMHO, that it justifies buying either, if you are indeed interested
in Atari.
Instead consider your needs, and other things, like programs, OS etc.

Anyway, just my opinion...

Regards, Tommy

5864. Software needed

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 03:53:29 UTC
From: tkereszt@extro.ucc.su.OZ.AU
Message-ID: <D1Aqt6.As0@ucc.su.OZ.AU>
Source record: 174034
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

Dear Friends,

I am looking for Atari upload/download software for a friend: he has an
Atari 1040 STF with TOS 1.4 OS. Could you please give us some help and
information on how to find the required software?

Your aswer would be very much appreciated.

Regards,
Tamas Keresztes

| Tamas Keresztes | One never notices
,-_|\ | Systems Consultant | what has been done;
/ \ | Oracle Systems Professional Services | one can only see
_,-._* | 1 Pacific Hwy, North Sydney NSW, 2006 | what remains to
v | AUSTRALIA. | be done...
| E-mail: tkereszt@au.oracle.com |
| tkereszt@extro.ucc.su.OZ.AU | (Marie Curie)
| Phone: +61 2 900 1564 Fax: +61 2 959 5318 |

5865. 3X CD Drive for only $200!

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 04:45:59 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <hawVPbX.johnhechtman@delphi.com>
Source record: 174129

** How I was able to get a 3X CD-ROM working for only $200 **

After reading on Usenet that Mark O'Bryan (obryan@gumby.cc.wmich.edu) was able to get a 3X CD-ROM working for only $200, I decided to try the same model (a Toshiba XM5201). At first, I could only get the CD-ROM player to work by itself. Whenever I plugged my Maxtor hard drive or my Insite floptical drive into the chain, nothing worked. I spent several unhappy days trying every possible variation of hooking the drives up, with terminators, without terminators and in every possible sequence.

Previously, when I had first hooked my floptical into my hard drive, I did so with a 50 pin Centronics to 50 pin Centronics cable that was wired pin for pin, so that pins 1-50 equaled pins 1-50. It was what I had lying around, and at that time I didn't know that 50 pin SCSI cables are wired differently, with pins 1-25 jumpered together. The 50/50 cable worked perfectly! I have been using it for a couple of years with no problems.

When I got the CD-ROM unit, I decided to play things safe and got some "real" Centronics 50 pin to Centronics 50 pin SCSI cables to do the hookup. No matter where in the chain I hooked the "real" SCSI cable, it took down the system and I was left looking at a desktop with two floppy drive icons on it.

I beeped the cable with an ohmmeter (I'm an audio tech) and other than the jumpers across pins 1-25 it was fine. Thinking I might have a defective cable, I returned it for another one which also beeped fine and showed the same 1-25 pin jumpering as the first one. The second cable did the same thing to my system as the first one - bare desktop with no indication of my hard drive, floptical, or CD-ROM.

In desperation, I tried hooking the CD-ROM in with another 50/50 pass-through cable (no jumpering) and everything worked perfectly!! I talked to Ray (the tech at Toad who had been advising me) and he'd never heard of such a thing. Then I talked to a fellow audio tech who also does a lot of set-up of computer systems. My friend said that he had run across the same problem when setting up other SCSI-1 systems and had found the same solution.

With the "wrong" cables, everything works perfectly, the CD-ROM plays music and accesses files and images. As soon as I figure out how, I'll try running a photo-CD seesion and let folks know how that works. My hard drive and the floptical are back on line and working fine.

I'm not a heavy enough computer tech to say why this works - maybe someone here who is more knowledgeable can do so. But I can tell you it _does_ work, that's good enough for me (grin).

Be careful if you try this trick - not all "parallel" cables are pass-through type. Some don't have all the pins wired and some have jumpers

on other pins. Beep the cable first to make sure of what you're dealing with. If you don't know how, or don't have an ohmmeter, find someone who does.

A word about termination, you are supposed to have terminators on the _first_ and the _last_ unit in the SCSI chain with _no_ terminators on the units in the middle of the chain. I'm not sure how critical this really is, my Maxtor and my floptical both had terminators in place and worked fine. What I found out from Ray (Toad tech) is that the Link 1 _also_ counts as a terminator and so the drives following it should have no termination, except for the last drive in the chain.

I also had to add the D=10 option to my extendos.cnf file, so that extendos would treat my Toshiba CD as an earlier model, to play audio CD's. My current extendos.cnf file looks like this:

```
; this one works -installs as drive P
*BOS, C:\EXTENDOS\CD.BOS D=10, Z:5
*DOS, C:\EXTENDOS\UNIDRIVE.DOS P=8 B=8, P:Z
*DOS, C:\EXTENDOS\UNI_BDDS.DOS P=8 B=8, Q:Z
```

This sets my CD up as drive P for normal use and drive Q for CD's that are missing one of the two standard information sets (as per the extendos manual). It also sets my path buffer and cache sizes for a bit of performance tweaking without eating too much memory.

So now I can finally recommend the Toshiba XM5201 CD-ROM to my fellow Atarians. They are currently selling for $199 at Macwarehouse. My model is an XM5201B (no RCA jacks on the back, but the drive has a plug you could hack) Mark O'Bryans is an XM5201A which has the jacks, but is currently out of stock and 60 day backordered. Both units have a front headphone jack. So go get 'em troops, CD for the masses! Power without the price!

The Macwarehouse number is 1-800-255-6227 and it's item #BND-0507. Buy your Extendos software from Toad - they deserve the business after all the help I got from Ray to set this system up. Toad's price for an NEC 3X CD-ROM is $459 and Ray could have easily told me to piss up a rope since I didn't buy the Toshiba from them. Instead, he politely helped me to resolve my problems!

5866. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 05:06:22 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3dga8e$dap@terminator.rs.itd.umich.edu>
Source record: 174133
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- weiner 7991 Dec 17 17:58 ./Telecomm/0index
-rw-r--r-- lenn 51584 Dec 17 17:54 ./Telecomm/steno210.lzh
-rw-r--r-- lenn 91904 Dec 17 17:54 ./Telecomm/stalk303.lzh
-rw-r--r-- baldrick 4174 Nov 28 17:20 ./Mint/Gcc/gcc261.txt
-rw-r--r-- baldrick 1196018 Nov 28 17:34 ./Mint/Gcc/gcc261a.zoo
-rw-r--r-- baldrick 1150761 Nov 28 17:46 ./Mint/Gcc/gcc261b.zoo
-rw-r--r-- baldrick 1015921 Nov 28 17:55 ./Mint/Gcc/gcc261c.zoo
-rw-rw-r-- entropy 30396 Dec 19 19:55 ./Utilities/0index
-rw-r--r-- baldrick 3797 Dec 19 19:48 ./Utilities/memspeed.lzh
-rw-r--r-- baldrick 98333 Dec 18 17:29 ./Lynx/cheathlp.zip
-rw-r--r-- weiner 797 Dec 19 19:38 ./Lynx/0index
-rw-r--r-- boydm 5099 Dec 19 19:46 ./Network/0index
-rw-r--r-- baldrick 502553 Dec 19 02:59 ./Network/News/o_026.zip
-rw-r--r-- baldrick 34152 Dec 16 09:26 ./Graphics/ximg.lzh
-rw-r--r-- entropy 14636 Dec 21 20:53 ./Graphics/0index
-rw-rw-r-- entropy 30431 Dec 21 15:13 ./Utilities/0index
-rw-r--r-- baldrick 272593 Dec 21 04:02 ./Utilities/pgp262st.zip
-rw-r--r-- baldrick 124781 Dec 21 09:50 ./0ls-lR.Z
-rw-r--r-- entropy 6883 Dec 21 20:51 ./Programming/0index
lrwxr-xr-x baldrick 20 Dec 21 20:50 ./Programming/ximg.lzh -> ../Graphics/ximg.lzh
-rw-r--r-- baldrick 124659 Dec 21 09:51 ./0ls-lRc.Z
-rw-r--r-- baldrick 10388 Dec 21 09:43 ./Falcon/0index
-rw-r--r-- baldrick 86784 Dec 20 16:02 ./Falcon/Utilities/bckw271.tos
-rw-r--r-- baldrick 156526 Dec 21 09:48 ./0compind.Z
-rw-r--r-- baldrick 386990 Dec 21 09:48 ./0index
-rw-r--r-- hyc 504396 Dec 23 14:51 ./Mint/Network/net-060.tgz
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

5867. The Insel Intide UUE files.

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 06:57:24 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <ELYFFDAAUp@warpcon.ersys.edmonton.ab.ca>
Source record: 174027
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st

In <magnus.788190903@thakhasis> Magnus Nasholm wrote :

>dennisg@news-srvr.CyberSAFE.COM (Dennis Glatting) writes:
>
>>In article <3csmnv$m0l@mother.usf.edu>,
>>Timothy Miller <millert@grad.csee.usf.edu> wrote:
>>>I missed the files. Could someone email them to me?
>>>
>
>>Me too.
>
>I missed them to...Couldn't someone repost them???
>
Anyone who wants them, send me e-mail, and I'll send them. This
way, no one can complain.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

5868. Re: What do the DIP switches do?

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 07:08:18 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELYHFIVKUP@galaxy.owl.de>
Source record: 174006
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <ELWCEAUQUp@warpcon.ersys.edmonton.ab.ca> Leslie Hartmier wrote:

>MegaSTes and Falcons do? I know that DIP 7 is the AJAX chip (off is
>DD, on is HD) and DIP 8 is DMA sound, but what are the rest? All

The other ones are not used for nothing ;-)

Bye

Hendr!K

5869. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 07:12:54 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELYHFIVNUP@galaxy.owl.de>
Source record: 174007
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

In <magnus.788190903@thakhasis> Magnus Nasholm wrote:

>>>I missed the files. Could someone email them to me?
>>Me too.
>I missed them to...Couldn't someone repost them???

Are you completely out of your mind?

Do NOT repost this sh*t!

Hendr!K

5870. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 07:16:16 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELYHFIVQUP@galaxy.owl.de>
Source record: 174009

In <3dfo0i$dl3@gina.zfn.uni-bremen.de> Mark-Oliver Wolter wrote:

>Hutch (hutch@ilmen.lanl.gov) wrote:
>:> Not necessarily, Hendrik. You must understand that the PPC is sooooo much
>:> faster than a 680x0 chip, that it makes software emulation of a 680x0 chip

>But a 68060 would again be MUCH faster as a PPC or 040 ...
^^^
At the same clockrate? That I doubt _very_ much! And also the price will be
higher than for an 040, and *way* higher than for a PPC.

>--
>MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
> | | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
> | | | Vereinsr"aume: Steffensweg 5, 28217 Bremen, B.R.D. NEW: PC group
> | | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
> / | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
>/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
> *** Always LOGON - the bright side of life ! ***

Hey Hutch! How about this .sig?

Hendr!K

5871. Re: ATARI DREAM COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 07:29:25 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3dgikl$el2@gumby.cc.wmich.edu>
Source record: 174136

In article <H.eg.4KWddkx6cWM@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>
> > Software included: ATARI WORKS, Home Account 2, Stalker 3, also
> > 4 CD ROms, plus games ,etc.
>
> Are there 4 Atari CD-ROMs pressed?

Well, I know of at _least_ the following:

- GEMini Atari
- Atari Mega Archives
- Crawly Crypt
- Skyline
- 3 Atari volumes from CD Service (Ausgabe 1,2,3)
- 2 disk set from Suzy B's (coming soon)

- Sterling QuickForms CD
- Bitsream 500 Fonts CD

Plus, there's lots of non Atari-specific CD's out there that work
great on the Atari. Get in touch with Greg at It's All Relative
(greg@genie.geis.com) for complete details and ordering info.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

5872. Re: MGif V4

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 07:54:07 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3dgk2v$f3m@gumby.cc.wmich.edu>
Source record: 174137

In article <3d8qo7$smt@nyheter.chalmers.se>,
Johan Klockars <d8klojo@dtek.chalmers.se> wrote:
>
> The very latest MGIF version can be found in the same directory as above
> under the name eero.lzh. This file does not include any documentation or
> setup files and not everything is working 100%. If anyone would like to
> try the new interface out anyway, please fetch it.
>
> All comments, suggestions, bug reports etc are very welcome.

Well, one suggestion would be to change the file protection,
because currently it's "eero.lzh: Permission denied". :-(

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

5873. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 08:15:37 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3dglb9$fe7@gumby.cc.wmich.edu>
Source record: 174138

In article <9412221414.AA00566@ilmen.lanl.gov>,
Hutch <hutch@ilmen.lanl.gov> wrote:
> In a previous article, neptune@galaxy.owl.de (Hendrik Mylius) wrote:
>
> >Is the emuation really that fast? IIRC, the emulator does 020-emulation,
> >doesn't it?

Hendrik is correct, that the PPC emulates a 68020, which has nothing
to do with its speed.

> Don't know anything at all about IIRC. My comment was based on personal
> experience with a PowerMac 7100/66 (at my office) and a Quadra 660av (at
> home).

Hutch, have you actually benchmarked this, or is it purely seat-of-the-
pants? I ask because I remember reading the benchmarks in MacWorld
that showed the PPC emulation running 2-2.5x slower than an 040-33,
i.e., 40-50% of its speed.

(I've also read that Apple has an improved emulator in-house, that
tuns twice as fast, but is reluctant to release it because it might
reduce the incentive for developers to do native versions.)

> The PM's 680x0 emulation is nearly the same speed as my 040-based
> Quadra which has been boosted to 32MHz. The PM's emulation would be a lot
> slower than a 40MHz 040 and a bit slower than a 33MHz 040 but it's decent.

2-2.5x slower seems like more than "a bit slower" to me.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

5874. Re: ATARI DREAM COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 10:08:21 UTC
From: sinclair@ins.infonet.net
Message-ID: <3dgrul$e9i@insosf1.infonet.net>
Source record: 174141

In article <3d2ku5$kfq@ucunix.san.uc.edu>, mayolc@ucunix.san.uc.edu (Mayol) writes:
> I want to give you something to think about, as a loyal ATARI user like
>myself. What do you think about this ATARI Dream machine:
>
> CPU: Motorola 68030 running at 33 MHz
> RAM: 5MB expandable to 36MB
> Also built in speakers
> CD-ROM Drive with Double speed.
> Monitor: 14 inches Color Monitor with res of 640x480 32k+ colors
> Disk: Hight density
> HD: 160MB
> Comm: Modem and Comm prog., STALKER 3 for example
>
> Software included: ATARI WORKS, Home Account 2, Stalker 3, also
> 4 CD ROms, plus games ,etc.
>
> Price: US$1299!!!
>
> Think about it, would you by it?
> Will ATARI give you such a sweet deal?
>

The machine you described above does exist. It's called the Macintosh Performa
550 and was only $1199.

-Peter

5875. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 10:09:19 UTC
From: cthulhu@prairienet.org
Message-ID: <3dgs0f$6ul@vixen.cso.uiuc.edu>
Source record: 174142
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

Magnus Nasholm (magnus@thakhasis.solace.mh.se) wrote:
: dennisg@news-srvr.CyberSAFE.COM (Dennis Glatting) writes:

: >In article <3csmnv$m0l@mother.usf.edu>,
: >Timothy Miller <millert@grad.csee.usf.edu> wrote:
: >>I missed the files. Could someone email them to me?
: >>

: >Me too.

: I missed them to...Couldn't someone repost them???

Ditto!
--
==> I'd give my right arm to be ambidextrous <==

** George Orwell was an optimist. **

5876. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 11:02:06 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELYMAAURUP@galaxy.owl.de>
Source record: 174008

In <3dfeij$46f@charm.magnus.acs.ohio-state.edu> Panjandrum wrote:

>If you want a good *solid* Multitasking OS try Geneva from Gribnif. It is easy
>to install, and with some twiddling you can get *almost* anything to run on it.

But GENEVA is a _cooperative_ multitasking OS. Mag!C is preemptive and that's
way better (IMO).

Hendr!K

5877. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 11:21:24 UTC
From: stimpy@gladding.demon.co.uk
Message-ID: <19941224.112124.34@gladding.demon.co.uk>
Source record: 174140
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

In article <magnus.788190903@thakhasis>,
magnus@thakhasis.solace.mh.se (Magnus Nasholm) wrote:

> dennisg@news-srvr.CyberSAFE.COM (Dennis Glatting) writes:
>
> > In article <3csmnv$m0l@mother.usf.edu>,
> > Timothy Miller <millert@grad.csee.usf.edu> wrote:
>
> >> I missed the files. Could someone email them to me?
>
> > Me too.
>
> I missed them to...Couldn't someone repost them???

ARRRRGGGHHH!!!

Look... stop asking for bloody reposts to something that shouldn't have
been posted in the first place!!

Please note, this is going out across no less than SEVEN news groups, and
is starting to PISS ME OFF. PLEASE DESIST from posting, talking or even
thinking about these pictures... NOW!!!!

An appropriate follow-up has been set :) I will not be reading there...

Ps. all those in favour of binaries uucoded in to usenet news... NOW
can you see my point?!?!?!?!

--
Tim Creator of alt.fan.piers and proud of it :-)
Cambridge, England. Try it, for all your Piers Wombwell needs!

5878. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 14:12:06 UTC
From: Kim@dksoft.ping.dk
Message-ID: <ELYOAJUQUp@dksoft.ping.dk>
Source record: 174020

In <D199qI.KCC@bri.hp.com> Beric Dunn wrote :

> First point, there is apparently a patch for Calamus called
> Calapat.tos that will allow Calamus to work with Magic.

Good enough.

>
> Secondly I could say "Who cares about a Falcon?". Magic for the
> Falcon is being worked on, and if you still don't want to use it when
> it comes out don't. But don't rubbish something just because the
> present (And also FIRST) incarnation of it does not work on your
> Falcon, or for that matter has a few compatibility problems (for
> most of which there are fixes). Nothing works completely bug free
> first time round (Look at the TOS version list), so if you cannot
> get patches for your programs at present, wait for the next release!
>

My point is, that they have released a version of Magic for the ST while
the Falcon has been at the market for a long time. I find it very hard
to understand why they support the ST, and not the Falcon. You say a Falcon
version is beeing worked on, but i also find that hard to believe, when
they have just released the Mac version as well. What the reason for
releasing ST and Mac version, but not the Falcon version. Thats a thing I
do not understand at all. And to be honest, i really doubt there will ever
be a Falcon version.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

5879. Re: ATARI DREAM COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 14:35:42 UTC
From: sammcgee@crl.com
Message-ID: <3dhbju$82o@crl8.crl.com>
Source record: 174144

Joan O'Bryan (obryan@gumby.cc.wmich.edu) wrote:
: In article <H.eg.4KWddkx6cWM@semprini.waterloo-rdp.on.ca>,
: Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
: >
: > > Software included: ATARI WORKS, Home Account 2, Stalker 3, also
: > > 4 CD ROms, plus games ,etc.
: >
: > Are there 4 Atari CD-ROMs pressed?

: Well, I know of at _least_ the following:

: - GEMini Atari
: - Atari Mega Archives
: - Crawly Crypt
: - Skyline
: - 3 Atari volumes from CD Service (Ausgabe 1,2,3)
: - 2 disk set from Suzy B's (coming soon)

: - Sterling QuickForms CD
: - Bitsream 500 Fonts CD

: Plus, there's lots of non Atari-specific CD's out there that work
: great on the Atari. Get in touch with Greg at It's All Relative
: (greg@genie.geis.com) for complete details and ordering info.

...Also:

SARA Search and Retrieval Software

For the Atari Computer

SARA Search and Retrieval Software will allow you to search and view the
information on many CD's currently available on other platforms.

SARA has support for the following CD's

The Family Doctor - DOS Version

Sherlock Holmes on DIsc

Multimedia Audubon Animals

Wayzata World Fact Book

Time Man of the Year

The Art History Encyclopedia

Software Toolworks Reference Library

Text can be accessed with any Atari computer from the ST to the Falcon and TT
using either a monochrome or color monitor in 80 column mode.

Graphics can be viewed on any Atari with 16 colors available in 80 column mode
(TT and Falcon).

You will find having the Software Toolworks Reference Library at your fingertips very handy.

SARA requires a CD rom driver. We suggest ExtenDOS Pro by Anodyne Software for
best use.

5880. New Version of UPoint is out...

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 14:48:08 UTC
From: brusch@eslapion.shnet.org
Message-ID: <ELYOEFUUUP@eslapion.shnet.org>
Source record: 174003

```
Hello,...

today, the new version of UPoint is out. You can get at shlink (Germany
4121 63587, login: gast)

MfG and a happy new year,
Stefan

--
Stefan Brusch brusch@eslapion.shnet.org
Am Bast 15
25335 Bokholt-Hanredder pgp public-key available on request
Germany
```

5881. top modem speed?

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 14:51:10 UTC
From: banderso@edcen.ehhs.cmich.edu
Message-ID: <3dhcgu$mr7@edcen.ehhs.cmich.edu>
Source record: 174002

I just a new 14.4K modem to use with my Mega2ST. Although I am using Serialfix2 and only running it at 9600 baud, I get garbage if I try to download text that runs multiple pages. Everything goes fine for the first couple of pages, and then I start to lose characters and sometimes things even lock up. Anyone have any suggestions?
--

5882. Re: Power Supply Board

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 15:04:27 UTC
From: a018247t@bcfreenet.seflin.lib.fl.us
Message-ID: <3dhd9r$81v@bcfreenet.seflin.lib.fl.us>
Source record: 174145

That resistor. Even though I noticed some radio interference when I measured voltage across this resistor it was only after I had desoldered everything on the board and tested each component(except the transformers) that I discovered the burnt out resistor. It looked a little darker in colour as well. It appeared to have resistance when soldered onto the board. By the way the power supply gives out a slight sizzling whistling sound when in operation. What causes this?

Frank Corcoran (I am from Ireland and spending winter in Florida)
--

Frank Corcoran
a018247t@bcfreenet.seflin.lib.fl.us

5883. Re: ATARI DREAM COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 15:22:45 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3dhec5$g4c@nyheter.chalmers.se>
Source record: 174004

In article <3dgrul$e9i@insosf1.infonet.net>, <sinclair@ins.infonet.net> wrote:
>In article <3d2ku5$kfq@ucunix.san.uc.edu>, mayolc@ucunix.san.uc.edu (Mayol) writes:
>> Software included: ATARI WORKS, Home Account 2, Stalker 3, also
>> 4 CD ROms, plus games ,etc.
>>
>> Price: US$1299!!!
>
>The machine you described above does exist. It's called the Macintosh Performa
>550 and was only $1199.
>
Does Atari Works ship with Performa 550 :-)?

Merry Christmas!

Christer

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

5884. Creator 64tk sequencer for sale!

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 16:17:36 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <BA5Xfrg.johnhechtman@delphi.com>
Source record: 174001

*** CREATOR SL 64 TRACK MIDI SEQUENCER PROGRAM FOR SALE ***

* One of the best (some say _the_ best) sequencers for the Atari ST or any other platform.
* Fully supported by Emagic (I own Notator and just got the latest ugrade disks free of charge).
* Upgrade path available from Emagic for Notator SL (scoring capability) or for use with Falcon (Notator Logic - which also runs on the ST). Cost to upgrade to Notator Logic is only $144 USD. The cost of Notator Logic _new_ is $500-something. You could buy this copy, upgrade, and save $231!
* Up to 64 MIDI tracks with ultra-high 1/1260 ppqn tick rate.
* Comes with original disks/manual/copylock dongle, all in perfect condition.

Q: If this program is so $#@! good, why am I selling it?
A: Because I _already_ own Notator! This copy came from the original owner as part of a package deal - I don't need _two_ copies. ;)

Q: How much is it?
A: Only $125 USD for what was over a $500 program!
^^^^^^^^^^^^^
Leave email or call 212-459-4323 (24 hr voxmail service) and leave message.

-John Hechtman "johnhechtman@delphi.com"

5885. Re: Atari RGB monitor on a Mac?

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 16:19:19 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Bix1v5v.lmcclure@delphi.com>
Source record: 174146

In a message dated 12-20-94, Petri Aukia said:

"My brother has a 12" Atari RGB -monitor. Does anyone know
the vert / horiz freq. of this monitor?"

It sounds like what you have is an SC1224. For this, the horizontal
scan rate is around 15.75Khz (i.e., the same as a TV), as is the
vertical (50Hz for PAL, 60Hz for NTSC).

"Is it TTL or RGB -valued?"

The video inputs are analog RGB, like VGA, but the scan rates are
incompatible.

"Could it be used on a Mac?"

No. All Macs use a much higher horizontal scan rate. It can be used
with the Apple IIgs, with proper adapting of the sync signals, as
the IIgs uses the same scan frequencies. However, again, not with
any model of Apple Macintosh.

5886. Re: Atari Disks to read on anything else?

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 16:20:18 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Bg51-7q.lmcclure@delphi.com>
Source record: 174148

In a message dated 12-22-94, Scott McIntyre said:

"Is there any sort of a program for PC's or Macs which will
allow them to read an Atari disk?"

This question comes up so often is should be in a FAQ.

As regards reading the ST disk in the PC, has the attempt been made to do so? Many times, an ST disk will read in a PC with no problem, depending on what TOS version is was formatted with, whether it was an extended format or not, and the disk controller and BIOS on the PC.

However, if there is any problem, I suggest getting the freely distributable program FDFORMAT for the PC. Although this is intended as a extended space formatter for the PC, I have found its included TSR can make otherwise unrecognized ST disks readable by PC's.

If the Mac is a relatively contempory model (i.e., has a high-density Superdrive), it *may* be able to read an ST disk. I know these Macs can read high-density PC disks, but I have idea if this capability also includes standard double density 3.5" disks. If so, the Mac should also be able to read the ST disk.

The ST format was *meant* to be PC-compatible. Only problems caused by how early TOS version formatted diskettes, and the problems of some PC's not adhering close enough to standards creates difficulty in some cases.

5887. Re: top modem speed?

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 16:20:31 UTC
From: der@astrakan.hgs.se
Message-ID: <DER.94Dec24172032@astrakan.hgs.se>
Source record: 174147

In article <3dhcgu$mr7@edcen.ehhs.cmich.edu> banderso@edcen.ehhs.cmich.edu (Bruce Anderson) writes:

> I just a new 14.4K modem to use with my Mega2ST. Although I am using
> Serialfix2 and only running it at 9600 baud, I get garbage if I try to
> download text that runs multiple pages. Everything goes fine for the
> first couple of pages, and then I start to lose characters and sometimes
> things even lock up. Anyone have any suggestions?

Sounds like you`ve got a XON/XOFF-problem. Make sure the cable that connects your modem to your computer supports RTS/CTS, enable RTS/CTS in your terminal-program and hopefully everything will work.

If the cable you are using came with the modem it _should_ support RTS/CTS. With RTS/CTS you should have no problems running the port at 19k2 bps giving you twice the throughput.

If you transfer a _lot_ of uncompressed text maybe you should consider modifying your MegaST to handle 38k4 bps. With V.42" (which I assume your modem supports) you often get 2000-2500 cps if only your DTE-speed is high enough to handle it.

Hope this help!

Merry Christmas!

Daniel Eriksson, der@astrakan.hgs.se, phone +46 26 72905, fax +46 26 72123

5888. Re: Harddrive questions and request.

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 16:22:28 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <BA6WXbk.lmcclure@delphi.com>
Source record: 174149

In a message dated 12-22-94, Michael Steve said:

"I don't know what the max size of a drive should be, I know
about partitioning, but don't know to what extend this
doesn't get detrimental to the operation of the computer."

In my experience, partition size only becomes a significant performance factor when the partition becomes fragmented, which can happen very quickly on a partition upon which frequent delete and write operations take place. For best performance, I suggest putting items that rarely involve write/delete operations (i.e. programs) on their own partitions, and data files on another, and running a good defrag utility on the data partitions at least when you notice a performance drop.

Also, when extending partitions beyond the standard 32meg GEM size supported by TOS 1.4 and greater (16 meg for 1.0 and 1.2), keep in mind this increases the cluster size, and with it, the minimum file size. If you are storing files that are always a few K, this is not a factor, but should be kept in mind if you have any partitions where you might store many very small files.

"I also would like to know what access speeds the mega2st can
handle from the various drives."

Basically, other than the speed of the drive, the Mega ST should be as fast as any other ST. RATEHD.PRG says my "old" Quantum LPS52S gets over 1100K/second. I believe max throughput for the ST is supposed to be about 1.33 megabytes per second.

"I know, that for the Link to work, Parity should be disabled,
but what else do I have to worry about?"

Worry about if you can actually disable parity. On some modern drives, their is either no option to do this, or only an option to do it in software (meaning either having to hook it up first to a system that *can* handle parity, or shipping it back to the drive manufacturer to have them change it). I strongly suggest finding out if the drive you intend to purchase can have parity disabled by a hardware jumper.

"When I purchased the computer system, I received the Harddrive
and the link for free, but I did not get any of the Link
software. So I will need to get the software from ICD.
I need their address and phone # so that I can contact them."

The older (i.e., non-Link) software can be had on services such as GEnie, etc., or from fellow ICD host adapter owners. However, it lacks some of the support the Link software has (i.e., floptical support),

but will do for standard HD operations until you get the Link software.

I believe ICD charges about $10 for replacement Link software or upgrades, but you can contact them via Internet at:

ICD@genie.geis.com

The address I have is off some old info, but is likely still current:

ICD, Inc.
1220 Rock Street
Rockford, IL 61101
(815) 968-2228 (voice)
(815) 968-2229 (modem)

"...does anybody have the specs on the Link II so that I can look at them, or know any problems that I may encounter with my current system {Mega2ST}?"

The Link II is essentially the same as the original Link, with the exception that it supports parity, and has an LED indicating the precense of TERMPWR (necessary to operate the Link). I believe it also has a second LED, but I cannot recall if it indicates activity, or some other function.

5889. Re: Falcon sampling

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 16:23:19 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Jgy2vRv.lmcclure@delphi.com>
Source record: 174150

In a messaged dated 12-23-94, Richard Morris said:

"Is sampling on a Falcon as easy as plugging in the source
thru the RCA in ports and then running some program to
sample sound?"

Not really, since the Falcon uses a stereo mini-jack for input for input, rather than RCA jacks. Another snag, as I understand, is that the input is set for mic-level signals rather than standard audio level signals, meaning use of an attenuating cord is required for good results at best, and preventing harm to you Falcon, at worst. (An attenuating cord is a fancy way of saying a cable with the proper value resistor[s] inline to cut down the voltage level of the signal).

Of course, unless you have your eye on a used Falcon, you might want to wait and see what the Mk II Falcon C-Lab is supposed to release looks like and is priced at. I imagine it will address some of the gripes about the Falcon's audio I/O setup.

5890. Re: ATARI DREAM COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 16:57:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.qIJEu7FpNvs@semprini.waterloo-rdp.on.ca>
Source record: 173970

In <3dahc6$7id@ucunix.san.uc.edu>, Mayol writes:
> I am in the market for a TT030, and quite frankly I can not justify
>the buy, with its way too high price. What happened to POWER without
>PRICE. I think is time for ATARI to lower TT030 prices if they want to
>compete. You simply get too much in the other side for much less money. I
>know several users who have change platform, not because they didn't like
>ATARI, but because ATARI decent machines are too expensive.

The problem with that is that Atari does _not_ want to compete in the
computer market anymore. All they care about is the games-console
market. New TT sales are pretty much driven by the Jaguar now, since
the Jag developer's kit is a TT plus some extra goodies.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

5891. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 17:03:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.vQ27_nGLw8w@semprini.waterloo-rdp.on.ca>
Source record: 173969

In <502@stork.ukc.ac.uk>, Martin Griffiths writes:
>I would like to see :
>
>- At least a 40mhz 030, (also up the DSP to 40mhz)

33Mhz '040.

>- 32 bit CPU memory access/Level 2 cache and FASTRAM.

YES! Get that damn ST-RAM out of there, and give us SIMM slots.

>- 1024x768x256 (A BYTE PER PIXEL MODE IS NEED *SO MUCH*)

YES! Easily done with almost any off-the-shelf PC video card.

>- 1024x768x65536

No way, 2M VRAM is expensive. Make it an option. If the system is
designed to take an OpenBoot PCI card, you can plop in any 2M video card
for this. It'd also open us up to a wide range of accelarated video cards.

>- Replace the jack sockets with LINE IN/OUTS.

Yes!

>- PC Style Case and seperate keyboard(dirt cheap)

Yes!

>- 3.5 " Ide drive(cheap)

SCSI-II on the motherboard would be cheap, and opens up a tonne of
possibilities (CD-ROM, tape drives, scanners, ethernet, many drives at
once, etc).

>- PCI expansion bus.

Yes. And design it to conform to OpenBoot so you can plug in _any_
OpenBoot PCI card and have it work. No more waiting for drivers!

>Other things to consider might be:
>
>- more DSP ram! (a shared CPU/DSP ram segment would be nice, possible?)

I say no DSP standard; get it on a PCI card.

>- VRAM (high rezs really sllooww the falcon down).

Just use off-the-shelf video and contention goes away.

>- Speed the Blitter up or design a new one ;-)

No point; buy an accelarator card.

>- Magic/NVDI OS on Rom ;-)

That would certainly be good, but I'd probably run Linux on this anywway.

>(I find it hard to enthuse about 40mhz 030's when I'm typing on a PA-RISC :-)
>but you can dream....

No kidding. Especially when you wake up and consider what Atari would
probably charge for such a machine...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

5892. Re: [Q] KA9Q/NOS

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 18:25:12 UTC
From: paul@xciv.demon.co.uk
Message-ID: <788293512snz@xciv.demon.co.uk>
Source record: 174013

In article <3da5m7$fh6@nippur.irb.hr>
npetrlik@public.srce.hr "Neven Petrlik" writes:

> I'm having troubles with ka9q/nos (NOS.TTP):
> maybe it sounds trivial, but I don't know
> how to start (make a script file)..

Get ftp.demon.co.uk:/pub/atari/startup/stnet110.zip (900k)

This is a working PPP setup for Demon internet in the UK, it may help for
your needs.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC "All is quiet on New Year's Day, a world in white gets */
/* Owner under way" Let me be the first to wish you a... nah. */

5893. Re: ATARI DREAM COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 18:54:03 UTC
From: sinclair@ins.infonet.net
Message-ID: <3dhqob$ikm@insosf1.infonet.net>
Source record: 174005

In article <3dhec5$g4c@nyheter.chalmers.se>, d2cg@dtek.chalmers.se (Christer Gustavsson) writes:
>In article <3dgrul$e9i@insosf1.infonet.net>, <sinclair@ins.infonet.net> wrote:
>>In article <3d2ku5$kfq@ucunix.san.uc.edu>, mayolc@ucunix.san.uc.edu (Mayol) writes:
>>> Software included: ATARI WORKS, Home Account 2, Stalker 3, also
>>> 4 CD ROms, plus games ,etc.
>>>
>>> Price: US$1299!!!
>>
>>The machine you described above does exist. It's called the Macintosh Performa
>>550 and was only $1199.
>>
>Does Atari Works ship with Performa 550 :-)?

ClarisWorks is not good enough? Ships with Quicken as well..

>
>Merry Christmas!
>
>Christer
>
>--
>| Chalmers | USENET: d2cg@dtek.chalmers.se | "Today I've started |
>| University | SNAIL: Christer Gustavsson | earning my second |
>| of | Hasselvagen 6 | million. The first |
>| Technology | S-430 91 H&#65533;N&#65533; | one failed." |

-Peter

5894. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 19:51:17 UTC
From: rosenkra@convex.com
Message-ID: <3dhu3l$ko0@convex1.convex.com>
Source record: 174010
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <D1AH7I.34n@cix.compulink.co.uk>,
Roland Givan <rgivan@cix.compulink.co.uk> wrote:
>
>What I did was to take a copy of dhrystone.c and compile it up under GCC.
>I then used the *exact* same binary to test 25 or so Atari configurations
>(thanks to all the people who actually did the tests for me). I used the
>same binary both on 68000 and 68030s as I figured that most Atari software
>didn't make use of the 68030 instruction set *even* if it had TT or Falcon
>only features.

there is nothing wrong with your procedure, provided you mention it in
your results. my point was to emphasize the fact that compilers can play
a large role in dhrystone. if a *system* consists of a computer and its
software (including compilers) then your test may not, however, fully
test each system.

the problem i see is that people interpreting results have a tendency to
latch onto a single number. it would, therefore, be inadequate to state
that the dhrystone rating of system A is X and system B is Y, etc, based
on your method (though i would suspect that GCC would be about as close
as you could get to maximum performance via a compiler). i do not know
what impact compiling for 68030 via GCC would have on systems with 68030s,
however, so i cannot state how far off your test might be (if someone
were to use it as a sole metric).

note that i have even seen disclaimers on dhrystone posted (recently) by
its author.

>The results I ended up with are a *relative* comparison of the CPU performance
>of Atari machines.

well, ok...

you should also know that dhrystone v1 vs dhrystone v2 can give about a 2x
difference in results, on the same system, with the same compiler, if you
can inline some functions in v1. i have not looked at dhrystone in a long
while, but i seem to recall that inlining the strcpy (?) will save quite
a bit of overhead in the call since it is in a fairly tight loop. this
was "corrected" in v2.

also note that dhrystone ratings are still quoted by many vendors (mostly
in the workstation market).

-bill

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

5895. Re: The dream atari...Medusa?.

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 19:52:44 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELYUEEUXUP@galaxy.owl.de>
Source record: 174014

In <ELXHCIUY1UP@cabal.sh.sub.de> Thorsten Guenther wrote:

>> how does MacMagic run on the Apple? I.e. does it run on top of
>>finder? If so wouldn't it be slower than a Medusa T40 (or even T60 for
>>that fact).
>
>Unh...there is an English version of the MagicMac FAQ available. IMHO it
>runs on the MacOS' BIOS routines. Should be quite slow, indeed.

I wouldn't consider double to triple TT-speed as "quite slow". Quite the
opposite.

Hendr!K

5896. Re: top modem speed?

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 19:54:44 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3dhua4$st5@golem.wcc.govt.nz>
Source record: 174011

] I just a new 14.4K modem to use with my Mega2ST. Although I am using
] Serialfix2 and only running it at 9600 baud, I get garbage if I try to
] download text that runs multiple pages. Everything goes fine for the
] first couple of pages, and then I start to lose characters and sometimes
] things even lock up. Anyone have any suggestions?

Get HSMODA04.LZH from atari.archive.umich.edu in ./atari/Telecomm/
and put DRVIN.PRG and MFP.PRG into your AUTO folder, in that order.

Then, set your comms program to 19200 baud, turning RTS/CTS flow control
on. Also, turn RTS/CTS (Hardware) flow control on with the modem,
(usually &K3 and &Q5 will enable full error-control, compression and
RTS/CTS).

Doing all this, _should_ rectify the problem!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

5897. Re: ATARI DREAM COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 20:11:22 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELYUEEVDUP@galaxy.owl.de>
Source record: 174016

In <3dhbju$82o@crl8.crl.com> Sam McGee wrote:

>: - Crawly Crypt

Could s. o. please comment on this CD?

>: - Bitsream 500 Fonts CD

Very nice one. Great high-quality fonts. And quite cheap as well.

Hendr!K

5898. Re: ATARI PGP 2.6.2 BUG REPORT

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 20:14:28 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELYUEEVGUP@galaxy.owl.de>
Source record: 174017

In <3dfke1$t09@news.cc.utah.edu> Eric Jolley wrote:

>1. Using the -s and the -sta option produces a signed file without a
>name. It only has an extension (.pgp or .asc)
>
>2. Using the -ka option to add a new key then certify it, seems to work,
>but at the very end before exiting, PGP produces this error:

It has another problem as well. Automated decrypting within a newsreader also fails with this error-message.

I switched back to the 2.6.i. It's more reliable. The 2.6.2i is due out RSN as well.

Hendr!K

5899. Re: *New Atari Computer Platform idea*

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 20:53:38 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D1C21E.LFD@cix.compulink.co.uk>
Source record: 174012

> I was looking at the current computer situation in the world right now
> and all I saw really was Apple and "Intel"...and Microsoft. Apple, had
> been in the process of dying(until the the recent Pentium fiasco---now
> they have a chance to dig into the market again!)
<Cough> with a 2 billion USD turnover (approx), I wouldn't say Apple are dying just yet. The Power mac seems to be carving quite a reputation for itself and SYS7.5 whilst too big, ugly and slow for me, has a lot of people excited.

> I heard that in the next few years, there is going to be ONE OS running
> on all machines... a "standard"... This got me frightened! Are people
> going to be whitewashed and see everything in one color? It might be
> true!
I seriously doubt there will ever be one OS. Competition is the name of the game, firms are always going to want to be seen as having superior products to others and OSs are no exception. Even when they are supposed to be alike ie Unix, the comman set, interfaces and netwoking are all different in many subtle and not so subtle ways.

> So... I have a suggestion for computer designers/hackers/or even
> ATARI...
> Why doesn't Atari make a computer based around... THE JAGUAR's chipset?
Atari have *no* interest in computers now. it's Jag, Jag. jag, all the way. A 3rd party may be interested if the Jag takes off big time but with the Jag card for PCs on the way, I really don't think it would have a future.

The future for TOS machines IMHO lies in MagicMac and/or machines like Medusa for the real high flyers.

> Given its specs, I'd say that if you added more ram(8 megs+), it would
> have more firepower than the current computer offerings. Port over a
> version of Unix, and then you're rolling...
Unix is useless for home users and that's all Atari machines will ever be, anyone who thinks otherwise is deluding themselves. The business market is too focused on PCs and Macs (with a fair bit of Unix workstations) to see anything else.

> I'm sure there are people out there that are SICK of seeing "Intel
> Inside" and "PowerPC" logos... they want something more along the
> lines of a cheap SGI... Perhaps there could be a market for such a
> machine. Given Atari's current financial problems just trying to
> market the Jaguar(poorly, as it seems)... perhaps it would be within
> their best interests to license off the design to some company to
> DEVELOP this Jaguar-Based RISC computer.
They licensed of the Falcon as it has a sort of future amongst the MIDI

people. A Jag based Atari computer will never happen as it has no market.

> What do they have to lose? It certainly wouldn't hurt them...
Yes it would, have you any idea what it costs o design and market
hardware? It would destroy Atari. Jag is their only hope.

> And just so I don't seem like an Atari fanatic---why doesn't Sega do
> this either with their new Saturn-based technology?
No idea. Same reasons I expect.

> This is just a thought.
> Feel free to reply.
>
> ---
> /) The Grabbing hands, grab what they can... *smile*
Depeche Mode???????

+------------+--------------------------+--------------------------+
|Iain Laskey |ilaskey@ix.compulink.co.uk | |
+------------+--------------------------+--------------------------+
|Techno Junky - Atari Falcon/2600/PC/CD-ROM/Laserdisk/Dolby Prologic |
+--+

5900. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-24 22:28:43 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3di7ar$19c@golem.wcc.govt.nz>
Source record: 174015

In article <ELYMAAURUP@galaxy.owl.de>, neptune@galaxy.owl.de (Hendrik Mylius) writes:
>In <3dfeij$46f@charm.magnus.acs.ohio-state.edu> Panjandrum wrote:
>
>>If you want a good *solid* Multitasking OS try Geneva from Gribnif. It is easy
>>to install, and with some twiddling you can get *almost* anything to run on it.
>
>But GENEVA is a _cooperative_ multitasking OS. Mag!C is preemptive and that's
>way better (IMO).

How can something that does not work be better...??

To me all OEM OS's are just hacks, they will never ever be compatible..

>Hendr!K

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5901. Pagestream question

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 00:29:24 UTC
From: hellman@teleport.com
Message-ID: <3died4$mj@kelly.teleport.com>
Source record: 174018

Hello Pagestream Users,

After saving my text tags in a document I get bombs when I try to
load (append) them into another document. Has anyone been succesful in
doing this?
I'm using v 2.2b on an STE.

Thanks in advance.

Walter Hellman hellman@teleport.com
--
hellman@teleport.com Internet Public Access User Hillsboro, Oregon USA

5902. CDROM Atari

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 02:22:39 UTC
From: ardoino@musical.fdn.org
Message-ID: <D1CH9s.44v@musical.fdn.org>
Source record: 174019

d2cg@dtek.chalmers.se wrote (22/12/94):

d > >Are there 4 Atari CD-ROMs pressed?
d > >
d > I checked in the December issue of ST Computer and I found an an announce
d > at page 37 listing the following CD:s with atari software:
d > Lohrum: Atari PD- and Shareware CD I
d > Lohrum: Atari PD- and Shareware CD II
d > Lohrum: Atari PD- and Shareware CD III
d > Whiteline: Alpha CD
d > GEMini CD
d > Systems Solutions: Atari Mega Archive
d > + two CD:s with DTP stuff for Calamus.
d >
d > Oh, I'm sorry! That was more than 4 CD's, wasn't it? :-)
d >

You can add three other CD-ROMS:

Power CD from Composcan (shareware)
and recently:
BINGO from Software Service SEIDEL (shareware)
WOW from Software Service SEIDEL (fonts, graphic, shareware)

Merry Christmas !

J.Jacques Ardoino (France)
STMAG
ardoino@musical.fdn.org

___ Mountain Reader II - #01234567

5903. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 08:24:34 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELZJAGVHUP@galaxy.owl.de>
Source record: 174036

In <3di7ar$19c@golem.wcc.govt.nz> Roger Sheppard. wrote:

>>But GENEVA is a _cooperative_ multitasking OS. Mag!C is preemptive and that's
>>way better (IMO).

>How can something that does not work be better...??

It doesn't work on a Falcon, that's right. But other than that?

It works really great. Very fast and reliable. I guess you never actually seen
it or even used it? Thought so ...

>To me all OEM OS's are just hacks, they will never ever be compatible..

If this 'hack` is well done an will be supported in the future I do not see
the problem. You should realise that there will be no future TOS made by Atari
itself. The Mint part of it will be kept alive by the community out here in
netland.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

5904. Re: CDROM Atari

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 08:27:10 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELZJAGVKUP@galaxy.owl.de>
Source record: 174037

In <D1CH9s.44v@musical.fdn.org> Jean-Jacques Ardoino wrote:

>BINGO from Software Service SEIDEL (shareware)
>WOW from Software Service SEIDEL (fonts, graphic, shareware)

IMO those two are pretty bad. No indexfile, not much thought put into the compilation. I'd take a close look at them before purchase.

Hendr!K

5905. Re: ATARI DREAM MACHINE & COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 08:43:20 UTC
From: diehl@bonk.io.org
Message-ID: <3djbb8$3hn@ionews.io.org>
Source record: 174028

Mayol (mayolc@ucunix.san.uc.edu) wrote:
: I want to give you something to think about, as a loyal ATARI user like
: myself. What do you think about this ATARI Dream machine:

: CPU: Motorola 68030 running at 33 MHz
: RAM: 5MB expandable to 36MB
: Also built in speakers
: CD-ROM Drive with Double speed.
: Monitor: 14 inches Color Monitor with res of 640x480 32k+ colors
: Disk: Hight density
: HD: 160MB
: Comm: Modem and Comm prog., STALKER 3 for example

: Software included: ATARI WORKS, Home Account 2, Stalker 3, also
: 4 CD ROms, plus games ,etc.

: Price: US$1299!!!

: Think about it, would you by it?
: Will ATARI give you such a sweet deal?

No built in speakers! 'm very picky about my sound system, and I want to be able to choose the speakers that I like. I mean something on the order of multimedia speakers that sound like home stereo speakers, and not like the SC1224's squawker. And monitors don't determine colours; computers do. I'd also want a bigger hard drive, a DSP (Motorola DSP96002 would be ideal, a DSP port, MIDI ports (of course), twin DACs, stereo audio in jack (NOT 0.5MM pin jacks!), stereo audio out (RCA, stereo and/or pin for headphones), and a number of other things -- but these are wha I would put in a dream Atari.

--
_____________________________ _____________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

5906. Re: ATARI DREAM COMPETENT MACHINE

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 09:16:32 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <ELZHCDYDUP@cabal.sh.sub.de>
Source record: 174032

In <3dgrul$e9i@insosf1.infonet.net> sinclair@ins.infonet.net wrote:
>In article <3d2ku5$kfq@ucunix.san.uc.edu>, mayolc@ucunix.san.uc.edu (Mayol) writes:
>> CPU: Motorola 68030 running at 33 MHz

TT: 32 MHz. Upgradeable to 040/060.

>> RAM: 5MB expandable to 36MB

5? I'd prefer 6 (2 ST, 4 Fast), expandable to 4 ST, 128 Fast
(theoretically, that is) with PS/2 SIMMs.

>> Also built in speakers

Nope. Standard Cinch connectors. Falcon audio subsystem!

>> CD-ROM Drive with Double speed.

SCSI, of course.

>> Monitor: 14 inches Color Monitor with res of 640x480 32k+ colors

Should NOT be included (I am planning to buy a Sony 15sf rsn).
640*480 32K is not satisfying. PCI slot! NVDI/ET4000 should run and
NovaVDI would run with ATI boards, IMHO. (NVDI 4 Nova is already planned).

>> Disk: Hight density

ED drive built in (heck, it's 50 $ difference over here, so why bother).

>> HD: 160MB

Nope. SCSI connector and NO drive. Enough room in the case for a 3.5"
SyQuest and another 3.5" drive. (a 540 Quantum costs around 300 $ over
here, so why that cheap, small drive?) Perhaps Atari should only ship the
board?

>> Comm: Modem and Comm prog., STALKER 3 for example

ConNect, UPoint medium and CAT included :-).

>> Software included: ATARI WORKS, Home Account 2, Stalker 3, also
>> 4 CD ROms, plus games ,etc.

I still don't want Stalker. Dunno about the others, tho. 4 CDs would be
nice if filled with clean software (except for games and demos), but not
if filled with incompatible crap. MultiTOS II, eXtended File Systems with
64bit sectors (instead of 15 bit) and speed optimized (NVDI included?).

>> Price: US$1299!!!

Acceptable.

>The machine you described above does exist. It's called the Macintosh Performa
>550 and was only $1199.

Mac pro forma :-)

Thorsten

5907. ANNOUNCING: Okami Newsreader With SOUP support

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 09:20:26 UTC
From: josdb@xs4all.nl
Message-ID: <2efd39626f27b0@xs4all.nl>
Source record: 174021

```
ANNOUNCING version 0.26 of the Okami Newsreader.
================================================================

OOOO
OO OO O K A M I
OO OO
OO OO N E W S R E A D E R
OOOO

================================================================

Okami (also known as O) is a suite of programs for storing, reading
and generating Internet and Mausnet (German) news and mail offline.
The current version supports both UUCP and SOUP for Internet.

The program has the following features:

- multi-window user interface
- up to 256 windows (if the operating system can handle them)
- newsgroup folds
- file browser
- semi-automatic PGP interface
- regular expression or string search
- built-in uuencode, uudecode, btoa, atob
- multi-volume message to file save
- Rot-13 and Rot-18 encryption
- built-in metric conversions
- thread walking
- pseudo newsgroup for outgoing messages (Outbound)
- pseudo newsgroups for mail and mail-archive
- built-in Mausnet support
- user-definable command-oriented keyboard layout
- configurable on-screen text effects
- configurable on-screen TEX conversion
- command shell interface
- user-definable quoting style
- cancel-message generation
- super smart signature system
- Hall of Fame

The program is now available on ftp.informatik.rwth-aachen.de:
/pub/atari/uucp/o_026.zip, ftp.cnam.fr: pub/Atari/Telecomm/o_026.zip,
sun.rz.tu-clausthal.de: pub/atari/telecomm/news/o_026.lzh, and on
atari.archive.umich.edu, micros.hensa.ac.uk.

For questions, contact the author:
```

Wolfram Roesler @ AC2 (Mausnet)
<wr@bara.oche.de> (Internet)
Augustastr. 44-46
D-52070 Aachen
Tel. 0241-534596

5908. Re: *New Atari Computer Platform idea*

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 09:44:42 UTC
From: diehl@r-node.io.org
Message-ID: <3djeua$49b@ionews.io.org>
Source record: 174029

Kevin Dolorico (dolorick@acf2.NYU.EDU) wrote:

: So... I have a suggestion for computer designers/hackers/or even ATARI...
: Why doesn't Atari make a computer based around... THE JAGUAR's chipset?

: Given its specs, I'd say that if you added more ram(8 megs+), it would
: have more firepower than the current computer offerings. Port over a
: version of Unix, and then you're rolling...

The idea has been bandied about. Nothing has as yet come of it, but
eventually some company will get the idea and make one. In the mean time,
Atari lives on through C-Lab, GE-Soft and Lexicor, who design and make the
Falcon II, Eagle-040 and 060, and Medusa T40 machines respectively.

: And just so I don't seem like an Atari fanatic---why doesn't Sega do this
: either with their new Saturn-based technology?

Would *you* buy a Sega Computer?

--

_____________________________ _____________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

5909. Re: FTP sites and DOS floppies

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 09:49:28 UTC
From: diehl@r-node.io.org
Message-ID: <3djf78$49b@ionews.io.org>
Source record: 174030

Bob Clouser (bclouser@lasker.Princeton.EDU) wrote:
: I have an Atart 1040 ST, and two questions.

: (1) Does anybody know good ftp sites at which
: I can get games and/or utilities. I am mainly
: after a site that has kids games.

Do one of the following:

FTP to atari.archive.umich.edu and look in /atari/Games/Kids-games
Gopher (the preferred method) to gopher.archive.umich.edu and do the same.

: (2) I read some articles here about Atari's
: being able to read PC-formatted floppies (720K DS DD).
: Is this true? I've been downloading stuff from a
: Sun workstation to my Atari at home via the kermit
: utility in Uniterm, but it's slow and a pain! If I
: can put these programs I want to get to my Atari
: on a PC-formatted floppy at work, can the Atari then
: read the files on that disk? If true, this would be
: SUPER!!

It's true, yes. You can take a 720K formatted IBM PC disk and read it
directly on the Atari. Similarily, if you have TOS 1.04 or greater, any
disk formatted on the Atari is automatically readable by an IBM PC
(formatted to 720k, of course) ... of you have TOS 1.02 or below, you'll
need a program that wwill install an IBM bootsector... there are many of
those around.

: Thanks for any help,

: Bob Clouser

--

_____________________________ _____________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

5910. OS-9

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 10:37:26 UTC
From: rasser@ibm.net
Message-ID: <3dji16$21ga@news-s01.ny.us.ibm.net>
Source record: 174022

```
Hi,

Do anyone know if OS-9 is available anymore for the ST
and if - does it run on a Falcon?
```

Thanks /s&#65533;ren

5911. Re: Need pinout of SC1224

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 12:58:52 UTC
From: paul@xciv.demon.co.uk
Message-ID: <788360331snz@xciv.demon.co.uk>
Source record: 174024

In article <3ddj24$cuc@crl3.crl.com> sammcgee@crl.com "Sam McGee" writes:

> I'm gonna make this Jag-RGB cable if it kills me.
> I need a very specific diagram.

I think you might find what you need in the Jag FAQ.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC "All is quiet on New Year's Day, a world in white */
/* Owner gets under way" - U2, New Year's Day. */

5912. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 13:54:57 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3djtjh$i5f@aggedor.rmit.EDU.AU>
Source record: 174025

: >Yeah, well when ST Review/Format & User all say it is wow, fantastic blah
: >blah, blah, it comes quite a shock not to mention a dissapointment that
: >the program in question turns out to be a Total Lemon!!!!!!

: You have obviously no idea what you're talking about.

REALLY? I suggest you read ST USER Feb 1994 edition, ST REVIEW June 1994
and then ST FORMAT July '94. Now, if you can tell me how i can cure
the problems i have found, then i might change my mind. BUT IF YOU CANT!!
then as far as i'm concerned, the program is a DOG!!!!

: >God knows what it will be like on a MAC....

: Probably HE knows better than you do.

AMEN!

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

s9205525@otto.bf.rmit.edu.au

5913. Mono Emulation Question...

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 15:17:02 UTC
From: fvdakker@sterbbs.nl
Message-ID: <2862LKUEXFPWJBWKVT@sterbbs.nl>
Source record: 174026

ni>I am thinking about getting Notator SL for my 1040STE. The problem
ni>is, it only runs in high res, doesn't it? And I only have a colour
ni>monitor. I don't really want to buy a monitor as well, and atari
ni>hard ware is getting near impossible to buy here in Australia. Is
ni>there a desk accessory which I can use to emulate high-res, and if
ni>there is a shareware/freeware version, could someone please post
ni>it to me? I cannot ftp.

There is a very good High-res emulator: Sebra. I'll UUENCODE it to you
right away...
Greetings, Frits van den Akker, JFA Software, MajorNet: program@STR
Internet: fvdakker@sterbbs.nl, fvdakker@runner.knoware.nl
I now have another e-mail adress! program@knoware.nl
But I can't read that mail yet :-)

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

5914. Re: *New Atari Computer P

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 19:08:30 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3dkfve$s3q@due.unit.no>
Source record: 174031

@SUBJECT:Re: *New Atari Computer Platf N
Dolorick@acf2.Nyu.Edu,
In a message on 23 December, wrote :

do> I heard that in the next few years, there is going to be ONE OS running
do> on all machines... a "standard"... This got me frightened! Are people
do> going to be whitewashed and see everything in one color? It might be tru

Yup, that's Bill Gates hopes for Windows NT.

do>
do> So... I have a suggestion for computer designers/hackers/or even ATARI...
do> Why doesn't Atari make a computer based around... THE JAGUAR's chipset?
do>
do> Given its specs, I'd say that if you added more ram(8 megs+), it would
do> have more firepower than the current computer offerings. Port over a
do> version of Unix, and then you're rolling...
do>

Nah, I think computer hackers would more like to see the PowerPC with
PCI interface take off. Then one would have a cheap source for decent
hardware. Then run something like Linux or Hurd or Gnustep on it.

That's what I'd like to see anyway.

do> And just so I don't seem like an Atari fanatic---why doesn't Sega do this
do> either with their new Saturn-based technology?

Because the PC market is full of lemmings. They'll buy what they are
told to buy. Today, this is a 486 clone running Windblows. Tomorrow
it'll probably be a pentium running NT workstation or Win95. After
that - who knows. It might be a PPC running NT workstation. I can't
see how any company could start afresh and push a *new* computer
system to the masses. Hell, even IBM seems to fail with its' massive
advertising campaign for Warp OS/2.

do> This is just a thought.
do> Feel free to reply.

I did. So, now you know my thoughts.

Erling

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

5915. Info on 520STs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 20:20:33 UTC
From: angst.umpi.maine.edu
Message-ID: <3dkk6h$22l1@saturn.caps.maine.edu>
Source record: 174033

My father was recently given an Atari 520ST that someone
needed to get rid of. He seems to have it up and running and
is very happy with it, but would like to use it to get connected
to the internet.

I know virtually nothing about the machine but had him read me the
specs out of the original manuals over the phone (He lives in LA and
I live in ME). It seems like a cool little machine albeit underpowered
compared to today's machines.

I'd like to help him set up some basic comm functionality with his
system. The manual states that the built in RS232 port can handle
buad rates up to 9600 bd. He also has a vt52 emulator built into the
GEM(?) gui os. Can he go out and purchase a hayes standard 9600 external
PC modem and hook it up to the RS232 port?

I'm a fairly cabable Internet Navigator and have read all the atari
newsgroups, browsed atari web sites, done veronica searches, and browsed
ftp sites looking for stuff for the 520ST. I haven't turned up *anything*.
Everything is aimed at MegaSTs or Falcons.

I am interested in *any* information on the 520ST such as vendors,
software sites, hardware options, and the like. Also, I'd like some
info on the various Atari systems such as the MegaST and Falcon;
particularly on the processors, hard drives, floppies, and other sub-
systems of each.

Many thanks to you all...
Rick

5916. Re: FTP sites and DOS floppies

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 21:30:22 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <cad_9412260106@genesplicer.org>
Source record: 174052

In a message of 25 Dec 94 01:49:28, Eric March wrote:

EM> FTP to atari.archive.umich.edu and look in /atari/Games/Kids-games
EM> Gopher (the preferred method) to gopher.archive.umich.edu and do the same.

How do you use the FTP sites?

5917. Help with Hermes

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 21:56:06 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.2dfbP2kyOZ6@icon.pp.se>
Source record: 174035

I would like to thank everyone who helped me getting my
Hermes-system up and running!

Thanks!

Merry Christmas and a Happy New Year!
--

Daniel Eriksson, der@astrakan.hgs.se, tel +46 26 72905, fax +46 26 72123

5918. Identify this Kraft Trackball

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 22:41:14 UTC
From: gkomatsu@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D1E1or.F26@news.hawaii.edu>
Source record: 174038
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.amiga.misc,comp.sys.atari.8bit,comp.sys.cbm

[sorry, for all the crossposting, but I'm trying all possibilities
suggested by this trackball...]

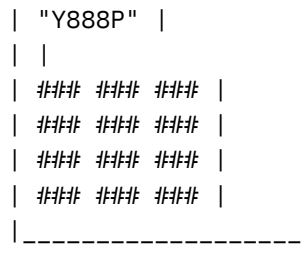
A long while back I picked up a Kraft Trackball in a trade
It's just the unit, no box, manual, etc... And there's a bunch of things
about it which I'm wondering about.

It's grey in color except for a single cornstarch blue button.
It's more or less wedge shaped (more like a fancy looking futon shape
from the side. =^) ball in the middle, three buttons along the bottom.
At the top is the blue button which I've determined to be a "drag" button
(it puts out a button-down signal when set) and above it is a switch
marked AF--D. At the top side, next to the cable is a 6-pin telephone
style jack which only uses the two middle pins, on the side is a 3 position
switch which determines it's function, identified by a label on the
underside:

```
_____________________________________________
| |
| COMMODORE 64/128 |
| ATARI ST AMIGA ATARI 400-1200 |
| MOUSE 1 2 3 |
| JOYSTK 3 3 3 | ("JOYSTK" is actually
| | printed as so)
| M A D E I N T A I W A N |
| M A N U F A C T U R E D B Y K R A F T |
|_____________________________________________|
```

Outside of the "Kraft", there's no indication of model number
or such. Anyone?
Main questions I have though are, what is the phone-jack for
and what does the AF--D switch do?

The trackball looks like this...



--
_galen_komatsu__gkomatsu@uhunix.uhcc.hawaii.edu__ar592@cleveland.freenet.edu_
XTC Nakajima Michiyo nin Revolution Atari2600 KOF'94
semprini!

5919. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 22:54:28 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELZXEEVFUP@galaxy.owl.de>
Source record: 174049

In <3djtjh$i5f@aggedor.rmit.EDU.AU> Glenda Moon wrote:

>REALLY? I suggest you read ST USER Feb 1994 edition, ST REVIEW June 1994
>and then ST FORMAT July '94. Now, if you can tell me how i can cure

Do you always build your opinion on things stated in mags?

>the problems i have found, then i might change my mind. BUT IF YOU CANT!!
>then as far as i'm concerned, the program is a DOG!!!!

What problems? Until now I only heard you laming around. Nothing constructive
so far.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

5920. Re: The Insel Intide UUE files.

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 22:56:10 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELZXEEVIUP@galaxy.owl.de>
Source record: 174048
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st

In <ELYFFDAAUp@warpcon.ersys.edmonton.ab.ca> Leslie Hartmier wrote:

> Anyone who wants them, send me e-mail, and I'll send them. This
> way, no one can complain.

Well, finally someone with his brains intact.

[electronic applause]

Hendr!K

5921. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 23:43:37 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1E4Kp.M53@cix.compulink.co.uk>
Source record: 174039

In message <ELWNABVGUP@galaxy.owl.de>, neptune@galaxy.owl.de said:

> That's the way the consumer-pc's are going to be fitted with. Most
> modern boards have the option of shipping with the SCSI-chip
> installed. Often they don't. SCSI is more expensive and you need a
> BIOS capable of using the SCSI-chip.

I think thisis the problem. Whereas many people agree that SCSI is better
than IDE (or even EIDE), its still cheaper for PC manufactures to fit
(E)IDE - mainly because of the almost zero cost of the adaptor board - and
the *slight* cost saving of the drive itself.

Now AFAIK PCI PC motherboards are quike likely to come with a SCSI
controller on them - and therefore more and more SCSI only PCs will appear.
However IDE is not going to vanish overnight becuse in all honesty there
is *nothing wrong with it* as far as the majority of custormers and clone
manufacturers are concerned IMO.

> Although I still do believe SCSI is the way to go ;-)

I don't much like (E)IDE. I happen to have one in a PC that works extreamly
well - so I'm not complaining too much. If I buy another new drive its
likely to be SCSI though.

Roland.

@CiX

5922. Re: *New Atari Computer Platform idea*

Newsgroup: comp.sys.atari.st
Date: 1994-12-25 23:43:39 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1E4Kr.M5o@cix.compulink.co.uk>
Source record: 174040

In message <Pine.ULT.3.91.941223043600.25164J-100000@acf2.NYU.EDU>,
dolorick@acf2.NYU.EDU said:

> I heard that in the next few years, there is going to be ONE OS running
> on all machines... a "standard"... This got me frightened! Are people
> going to be whitewashed and see everything in one color? It might
> be true!

Is it such a bad thing that there is one standard - especially when they
will be about 5 different OS to run on it?

> So... I have a suggestion for computer designers/hackers/or even
> ATARI... Why doesn't Atari make a computer based around... THE
> JAGUAR's chipset?

Because Atari honestly can't afford to. They don't have the money to sell
a machine like this in enough number to make it worth while.

> Given its specs, I'd say that if you added more ram(8 megs+), it would
> have more firepower than the current computer offerings. Port over
> a version of Unix, and then you're rolling...

But the point about the new Apple/IBM offerings is that they are going to
leave most current machines standing anyway. They will also run
DOS/Windows, OS/2, Unix and MacOS out of the box. Its not going to be that
hard to get TOS running on them - especially now that MacMagic is
available.

> I'm sure there are people out there that are SICK of seeing "Intel
> Inside" and "PowerPC" logos... they want something more along the

Yup - people are sick of them

> lines of a cheap SGI... Perhaps there could be a market for such
> a machine. Given Atari's current financial problems just trying to

Yes - there would bea market - but how large? I think us Atari owners are
sometimes guilty of forgetting just how much the market is dominated by
PCs and Macs. People are going to be wary of any machine which is
compatible with these 2 platforms no matter how *good* the technical
specification is.

Running Unix is also not a total cure for software incompatibilty. While
there *is* a vast amount of easily portable Unix software, its not the sort
of stuff which will sell a machine with a Jag chipset. Accepting Jag
cartridges is a mpre useful feature - and the ability to run PC software
even more so.

> What do they have to lose? It certainly wouldn't hurt them...

An awful lot of money :-(

> And just so I don't seem like an Atari fanatic---why doesn't Sega do
> this either with their new Saturn-based technology?

Well at least Sega have the money to try.

> Feel free to reply.

Don't worry - I'm sure many people will ;-)

:-)

Roland.

@CiX

5923. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 00:15:50 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EL1ABEUQUp@dksoft.ping.dk>
Source record: 174050

In <3dbso1$6tu@aggedor.rmit.EDU.AU> Glenda Moon wrote :

>Yeah, well when ST Review/Format & User all say it is wow, fantastic blah
>blah, blah, it comes quite a shock not to mention a dissapointment that
>the program in question turns out to be a Total Lemon!!!!!!

I got it here to the St, and i do like it as well. I just find it hard to
understand that they havn't made a Falcon version.

>
>God knows what it will be like on a MAC....
>

They need his help even by using a Mac 8)

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

5924. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 01:21:09 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1E939.3FM@cix.compulink.co.uk>
Source record: 174042
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <3dhu3l$ko0@convex1.convex.com>, rosenkra@convex.com said:

> there is nothing wrong with your procedure, provided you mention it
> in your results. my point was to emphasize the fact that compilers
> can play a large role in dhrystone. if a *system* consists of a
> computer and its software (including compilers) then your test may
> not, however, fully test each system.

Well I must admit that in my first published results I was a little hazy
- even myself as to what I was aiming at. I only got into dhrystone testing
as I was trying to determine just how good the PAK3 was. My next set of
results will be clearer on this.

> the problem i see is that people interpreting results have a tendency
> to latch onto a single number. it would, therefore, be inadequate
> to state that the dhrystone rating of system A is X and system B is
> Y, etc, based on your method (though i would suspect that GCC would
> be about as close as you could get to maximum performance via a

This is always the problem - as it would be *nice* if dhrystone tests were
comparible across platforms. I've always known this problem though, even
if I've sometimes tended to 'forget' it However if I do compare tests
across platforms then I can only conclude Ataris are very slow. Eg I
recompiled my stock dhrystone on a 486SX2-50 under linux using GCC (2.5.8
instead of 2.3.3) but all the same flags. On a TT this produces a result
of about 5000. On the PC I got a result of 50000. Now the PC is faster
than the TT, but not truely 10 times as fast! Either the compiler is making
a big difference or the 8K primary or 256K secondary cache is responsible.
Anyhow I wouldn't want people to think the TT is 10 times slower than a
pretty averagely speced PC ;-)

> compiler). i do not know what impact compiling for 68030 via GCC would
> have on systems with 68030s, however, so i cannot state how far off
> your test might be (if someone were to use it as a sole metric).

I intend to recompile for a 68030 and do some tests with that. They will
be clearly marked though.

> you should also know that dhrystone v1 vs dhrystone v2 can give about
> a 2x difference in results, on the same system, with the same

I knew about this - but considered it not a problem as I was using the same
binary in all cases.

> also note that dhrystone ratings are still quoted by many vendors
> (mostly in the workstation market).

Yes I've noticed this. Makes it all the more tempting to do cross platform tests.

:-)

Roland.

@CiX

5925. Re: SLIP for the ST?

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 01:21:11 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1E93B.3G7@cix.compulink.co.uk>
Source record: 174043

In message <3dfana$169@geraldo.cc.utexas.edu>, kerkhoff@mail.utexas.edu
said:
> Does anyone know of a PD SLIP package for the ST? I know of the KA9Q
> utils but that package looks very difficult to install. Perhaps there
> is a version that is preconfigured for the typical ST. Also, what
> does one use for mail, ftp and news utils?

AFAIK you have a choice between KA9Q and MiNT-Net. IMO KA9Q is much
easier to set up than MiNT-Net, though not nearly as comprehensive. I've
only use KA9Q between 2 Ataris or an Atari and a PC - I didn't find it
that hard to set up. There has been some talk here of KA9Q distributions for
demon internet and the like. These might be more suitable for you if you
haven't tried them already.

:-)

Roland.

@CiX

5926. Re: 3X CD Drive for only $200!

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 01:21:12 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1E93C.3Gs@cix.compulink.co.uk>
Source record: 174044

In message <hawVPbX.johnhechtman@delphi.com>, johnhechtman@delphi.com said:

> Previously, when I had first hooked my floptical into my hard drive,
> I did so with a 50 pin Centronics to 50 pin Centronics cable that
> was wired pin for pin, so that pins 1-50 equaled pins 1-50. It was
> what I had lying around, and at that time I didn't know that 50 pin
> SCSI cables are wired differently, with pins 1-25 jumpered together.
> The 50/50 cable worked perfectly! I have been using it for a couple
> of years with no problems.

I must admit I've never heard of any jumpering on 50 pin SCSI cables. I've made 2, one for a ICD host adaptor and one for a PC (Adaptec 1540B). Both were to connect up a NEC SCSI1 CD-ROM, though the ICD cable had a second connector for a Seagate ST1280N SCSI2 drive. Both cables are just 50 way ribbon cable with crimped 50way centronics plugs on either end. Both work perfectly as well.

Looking at my NEC SCSI 1 technical reference I see that pins 1 to 25 should be ground - *except* for pin 13 which is marked as open. I can see how jumpering them all might work - but OTOH pin 13 might cause a problem. OTOH again (3 hands here ;-) I see no *reason* to have to jumper them.

> A word about termination, you are supposed to have terminators on the
> _first_ and the _last_ unit in the SCSI chain with _no_ terminators
> on the units in the middle of the chain. I'm not sure how critical
> this really is, my Maxtor and my floptical both had terminators in
> place and worked fine. What I found out from Ray (Toad tech) is that
> the Link 1 _also_ counts as a terminator and so the drives following
> it should have no termination, except for the last drive in the chain.

People will flame me for this - but you can get away with '*murder*' with SCSI termination as its all down to the tolerance of the components in the system. SCSI IDs are a different matter all together - you *must* get these right or it just plain won't work.

I've never worried overly about termination. Ie I do whatever I can to make the termination right, but I don't rush out to buy any terminators untill I've tried it. So far I've been lucky. haven't touched the termination on *any* of the SCSI untis I have, and the all work in what ever combination I've tried them. As it happens my termination is more or less correct at the moment - though its been pretty awful in the past.

:-)

Roland.

@CiX

5927. Re: OS-9

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 01:21:14 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1E93E.3HD@cix.compulink.co.uk>
Source record: 174045

In message <3dji16$21ga@news-s01.ny.us.ibm.net>, rasser@ibm.net said:
>
> Do anyone know if OS-9 is available anymore for the ST and if - does
> it run on a Falcon?

I haven't seen OS/9 for years, but the last version I did see on the ST
is very unlikely to work with the Falcon. The differences in the 68030 are
very likely to throw it. AFAIK no other ST OS has worked on a 68030 without
first having to be rewritten to cope with it.

:-(

Roland.

@CiX

5928. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 01:23:31 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3dl5uj$s37@darkstar.UCSC.EDU>
Source record: 174041

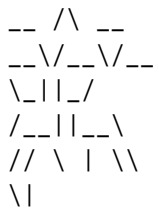
In <D1E4Kp.M53@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>Now AFAIK PCI PC motherboards are quike likely to come with a SCSI
>controller on them - and therefore more and more SCSI only PCs will appear.
>However IDE is not going to vanish overnight becuse in all honesty there
>is *nothing wrong with it* as far as the majority of customers and clone
>manufacturers are concerned IMO.

Be warned however, as many of these "SCSI" on the motherboards don't have the
BIOS to boot from that SCSI. You can use it to control post-boot devices,
but you'd still need a card to boot from a SCSI device. When looking for a
PC in June, there were No MBoards with SCSI built-in that could boot
from the SCSI. :P

~Chris

>Roland.

>@CiX

--


5929. How to identify TOS version?

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 01:48:13 UTC
From: carla@zikzak.apana.org.au
Message-ID: <3dl7db$1r9@lazar.apana.org.au>
Source record: 174046

Hi all,
is there a way to tell what version of TOS one happens to have in one's ST? Thing is, I had to get someone in Germany to send me German TOS ROMs for the second hand Atari I bought here in Australia (so I colud use my copy of Signum), and I don't know what version they were.
The latest update year named in the info box is 1989 and it does a reboot when I press that four-key combination.
I'm also a bit confused as I've read somewhere that what's referred to as TOS 1.4 is officially called 1.04, is this true?
Thanks for your help.

--
Zikzak public access UNIX, Melbourne, Australia.

5930. *new computer Platform Idea*

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 02:21:51 UTC
From: Kevin Dolorico <dolorick@acf2.NYU.EDU>
Message-ID: <Pine.ULT.3.91.941225211758.4688A-100000@acf2.NYU.EDU>
Source record: 174047

On my idea of making an SGI-type of system out of the Jaguar, I didn't mean for it to be a mass market thing.

I wanted it to be a cheaper alternative to the $100,000+ SGI machines... A cheap graphics workstation is all I want...

If a 3rd party were to be licensed to do this, it wouldn't cost Atari a penny... (now are there any 3rd parties interested?)

The market is already owned by Intel & compatibles... There's no sense in going for this home & office computer market.

To make it with an original design, you need a niche...

```
\// \\/
\\___//
(. .)
/----------\*/---------\
| Rudolph the Red-nose |
| TWO FROM THE HEART!! |
\----------------------/
```

```
/) The Grabbing hands, grab what they can... *smile*
( )
_( (_ _
((((\ \> /_>
(\\\\ \_/ / Happy Holidays,
\ / from
\ _/ TFTH!!!
/ /
/ / dolorick@acf2.nyu.edu
```

5931. Re: New Version of UPoint is out...

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 03:57:36 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.1nl45QtW6NI@albemuth.equinox.gen.nz>
Source record: 174051

brusch@eslapion.shnet.org (Stefan Brusch) writes:
>
> Hello,...
>
> today, the new version of UPoint is out. You can get at shlink (Germany
> 4121 63587, login: gast)

Sounds great. Can somebody with FTP access upload it to an FTP site and
tell us where please??

Cheers,
John
--
-=-=-=-=-=-=-=-=-=-=-=-=-=- John Collis at Home! -=-=-=-=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz John_Collis@equinox.gen.nz
John Collis at 3:770/105.7 @ fidonet.org or 51:801/1.7 @ atarinet

5932. Re: C-Lab Falcon wishlist

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 07:32:02 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL1IBBVHUP@galaxy.owl.de>
Source record: 174063

In <3dl5uj$s37@darkstar.UCSC.EDU> Christopher Taylor Oates wrote:

>Be warned however, as many of these "SCSI" on the motherboards don't have the
>BIOS to boot from that SCSI. You can use it to control post-boot devices,
>but you'd still need a card to boot from a SCSI device. When looking for a
>PC in June, there were No MBoards with SCSI built-in that could boot
>from the SCSI. :P

That is exactly the problem. The BIOS often lacks the required SDMS-support
(SCSI Device Management Software). But if you're lucky, you might get an
update for that BIOS. Mostly they're in FlashEPROMs so installing shouldn't be
a problem.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

5933. Atari Disks on MSDOS

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 10:08:31 UTC
From: ardoino@musical.fdn.org
Message-ID: <D1ExI8.4Fw@musical.fdn.org>
Source record: 174066

R > I've found you can just read the first sector of the disk &
R > modify aobut the first 7 bytes in the sector to identify it as
R > an IBM disk & write the sector back out. MS DOS will recognize
R > it. I've also mangaged to scramble disk this way. I never
R > upgraded from TOS 1.0 myself so I have the same problem.

And if you format your disks with Kobold, they'll be recognized by MSDOS. And a Macintosh on which Access PC is installed will accept them too.
In theory, disks formated on the desktop with new TOS are accepted by MSDOS0. In reality, I've found many cases where a PC didn't accept them (720 Kb) and, to exchange files with a Mac, I was obliged to format on the Mac in MSDOS mode (Access PC).

Now I format the 720 Kb with Kobold, and there's no problem with PC or Mac. In the format by Kobold, the first seven bytes of the first sector are always the same. Perhaps it's the reason, I don't know. But what I know is that format with Kobold works with other machines.

J.Jacques Ardoino (France)
STMAG
ardoino@musical.fdn.org

___ Mountain Reader II - #01234567

5934. Re: ATARI DREAM COMPETENT

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 11:26:17 UTC
From: jondinga@io.org
Message-ID: <3dm98p$bca@ionews.io.org>
Source record: 174068

On 12-22-94 neptune@galaxy.owl.de wrote to ALL...
n> I'd like to see the Suzy B CD's whem they're available, but TOAD didn't
n> bother to reply to a couple of mails from me. So no business made there,
n> fellas :-/
Last I heard the SuzyB CDs were being pressed, so they sb available
fairly soon. TOAD should reply soon, try again. It is the season, ya know ;)

* (QW|{ 2.6 *

5935. Re: Gemulator & DEKA II Q

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 11:26:24 UTC
From: jondinga@io.org
Message-ID: <3dm990$bcd@ionews.io.org>
Source record: 174069

I saw a passing comment from Darek about a MSTe-emulator !?! Anyone got details, or is he saveing this for ACE'95 ? Hey DAREK , you showin?

* (QW|{ 2.6 *

5936. Re: 3X CD Drive for only

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 11:26:34 UTC
From: jondinga@io.org
Message-ID: <3dm99a$bde@ionews.io.org>
Source record: 174070

On 00-23-94 johnhechtman@delphi.com wrote to ALL...
j> into the chain, nothing worked. I spent several unhappy days trying every
j> possible variation of hooking the drives up, with terminators, without
j> terminators and in every possible sequence.
j>
[much useful info omitted]

Hi John !
That was a very good info-post, and am sure a lot of people will be helped with that information. I hope that it finds its way into the CDROM.FAQ to be properly 'saved'. I have given advise and info to other people setting up scsi drives, and I have to wonder if some of those 'wont work at all' setups are as a result of this jumpering of 1-25 on the ribbon cable [ie on certain makes of drives] ?? Or am I off base on this? Reliable info would be appreciated. Also, would this be the kind of situation which does not allow other kinds of scsi devices to be used on a ADScsi - ie scanners and ethernet adapters etc. WHAT is the difference between the TT SCSI bus and a ADSCSI bus?

Thanks again! Jon

* (QW|{ 2.6 *

5937. Attention user groups

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 12:27:47 UTC
From: fz695@cleveland.Freenet.Edu
Message-ID: <3dmcs3$7it@usenet.INS.CWRU.Edu>
Source record: 174053

I am compiling a list of user groups and e-mail contact addresses. Please send me the name of your group and the e-mail address of an active member. Preferrably an officer, like the president or whatever. You should probably make sure the address you send me is one the owner doesn't mind being passed around, as it may end up as the de-facto official e-mail contact for your group! I wouldn't expect a lot of mail, but the person should be ready for questions and comments concerning club policies and such.

Dan Mazurowski, member of STing and AUNT.
(Semi-official online contact for AUNT)

5938. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 13:09:29 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3dmfa9$c2o@aggedor.rmit.EDU.AU>
Source record: 174055

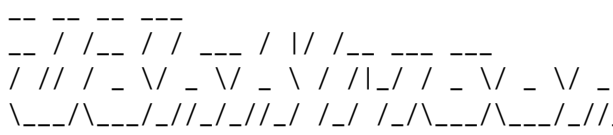
: Do you always build your opinion on things stated in mags?

Are you for real? or dont you understand english too well!!!! If 3
magazines rate an application very highly, dont you think that means
it is worth buying. Unfortunately, i took that chance on the recomendations
of these magazines, and i have found the program to be totally useless
when it comes to running the stuff that i most commonly use. Now just
to say it once again.... Calamus 1.09, Calamus SL, Notator SL, Cubase 3.1
do not like MagiC at all!!! verstehen sie? Ok, also I have found
that DAVEKTOR PRO is also a little bit suspect. A friend of mine states
that STFAX 2.1 does not like it either. Also Freeze Dried Term does not
like it, but i put that down to the fact that it is a non Gem .prg

: >the problems i have found, then i might change my mind. BUT IF YOU CANT!!
: >then as far as i'm concerned, the program is a DOG!!!!

: What problems? Until now I only heard you laming around. Nothing constructive
: so far.

It's a bit hard to be constructive when one has wasted their money.
I should have followed the original advice i was given and purchased
GENEVA instead. AT LEAST IT WORKS!!!!!



s9205525@otto.bf.rmit.edu.au

5939. High-speed modems and Hermes

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 13:24:46 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.V6zF83l3kBQ@icon.pp.se>
Source record: 174054

Is it possible to make Hermes (UUCICO) use 38.4 Kbps instead
of 19.2 Kbps? Both me and my UUCP-provider have V.34-modems, and
since I`m paying a LOT of money per minute it would nice to
cut down on the online-time.

Any help would be appreciated!

--
Daniel Eriksson, root@icon.pp.se, voice +46 26 72905, fax +46 26 72123
"It`s not a job for soldiers, but only soldiers can do it!"

5940. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 14:29:10 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL1PCCUXUP@galaxy.owl.de>
Source record: 174064

In <D1E939.3FM@cix.compulink.co.uk> "Roland Givan" wrote:

>Well I must admit that in my first published results I was a little hazy
>- even myself as to what I was aiming at. I only got into dhrystone testing
>as I was trying to determine just how good the PAK3 was. My next set of

A good way to determine the power of a setup is to compare i. e. a TeX-run.

Mostly people use the LKURZ to compare machines. A PAK with FASTRAM really
flies. Way faster than a TT.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

5941. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 14:57:48 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3dmllc$fc6@osiris.wu-wien.ac.at>
Source record: 174056

The incompatibility problems with programs regarding Magic are due to the fact, that these programs have not been written with a multitasking environment in mind, and most of them do not use the system calls properly. This can be also seen on the Macintosh, for expmple (just take a look how many programs did work under system 6 and did not work under system 7). If you still wat to run those programs with Magic, use the single tasking mode and many other of the flags you can select (i.e., for exmpale "smart redraw" etc.....). In single tasking mode you can get almost *ANY* program to work, and the flags can help you with those programs, that do not work properly.

As to Clamus sl:
The patch (calapat.prg) is for 1.09 only. The problem of the SL version lies in the PKS editor, which is a really badly written piece of software (every Calamus user will tell you that). How to solve the problems (not only with Magic, but with all of the deficiancies of PKS Write):
a) Wait for "eddie", a new ASCII editor from AS (adequate systems) for Calamus SL
b) Use Calamus SL 93 instead of Calamus SL 94 with PKS Write (seems to be more stable....)
c) Use Calamus in Single Tasking mode

As to MIDI applications:
MIDI applications have mostly not been written with a mukltitasking system in mind. Even if these apps seem to run, they will eventually get timing problems. This should be especially true for GENEVA, the cooperative multitasking of which does not allow for MIDI applications to get the timing right all the time (depending on the other tasks that are running). So be careful.

As to Magic for Falcon
Magic for Falcon is definitely worked on. It is not true that Magic for Mac has alredy been officially released. The released version is *public alpha* for testing purposes. Magic for Falcon will be called Magic 3, and is the same for all other Atari computers (also for Falcon). It will be released a t the same time together with Magic for Mac at the end of January. Magic 3 will incorporate not only enhancements in terms ofthe AES (such as Geneva does), but also in the file systems. (i.e. several programs can access a drive at the same time etc...) Right now, if a programm access the harddrive, all other programs are not allowed to access it, too. Other enhancements will be loadable filesystems (i.e. for exoample direct use of Mac partitions with long file names etc...), loadabele device drivers (for the serial drivers there will be most of the HSMODA featuers integrated...), Pipes, drag&drop, Iconify.......

as to "magic is a hack" and so on and so on.....

Magic is a fully rewritten operating system for Macintosh and Atari computers (well, on the mac one could consieder it systm extension...) The worst buy I made was to buy MultiTOS from Atari, where people say "from Atari itsself it is a standard, not a hack". 8 years of Atari system software
develoment have resulted in a completely unusable, unstable and slow operating system. Menu response is slow, soemtimes the mouse disappears, the menus cannot be selected and it crashes and crashes and crashes. If it is compatible to anything, that has to be a programming maistake , because there is little that runs coherently for a longer amount of time (well, MinT is much better and deserves better treatment, but on the other hand it was developed ouside Atari). Dooes it run the MIDI apps, BTW? (just a joke :-)).So,IMO, the *real* hackers were John and his 12 musqueteers at Atari, Behne& Behne&Kromke&Tempelmann, on the other hand, have always produced excellent software.

In 95, IMO, Magic3 will become the successor of TOS. On the low-level side, ther will be still MinT, to which Magic has to orientate. But for all other operating system parts, it will be Magic that will set the standards for new system calls, documentation etc...(well, hopefully, GENEVA and MAGIC programmers will work together on the AES side to keep the calls comaptible).
And this is *GOOD* news, BTW.

Regards,

Alfred

5942. Re: FTP sites and DOS floppies

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 14:59:47 UTC
From: diehl@bonk.io.org
Message-ID: <3dmlp3$ke0@ionews.io.org>
Source record: 174073

Terry May (Terry.May@rebel.genesplicer.org) wrote:
: In a message of 25 Dec 94 01:49:28, Eric March wrote:

: EM> FTP to atari.archive.umich.edu and look in /atari/Games/Kids-games
: EM> Gopher (the preferred method) to gopher.archive.umich.edu and do the same.

: How do you use the FTP sites?

That sort of depends on the way you access the Internet. If you get on it
through a dedicated Unix server, then just either type
"ftp atari.archive.umich.edu" at the Unix command prompt, or just type
"ftp" and then once in FTP type "open atari.archive.umich.edu"
Once connected, enter your name as "anonymous" and give your E-Mail address
as your password.

If using Gopher (the preferred method, as Atari Archive is very busy and you
may not get on most of the time) then from the Unix command prompt, type
"gopher gopher.archive.umich.edu" and then when connected, move the cursor
down to option 6 (or just press 6) in "Merit Software Archives" and go into
Atari (option 4) then select the directory and the file yuo want.

If you're not using Unix, however, I suggest you talk to your system
administrator about how to go about accessing these programs.

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

5943. ATARI STUFF 4 SALE

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 15:31:00 UTC
From: dirk.vandenheuvel@nezuld.com
Message-ID: <34507.1288.uupcb@nezuld.com>
Source record: 174082

Well time to try and raise some money...reasonable offers considered, as are trades for PC stuff (just in case anybody gives a hoot I am keeping most of my games and two complete ST systems). Shipping and COD charges go to the buyer.

ST software for sale:
Word-Up v3.0 $15
Redacteur v3.0 $30
That's Write v3.0 $35
First Graph $20
K-Spread v4 $25
Flash v2.0 $20
TKR Tele-Office fax program $30
PageStream v2.0 $30
Calamus v1.09 plus Calamus Guide(book) $50
Fontkit Plus v3.0 $15
Geneva $20
Multi-TOS $15
Fontz $5
Multi-desk $10
Neochrome $5
Degas Elite $10
Sketch hi-res paint program $10
Wordwriter $10
Data Manager $15
Cyber CAD set (incls CAD 3D v2, Cyber-Control and Cyber-Sculpt) $30
GFA Basic $25
Mark Williams C $25
VIP Professional $10
G+ Plus $10
Populous (version doesn't work on STE) $10
Civilization $15
Street Fighter $10
Quick ST v2.0 $5
Shadow (for Flash 1.6) $5

ST Hardware for sale:
Touch-Up and Monochrome Hand Scanner $45
Gravis Mouse-Stick $40
Stereo Master sampling cartridge $40
Spectre GCR cartridge w/MAC 128k ROMS w/Big Mac Secrets book (plus Mac OS disks) $125
Magic Sac cartridge w/MAC 64k ROMS $30
Atari mouse $5
StarSync Multi-Sync monitor box $35

Joystick accelerator $5
ICD Link SCSI adapter $75
Atari SM124 Monochrome Monitor $75

please reply here or via e-mail (dirk.vandenheuvel@nezuld.com)

5944. Re: FTP sites and DOS floppies

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 15:40:58 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <f62_9412261823@genesplicer.org>
Source record: 174081

In a message of 26 Dec 94 06:59:47, Eric March wrote:

EM> That sort of depends on the way you access the Internet.

I access it through a FidoNet gateway.

EM> If you're not using Unix, however, I suggest you talk to your system
EM> administrator about how to go about accessing these programs.

Okay, thanks anyway...

5945. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 16:03:40 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <788457820snz@tachyon.demon.co.uk>
Source record: 174058

In article <3dmfa9$c2o@aggedor.rmit.EDU.AU>
s9205525@otto.bf.rmit.edu.au "Glenda Moon" writes:

> that STFAX 2.1 does not like it either. Also Freeze Dried Term does not
> like it, but i put that down to the fact that it is a non Gem .prg

Er... I have no problems at all with STraight FAX 2.1 running under
Mag!X...

> I should have followed the original advice i was given and purchased
> GENEVA instead. AT LEAST IT WORKS!!!!!

I really think you do it a disservice here :-(Mag!X/MagiC is a wonderul
piece of kit, and I for one wouldn't be without it. Geneva, on the other
hand, is far too slow on a vanilla 8MHz ST for me.

--

```
_____ _
|_ _|_ _ ___| |__ _ _ ___ _ __ = Demon Internet Atari Tech Support.
| |/ _` |/ __| '_ \| | | |/ _ \| '_ \ = Email support@tachyon.demon.co.uk
| | (_| | (__| | | | |_| | (_) | | | | for full details.
|_|\__,_|\___|_| |_|\__, |\___/|_| |_| = PGP 2.6 Public Key available.
|___/
```

5946. Falcon BBs ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 16:04:11 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3dmphr$5sv@usenet.INS.CWRU.Edu>
Source record: 174057
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
I need :
Country
Phone numbers
speed
Ratios
parity
used space for Falcon.
TsK
--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/200
```

5947. Re: Help Please Modems

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 16:11:32 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <788458292snz@tachyon.demon.co.uk>
Source record: 174059

In article <3d5i4f$r59@golem.wcc.govt.nz>
wells_s@ix.wcc.govt.nz "Steve Wells" writes:

> What's the point of running a 28800 baud modem on an ST? It gives
> virtually no improvement over a 14400 what with the average file transfer
> speed being around 1900cps, out of a maximum of 1920....

What's the point? Do a simple hardware mod and increase serial port
speed to 38,400, connect to a 28.8 bbs and download - cps rates of about
3,400 cps are just that bit better than 14.4 connects, are they not? I
run a USR 28.8 on my STe after installing the port mod and it's a hell
of a lot faster than a 14.4 connect, I can tell you :-)

--


```
_____ _
|_ _|_ _ ___| |__ _ _ ___ _ __ = Demon Internet Atari Tech Support.
| |/ _` |/ __| '_ \| | | |/ _ \| '_ \ = Email support@tachyon.demon.co.uk
| | (_| | (__| | | | |_| | (_) | | | | for full details.
|_|\__,_|\___|_| |_|\__, |\___/|_| |_| = PGP 2.6 Public Key available.
|___/
```

5948. WANTED: Atari monochrome monitor

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 16:43:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.MQvTFdpfzqg@semprini.waterloo-rdp.on.ca>
Source record: 174062
Cross-posted to: kw.forsale,comp.sys.atari.st,uw.sys.atari

I'd like to replace my *sob* dead Atari SM124 monochrome monitor for a reasonable price.

Please email me if you've got one you'd like to unload. Be gentle though, it's just after Christmas!

Alternatively, I could probably get my monochrome monitor repaired, but it'd probably cost as much as replacing it with another used one. If anyone knows of a place that still repairs Atari equipment, I'd love to hear about it.

As far as I know, the SM124 is an OEM monitor built originally by Goldstar; it's basically a paper-white EGA with a non-standard connector. They quite often lose capacitors (this one did that earlier this year) and have power supply problems. The monitor died one day when I turned it on; no picture, and the power-indicator LED comes on about half as bright as it used to. No smoke, no smell, no apparently dead components inside (but then again, I have almost no clue when it comes to electronics). Probably a power supply problem, but I'm definitely in no position to investigate it or repair it myself.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

5949. Good Mail Reader ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 17:56:06 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <12261994.175606@empyr.dircon.co.uk>
Source record: 174061

Hi,

Opinions please....

What is a good Mail Reader ? I use MT-QWK at the moment, which is ok,
but not a touch on Bluewave on the PC. Anyone suggest something good ?
That's also shareware ?

Happy New Year,

Kev.

VQWK 6.20 [Rev H - 04/04/94]

5950. Atari hw/sw for sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 18:08:40 UTC
From: masona@aol.com
Message-ID: <3dn0r8$o58@newsbf02.news.aol.com>
Source record: 174060

Atari Items For Sale:

1. 14-inch super VGA monochrome monitor (model #QC1438S): compatible with
IBM PC/, PC/AT. and PS/2.

2. SPECTRE GCR 3.0 (hardware/software w/Mac chips, Mac PD Disk and cables)

3. Golden Image Master FDD external disk drive w/cable

4. Supramodem 2400 w/cable

5. Migraph hand scanner with Touch-Up software

6. Original Software (with manuals):

Timeworks' SwiftCalc ST
Timeworks' Desktop Publisher
Timeworks' People, Places, Things clip art
Timeworks' Education Graphics clip art
Tracker/ST
Not a Penny More, Not a Penny Less
Ultimate Virus Killer
Datalite 2
Diamond Back II
Neo Desk 3
Flash
Compute Your Roots
Atari 1st Word
Current Notes ST Library Clip Art Disks: 158, 159, 160, 239, 245, 246, 247, 248, 249, 250
Current Notes ST Library #293D: Dungeon Master Maps
Codehead Technologies' Warp 9
Antic's "Map & Legends - The Cartographer"
ST FORMAT disks #49, #52 (set of 2)
Hippopotamus' HippoArt 1 (clip art)
StArt Magazine disks: V.4, #8 and #10; V.5, #5; V.2, #6
Compute! magazine disks: April 1987, Oct. 1987, Feb. 1988, April 1988

7. Miscellaneous disks: clip art, Ram disks, games, shareware, etc. (27 disks)

I would like to move everything at one time, but will accept offers on individual items. Please include postage/shipping estimate in offer. I also have a lot of magazines (StArt, Atari Explorer, ST X-Press, ST Log, Current Notes, and Atari Interface) if anyone is interested. Contact me

at MASONA.aol. Happy New Year!

5951. i need a FAQ or manual for 520STfm

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 18:55:46 UTC
From: ay973@FreeNet.Carleton.CA
Message-ID: <D1FLwz.F26@freenet.carleton.ca>
Source record: 174065

```
i need to know where i can get a manual for my 520STfm and if there's
a ftp site containing a FAQ?

--
-
B.Hatt. Ottawa.On.Ca.
---- ay973@freenet.carleton.ca
```

5952. memory upgrade how??

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 19:00:40 UTC
From: ay973@FreeNet.Carleton.CA
Message-ID: <D1FM54.FCE@freenet.carleton.ca>
Source record: 174067

i have a 520STfm and want more memory.
how much should the memory cost for 1meg and how much for 2.5 megs?

would i be better off buying a better machine (mega tt or whatever)
and what is the process to change the CHIPs?

i would appreciate any help thanks
--
-
B.Hatt. Ottawa.On.Ca.
---- ay973@freenet.carleton.ca

5953. Re: *New Atari Computer Platform idea*

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 19:27:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.HsCpCGwI68o@semprini.waterloo-rdp.on.ca>
Source record: 173982

In <Pine.ULT.3.91.941223043600.25164J-100000@acf2.NYU.EDU>, Kevin Dolorico writes:
>
>I was looking at the current computer situation in the world right now
>and all I saw really was Apple and "Intel"...and Microsoft. Apple, had
>been in the process of dying(until the the recent Pentium fiasco---now
>they have a chance to dig into the market again!)

What?!? Have you lost your mind? Sure, Apple's management does some
pretty bizarre things, but it's never been in the process of dying.
Atari was definitely in the process of dying, until they released the
Jaguar.

>I heard that in the next few years, there is going to be ONE OS running
>on all machines... a "standard"... This got me frightened! Are people
>going to be whitewashed and see everything in one color? It might be true!

You're a little mis-guided. The future appears to be that *any* OS will
be able to run on *any* hardware. *Any* expansion card will be able to
run on *any* system (via PCI and OpenFirmware/OpenBoot). ie, it'll be
the way it should have been in the first place.

>So... I have a suggestion for computer designers/hackers/or even ATARI...
>Why doesn't Atari make a computer based around... THE JAGUAR's chipset?

Because if Atari enters the computer market again, they'll go bankrupt.
Who'd develop software to take advantage of the system, or even to run
on it? Atari's having a bit of a hard time finding developers for the
Jaguar after the way they treated their ST/TT/Falcon developers.

>Given its specs, I'd say that if you added more ram(8 megs+), it would
>have more firepower than the current computer offerings. Port over a
>version of Unix, and then you're rolling...

On a 13.3Mhz 68000? The system would be slower than a MegaSTe, except
for graphics and sound operations. "Real" computing would crawl,
especailly with a multiuser system like UNIX on it.

>I'm sure there are people out there that are SICK of seeing "Intel
>Inside" and "PowerPC" logos... they want something more along the lines
>of a cheap SGI... Perhaps there could be a market for such a machine.

There certainly would be; witness all the Linux systems. Cheap UNIX
workstations is a surprisingly large market that's still being ignored.

>Given Atari's current financial problems just trying to market the
>Jaguar(poorly, as it seems)... perhaps it would be within their best
>interests to license off the design to some company to DEVELOP this

>Jaguar-Based RISC computer.

It'd be much, much better to have someone develop a Jaguar PCI card with
an OpenBoot BIOS.

>What do they have to lose? It certainly wouldn't hurt them...

Atari has this thing where they feel they must absolutely control all of
their technology, and prevent outside "stuff" from working with their
"stuff". Witness the lack of desire to build a CD-I cartridge for use
with the Jaguar CD-ROM...

>And just so I don't seem like an Atari fanatic---why doesn't Sega do this
>either with their new Saturn-based technology?

Sega certainly isn't stupid enough to try to enter the personal computer
industry.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

5954. low res. help

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 19:28:39 UTC
From: ay973@FreeNet.Carleton.CA
Message-ID: <D1FnFr.GKs@freenet.carleton.ca>
Source record: 174071

my 520STfm seems to give a fuzy picture when hooked up to a low res monitor.

the monitor works fine when hooked up to my vcr.
i have also plugged in a tv which also goes fuzy . its fuzy to the point that
i cannot read small words.
i'm using a cable from a nintendo video game to tv cable and i have also used
a straight rca or phono cable with no results.

the monitor i'm using is a commodore 1701 colour with video in and audio in in
front and chroma and luma in's and audio in back with a switch for front or back.

is there a special cord i need or is there an ajustment on the ST to ajust it.
it seems like there is interferance or the tuning is off but i know it's not
due to the fact that it works perfectly with the vcr.

there is a setting on the ST next to the low out saying channel L H what do these
settings mean?

i saw an atari compatable hard drive used 20nmegs for sale for $100. is this what it's
worth?
can i make an IDE or seagate or ibm type hard drive work with my ST?
can ibm simms be made to work with my ST?

TIA

--
-
B.Hatt. Ottawa.On.Ca.
---- ay973@freenet.carleton.ca

5955. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 19:32:46 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL1UBAUTUP@galaxy.owl.de>
Source record: 174075

In <3dmfa9$c2o@aggedor.rmit.EDU.AU> Glenda Moon wrote:

>Are you for real? or dont you understand english too well!!!!

Yeah, great. You stup*d bonehead. I probably understand English way better
than you would get along with German.

>magazines rate an application very highly, dont you think that means
>it is worth buying. Unfortunately, i took that chance on the recomendations
>of these magazines, and i have found the program to be totally useless

Perhaps you've misread the mags ...

>to say it once again.... Calamus 1.09, Calamus SL, Notator SL, Cubase 3.1
>do not like MagiC at all!!! verstehen sie? Ok, also I have found

Not Mag!C's faults at all. For one of the Calamus-versions a patch is
available. The major problem is the buggy PKS-editor which is in no means
supported and developed any longer.

>that DAVEKTOR PRO is also a little bit suspect. A friend of mine states

Most DA's products have more or less bugs. The DA crew knows about them but
they don't give a diddly poop about it.

I doubt that your MIDI-stuff works all that great together under Geneva. The
task-switching is probably not fast enough for the tight midi-timing.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

5956. Latest version of Hermes, where?

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 21:00:16 UTC
From: root@icon.pp.se
Message-ID: <H.ekBL.LwkWpFIYI3g@icon.pp.se>
Source record: 174072

I`m looking for the latest version of Hermes (v1.15?). I`ve looked through a couple of FTP-sites, but the best I`ve come up with is v1.14 so far. Does anyone know if v1.15 is publicly available, and if so where?

Thanks in advance!

--
Daniel Eriksson, root@icon.pp.se, voice +46 26 72905, fax +46 26 72123
"It`s not a job for soldiers, but only soldiers can do it!"

5957. Re: How to identify TOS version?

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 21:20:10 UTC
From: jonaeson@algonet.se
Message-ID: <3dnc2a$nbj@aristotle.algonet.se>
Source record: 174074

Achim Reinschmidt (carla@zikzak.apana.org.au) wrote:
: Hi all,
: is there a way to tell what version of TOS one happens to have in one's
: ST? Thing is, I had to get someone in Germany to send me German TOS ROMs
: for the second hand Atari I bought here in Australia (so I colud use my
: copy of Signum), and I don't know what version they were.
: The latest update year named in the info box is 1989 and it does a reboot
: when I press that four-key combination.
: I'm also a bit confused as I've read somewhere that what's referred to as
: TOS 1.4 is officially called 1.04, is this true?
: Thanks for your help.

Yes, there is. Easiest way is to grab a copy of SYSINFO, which gives you
any information you'd ever want about your ST... (well, almost, it
doesn't provide a benchmark).
I think it is available on almost any FTP-site, and has got a filename
like SYSINFxx.lzh/zip/zrc/whatever, where xx is the version number (8.3
is the most recent I've seen, but I haven't looked for a long time).

keyboard-reset is only available from TOS 1.4 and on AFAIK.

Yes, TOS 1.4's official name is 1.04, but ppl, lazy as ppl tend to be,
has in time "shortened" that to 1.4.
You'll find that 1.04 isn't the only TOS that ppl has "shortened".
TOS 1.02/1.0/1.06/1.062/2.05/2.06/etc all has lost the 0 along the way.

Regards, Tommy

5958. Re: WWW browser

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 21:54:28 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <788478868snz@bigbox.demon.co.uk>
Source record: 173953

> Jim Rote (jrote@mhs.mendocino.k12.ca.us) wrote:
> : Well the big question on my keyboard today is:
> : Where are the WWW browsers for the Atari? one would be fine thank you.
> : one that takes advantage of the GEM.

AFAIK there is no GEM based WWW browser... yet. Though two are being written.

> I just saw the latest version of Netscape for the PC's, in action....
> It's really fantastic....I could pay alot of money, for something not
> so good, but simmilar to that browser. In fact i would be very happy i
> could see at least one browser for my ST...!!--

In that case, set up MiNT, MiNTOS, MiNTnet and lynx (all available on a.a.)
I used it for the first time yesterday. It's text based, but it works fine.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

5959. Re: Good Mail Reader ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 22:08:20 UTC
From: "blacfire@crl.com" <blacfire@crl6.crl.com>
Message-ID: <Pine.SUN.3.91.941226140402.2625A-100000@crl6.crl.com>
Source record: 174076

On 26 Dec 1994, Kevan Winch wrote:

> Date: 26 DEC 94 17:56:06 GMT
> From: Kevan Winch <kevan@empyr.dircon.co.uk>
> Newgroups: comp.sys.atari.st
> Subject: Good Mail Reader ?
>
> Hi,
>
> Opinions please....
>
> What is a good Mail Reader ? I use MT-QWK at the moment, which is ok,
> but not a touch on Bluewave on the PC. Anyone suggest something good ?
> That's also shareware ?
>
> Happy New Year,
>
> Kev.
>
>
>
> VQWK 6.20 [Rev H - 04/04/94]
>
>

Try Mountain Reader II from Mountain Software, only $20 until Dec. 31 94,
very close to shareware price. It is very, very good and does both qwk
and bluewave. It is also packet with all kinds of features that can't be
found in any other qwk mail reader on the Atari platform.

blacfire@crl.com

5960. SCSI vs. ACSI

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 22:54:20 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL1XDGUTUP@galaxy.owl.de>
Source record: 174083

In <3dm99a$bde@ionews.io.org> Jon Dinga wrote:

>appreciated. Also, would this be the kind of situation which does not allow
>other kinds of scsi devices to be used on a ADScsi - ie scanners and ethernet
>adapters etc. WHAT is the difference between the TT SCSI bus and a ADSCSI

TT and Falcon SCSI is a "real" SCSI-II bus capable of doing things a 'SCSI via
ACSI`-bus isn't capable of.

I. E. bus arbitration. That's a mode all newer an bigger drives (mostly in
access of 1 gig) require. Furthermore TT/Falcon-SCSI is capable of all
command-sets.

However, ICD introduced a "cheat"-mode to send longer commands with their
adaptors, and so you can use audio-commands as well. Usually audio is SCSI-II.

It is possible to connect Falcon's and TT's through the SCSI-port if you have
a driver capable of bus-arbitration. AFAIK only the latest versions of
HDDRIVER and HuSHI (6.08) support this mode. You could even connect to a PC's
SCSI-adaptor and build a pretty fast network ;-)

This won't work with ACSI.

Cheers

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

5961. Re: ATARI DREAM COMPETENT

Newsgroup: comp.sys.atari.st
Date: 1994-12-26 23:01:00 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL1XDGUXUP@galaxy.owl.de>
Source record: 174084

In <3dm98p$bca@ionews.io.org> Jon Dinga wrote:

> n> I'd like to see the Suzy B CD's whem they're available, but TOAD didn't
> n> bother to reply to a couple of mails from me. So no business made there,
> n> fellas :-/
> Last I heard the SuzyB CDs were being pressed, so they sb available
>fairly soon. TOAD should reply soon, try again. It is the season, ya know ;)

I sent my first mail at the beginning of December and tried it a couple of
more times. No luck at all.

Someone from the US (Howdy Mark ;-) was kind enough to try to establish an
email-contact as well, but no luck either.

Perhaps they think my money isn't worthy ...

Hendr!K

5962. >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 00:20:28 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <EL2MAAXCUP@stingray.manawatu.gen.nz>
Source record: 174077

```
>What's the point? Do a simple hardware mod and increase serial port
>speed to 38,400, connect to a 28.8 bbs and download - cps rates of about
>3,400 cps are just that bit better than 14.4 connects, are they not? I
>run a USR 28.8 on my STe after installing the port mod and it's a hell
>of a lot faster than a 14.4 connect, I can tell you :-)
>

What are the modifications you have to make? I want to buy a 14.4K soon
and if I can get a 28.8 instead (and run it at more than 19.2K) that would
be great. Does the Falcon support 28.8K modems without any mods?

Richard.

--

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/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
```

5963. Re: Info on 520STs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 01:01:48 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1G2v0.Krq@cix.compulink.co.uk>
Source record: 174079

In message <3dkk6h$22l1@saturn.caps.maine.edu>, angst.umpi.maine.edu said:

> I'd like to help him set up some basic comm functionality with his
> system. The manual states that the built in RS232 port can handle
> buad rates up to 9600 bd. He also has a vt52 emulator built into
> the GEM(?) gui os. Can he go out and purchase a hayes standard 9600
> external PC modem and hook it up to the RS232 port?

The internal VT52 emulator is of little value nowadays. The serial port
will do 19200 happilly so anything up to a V32bis modem is worth having.
The connector is wired just like an IBM PC serial port so just buy a PC
cable.

The ST can also read PC 720K 3.5" floppies so get some Atari comms software
onto that format and you will be fine (I'm not the best person to advise
on Atari comms software - but there are lots of experts around here).

> I'm a fairly cabable Internet Navigator and have read all the atari
> newsgroups, browsed atari web sites, done veronica searches, and

Two good FTP sites are:

atari.archive.umich.edu
micros.hensa.ac.uk

> browsed ftp sites looking for stuff for the 520ST. I haven't turned
> up *anything*. Everything is aimed at MegaSTs or Falcons.

The MegaST is essentially a recased 520ST with more memory. 99% of software
for MegaSTs will work on 520STs. The Falcon is the ST replacement - that
runs most ST software. There is also the TT which is the workstation
equivilent of the ST. More powerful than the Falcon, but more expensive
- and doesn't have all the neat sound/graphics hardware the Falcon has.

> particularly on the processors, hard drives, floppies, and other sub-
> systems of each.

STs and MegaSTs have 8Mz 68000s, Falcons 16Mhz 68030 and TTs 32Mhz 68030.
All machine will take hard disks. Mainly through the use of a SCSI host
adaptor which fits on the DMA/ASCI port. The Falcon and the TT have
seperate SCSI ports. IDE drives are possible too - though very uncommon.

STs and MSTs have 720K floppy drives. Falcons and TTs generally have 1.44Mb
floppies though a few machines were shipped with 720K drives.

Hope that helps a little. There is loads more I could say on the subject
:-)

Roland.

@CiX

5964. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 01:01:50 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1G2v2.KsE@cix.compulink.co.uk>
Source record: 174080

In message <EL1PCCUXUP@galaxy.owl.de>, neptune@galaxy.owl.de said:

> A good way to determine the power of a setup is to compare i. e. a
> TeX-run.

But not so easy to do when you can't get your hands on all the machines.
Also each TeX-run would have to be with exactly the same setup to ba of
any use.

> Mostly people use the LKURZ to compare machines. A PAK with FASTRAM
> really flies. Way faster than a TT.

Not heard of LKURZ, but then again I've not heard of lots of decent Atari
software.

I agree the PAK3 with FASTRAM is faster than the TT, but when I was
considering buying the PAK3 I was none too convinced the PAK FASTRAM would
actually ever get released. A PAK *without* FASTRAM is not nearly as fast
as some people would have you believe. Also in my case I had a MSTE which
I was going to upgrade with a PAK. In the end I reckoned that selling the
MSTE and buying a TT was a better bet. True the MSTE with PAK with FASTRAM
is *faster*, but it was also going to be *more* expensive than a decent
secondhand TT. Also now I have the TT, I wouldn't want to give up the
TT-Hi (1280x960) paper white monitor.

:-)

Roland.

@CiX

5965. Re: [Q] KA9Q/NOS

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 01:04:38 UTC
From: zap@eskimo.com
Message-ID: <D1G2zw.BF8@eskimo.com>
Source record: 174078

I sure wish I could get the demon package to work with our local setup. I changed the addresses in the startup file and anything else that looked relevent but I can't get it to work with TIA (The Internet Adapter). Any ideas would be appreciated. Anyone using TIA with their Atari?
--

internet: zap@eskimo.com
ZAPPERDUDE uucp: zap@eskimo.celestial.com

5966. Lonny L. Pursell (ENCOM)

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 01:36:52 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EL2BDFUQUp@dksoft.ping.dk>
Source record: 174086

Does anyone know if i can reach Lonny L Pursell, (the author of an .DL
animation viewer) ??

If not, does anyone know if he has released an new version yet, newer
than 0.01beta ?

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

5967. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 02:33:30 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EL2CCBVIUp@dksoft.ping.dk>
Source record: 174087

In <3dmllc$fc6@osiris.wu-wien.ac.at> Alfred Radauer wrote :

>As to Magic for Falcon
>Magic for Falcon is definitely worked on. It is not true that Magic for
>Mac has alredy been officially released. The released version is *public
>alpha* for testing purposes. Magic for Falcon will be called Magic 3, and
>is the same for all other Atari computers (also for Falcon). It will be
>released a t the same time together with Magic for Mac at the end of January.
>Magic 3 will incorporate not only enhancements in terms ofthe AES (such
>as Geneva does), but also in the file systems. (i.e. several programs can
>access a drive at the same time etc...) Right now, if a programm access
>the harddrive, all other programs are not allowed to access it, too.
>Other enhancements will be loadable filesystems (i.e. for exoample direct
>use of Mac partitions with long file names etc...), loadabele device
>drivers (for the serial drivers there will be most of the HSMODA featuers
>integrated...), Pipes, drag&drop, Iconify.......
>

Yea yea.. Christmas time is over, stop wishing.
I'll believe in it when i see it, not a second before. I've heard plenty
of promises (even that Magic was suppose to be released for the Falcon
a few months ago. They only needed to finish the manual).
As for the Mac version, at least they got something.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

5968. Re: Good Mail Reader ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 03:48:16 UTC
From: cysco@tyrell.net
Message-ID: <D1GAKG.6to@tyrell.net>
Source record: 174091

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
: Hi,

: Opinions please....

: What is a good Mail Reader ? I use MT-QWK at the moment, which is ok,
: but not a touch on Bluewave on the PC. Anyone suggest something good ?
: That's also shareware ?

: Happy New Year,

: Kev.

: VQWK 6.20 [Rev H - 04/04/94]

I Mountain Reader II is an excellent product for both QWK and bluewave.

5969. GfA Basic 3.0 for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 04:04:05 UTC
From: ecaruso@hookup.net
Message-ID: <3do3nl$1n4@relay.tor.hookup.net>
Source record: 174085

I have GFA BASIC 3.0 with all manuals + an extra GFA PROGRAMMERS GUIDE manual. I'm asking $35.00 for both.

I also have FLASH terminal software, for $5.00 and EMPIRE game for $5.00.

interested? reply to ecaruso@hookup.net

thanks...

5970. BART on "holiday" from a.a.u.e.???

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 04:36:06 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <EL2RABUZUP@stingray.manawatu.gen.nz>
Source record: 174088

Does anyone know if the "BART" server has "gone on holiday" at
atari.archive.umich.edu?

Just I requested some files over 2 days ago - I know it's not exactly
instant in its replies, but I didn't realise it took _this_ long.

I just don't want to request the files again, only to end up with 2 copies
of everything as I have to pay per Meg =8-[

I hope you all had a good Christmas and that your New Year's wishes of a new
C-Lab Falcon (with better sound/graphics/keyboard...) are realised - and soon!

Richard =8-]

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Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

5971. Good Mail Reader ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 04:41:02 UTC
From: bseburn@vaxxine.com
Message-ID: <D1GD0E.MrK@vaxxine.com>
Source record: 174092

b > > What is a good Mail Reader ? I use MT-QWK at the moment, whi
b > > but not a touch on Bluewave on the PC. Anyone suggest someth
b > > That's also shareware ?
b > >
b > >
b >
b > Try Mountain Reader II from Mountain Software, only $20 until D
b > very close to shareware price. It is very, very good and does b
b > and bluewave. It is also packet with all kinds of features that
b > found in any other qwk mail reader on the Atari platform.

I'll second that motion! II is loaded with features, and is very
solid.

Brian

___ Mountain Reader II - #00000039

5972. Re: 3X CD Drive for only

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 05:35:36 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <pa41XNw.johnhechtman@delphi.com>
Source record: 174089

Jon Dinga <jondinga@io.org> writes:

> That was a very good info-post, and am sure a lot of people will be
>helped with that information. I hope that it finds its way into the CDROM.FAQ
>to be properly 'saved'. I have given advise and info to other people setting
>up scsi drives, and I have to wonder if some of those 'wont work at all'
>setups are as a result of this jumpering of 1-25 on the ribbon cable [ie on
>certain makes of drives] ?? Or am I off base on this? Reliable info would be
>appreciated. Also, would this be the kind of situation which does not allow
>other kinds of scsi devices to be used on a ADScsi - ie scanners and ethernet
>adapters etc. WHAT is the difference between the TT SCSI bus and a ADSCSI bus?

Jon,

Thanks for your kind words about my post. :) I _wish_ I knew enough about SCSI to answer all your questions (sigh). Reliable info would be _very much_ appreciated, by both of us and all the other folks here too! I know of 3 people using the Toshiba CD-ROM drive, myself on a Link 1, Marty O'Bryan on an ADSCSI adaptor and one of my fellow Delphi members on the SCSI port of his TT directly. All the configurations work, but as far as I know, I was the only one who had to use a pass-through (non-SCSI) cable to make it function. If anyone can tell me/us why, I'd be very grateful. I am sure that at least _some_ of the 'won't work at all' setups asre being taken down by just such a problem as I had. But why does it work that way????

5973. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 05:46:35 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3do9nr$ph2@golem.wcc.govt.nz>
Source record: 174090

In article <EL2MAAXCUP@stingray.manawatu.gen.nz>, richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:
>>What's the point? Do a simple hardware mod and increase serial port
>>speed to 38,400, connect to a 28.8 bbs and download - cps rates of about
>>3,400 cps are just that bit better than 14.4 connects, are they not? I
>>run a USR 28.8 on my STe after installing the port mod and it's a hell
>>of a lot faster than a 14.4 connect, I can tell you :-)
>>
>
>What are the modifications you have to make? I want to buy a 14.4K soon
>and if I can get a 28.8 instead (and run it at more than 19.2K) that would
>be great. Does the Falcon support 28.8K modems without any mods?
>
>Richard.

Not many phone lines will run at 28.8 and many shops here in NZ state
that NZ phone lines will not work at that rate...

Go have a look at the problems that most people get with 28.8 modems,
go sub to comp.dcom.modems...

I have not had much luck calling out side NZ with a 14.4 modem, and German
sites seem to be a real pain...

NOTE: Don't go buying the none standard Vfast 28.8, stick to the real
V34, also note a lot of V34 modems will not talk to Vfast ones....

> Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5974. Atari ST 4 sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 07:28:18 UTC
From: geddes@col.hp.com
Message-ID: <3dofmi$q0u@nonews.col.hp.com>
Source record: 174093

FOR SALE:

Atari 520 ST w/ 1MB RAM

Atari 1224 SC color monitor
external floppy drive
external 30 MB scsi hard disk
mouse, joy stick
Hewlett Packard Quietjet printer
1200 baud Avatex modem

Software:

WordWriter ST word processor
DataManager ST database
Acalc Prime spreadsheet
Achart Prime charting package
Flash terminal emulator
Mark Williams C (V 3.0) + manuals
OSS Personal Pascal + manuals
Degas Elite Graphics package

F-15 Strike Eagle
Star Raiders
LeaderBoard Golf
Adventure games
Utility software

Manuals

Scsi interface is broken - make an offer.

--
Bill Geddes {
email = (geddes@cs.itc.hp.com)
Phone = ((719) 630-8641)
}

5975. Another BUGed JPEG5 Binary...

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 11:52:38 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3dov66$s47@golem.wcc.govt.nz>
Source record: 174094
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well The New Port of JPEG5 on A.A. is very very buged,
the file that I used with JPEG 4, comes out OK a 250k GIF
File, but the file from JPEG5 doses not work and comes
out as a 10meg file..??

We should have soon a Real Atari port of JPEG5A, these other ports are not ment
for Atari, no TTP help files and no memory check, the JPEG4 does support all
that, but will not find files when run from a folder...

Come on chaps less of this crap, if you are not a Atari user, Please don't port
stuff that you can't test, and is not configured for the Atari platform..!!

So both JPEG5 ports are Buged, the one on A.A and the other on tu-berlin...

Or is it the source code that is buged...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5976. FORSALE: Atari ST/TT Software & Magazines

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 12:00:08 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3dovk8$qbb@canopus.cc.umanitoba.ca>
Source record: 174095
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
=====================================================================
SOFTWARE
=====================================================================
Assempro Assembler Language.....$ 28.00 (no box)
OSS Personal Pascal.............$ 28.00 (no box)

Night Shift.....................$ 13.00 (cute fun Lucasfilm platform/action)
Paladin (rpg)...................$ 10.00 (excellent rpg game)
Firezone........................$ 5.00 (strategic war game)
TV Sports Football..............$ 5.00 (xlent Football game 1 or 2 players)

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

Atari Interface Disks of the Month:
Oct'91 - Oct'92
*** 14 disks total with a wealth of useful & fun programs ***
Note: these are only the disks, not the magazines
Only $15 + shipping!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ AtariTT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ Dr.Who SCTV Unix $ the subject: SEND INDEX
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

5977. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 12:28:36 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL2NCAURUP@galaxy.owl.de>
Source record: 174100

In <D1G2v2.KsE@cix.compulink.co.uk> "Roland Givan" wrote:

>But not so easy to do when you can't get your hands on all the machines.
>Also each TeX-run would have to be with exactly the same setup to ba of

That is correct.

>Not heard of LKURZ, but then again I've not heard of lots of decent Atari

Thats a certain TeX-file all TeXnians ought to have.

>I agree the PAK3 with FASTRAM is faster than the TT, but when I was
>considering buying the PAK3 I was none too convinced the PAK FASTRAM would
>actually ever get released. A PAK *without* FASTRAM is not nearly as fast

That depends on the clockrate you're running. At 60MHz it is fast even without fast-RAM. In addition one can install the modification for the motherboard as well. That gives you 10, 12, or even more MHz on the main PCB.

This results in an overall performance improvement. DMA gets way faster, and with a modified OverScan software you have really nice resolutions in _all_ modes. Even mid-rez becomes usable.

Did Vic publish the photos and other data he took in Hennef? I talked to him when he showed up at the MW-booth to compile some infos about the PAK and stuff. He seemed pretty amazed ;-)

>is *faster*, but it was also going to be *more* expensive than a decent
>secondhand TT. Also now I have the TT, I wouldn't want to give up the TT-Hi
>(1280x960) paper white monitor.

Ok, TT-high is really nice. Thats one big advantage.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

5978. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 12:34:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3dp1jo$lk1@osiris.wu-wien.ac.at>
Source record: 174096

Kim Andersen (Kim@dksoft.ping.dk) wrote:

: Yea yea.. Christmas time is over, stop wishing.
: I'll believe in it when i see it, not a second before. I've heard plenty
: of promises (even that Magic was suppose to be released for the Falcon
: a few months ago. They only needed to finish the manual).
: As for the Mac version, at least they got something.

I *SAW* it. On the ProTOS show, it was not only running as a replcement
for TOS at the stand of ASH (who distribute it) but also at the stand of
the competition (No! Softawre, Compo.....) - and it seems to be very stable.
There has not been any announcement telling about a release by Christmas;
and there was no official announcement concerning Magic for Falcon as
well (at least not with the manual finishing- the official version said
that delays are there because of NVDI 3).
Of course, it would have been better if they would have finished it
yesterday, but when it cojmes out then, I think you will like it nonetheless.
On the other hand, you can still wait for Atari to release a nw MultiTOS
version :-)

Regards,

Alfred

5979. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 12:36:30 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL2NCAUUUP@galaxy.owl.de>
Source record: 173951

In <EL2MAAXCUP@stingray.manawatu.gen.nz> Richard MORRIS wrote:

>What are the modifications you have to make? I want to buy a 14.4K soon
>and if I can get a 28.8 instead (and run it at more than 19.2K) that would
>be great. Does the Falcon support 28.8K modems without any mods?

A Falcon gives you enough speed on the additional serial ports. One should
only install HSMODEM to make things work really well.

On my MegaSTE I've set Modem2 to a DTE of 57k6 which is definetely enough for
a 14k4 modem even with unpacked stuff.

If you connect a V.34 modem a DTE of at least 76k8 or more would be
appropriate to take full advantage of the modem (again, with _unpacked_
stuff). If the serial port is only capable of 19k2 a V.34-model would be a
waste of money (IMHO).

```
---
/Hendr!K/
''~``
( o o )
+--------------------.oooO--(_)--Oooo.------------------+-+
| Hendrik Mylius MausNet: Hendrik Mylius @ PB2 |P|
| Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de |G|
| D-32049 Herford .oooO Phone/Facsimile: |P|
| Germoney/Earth ( ) Oooo. +49-52 21-85 55 45 |!|
+----------------------\ (----( )--------------------+-+
\_) ) /
(_/
```

5980. Good Mail Reader ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 12:36:57 UTC
From: blade01@pplnet.com
Message-ID: <2665YBTOBRLRTUBPDC@pplnet.com>
Source record: 173857

IK>What is a good Mail Reader ? I use MT-QWK at the moment, which is
ok,
IK>but not a touch on Bluewave on the PC. Anyone suggest something good ?
IK>That's also shareware ?

Mountain QWK version 2.5 is now out. The demo version is available many
places; I'll send it up to an ftp site, if you'll tell me whihc one you
prefer.

--

Paradise Play Line BBS!!! PPL Networks - Ambassador Gcomm Dealer
Houston's Link to the World!! TELNET - 198.64.53.173
A True Gamer and Social BBS BBS - (713)597-4000 Sysop

5981. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 12:44:31 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3dp27g$5vq@aggedor.rmit.EDU.AU>
Source record: 174099

```
: I really think you do it a disservice here :-( Mag!X/MagiC is a wonderul
: piece of kit, and I for one wouldn't be without it. Geneva, on the other
: hand, is far too slow on a vanilla 8MHz ST for me.

Ok Frank, that is fair enuf, but, what is the compatibility factor with
geneva? It seems to me from what i am hearing, Geneva (tho slower) is
far more compatible with MORE applications than MagiC.

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

s9205525@otto.bf.rmit.edu.au
```

5982. Attention user groups

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 12:52:00 UTC
From: Scott Stringer <scott_stringer@pointless.gen.nz>
Message-ID: <41229154200$6FC8@pointless.gen.nz>
Source record: 173927

```
DAM>Please send me the name of your group and the e-mail
DAM>address of an active member. Preferrably an officer, like the
DAM>president or whatever.

You've got it Daniel, this is the address of the Canterbury Atari
Computer Enthusiasts ( C.A.C.E )

P.O. Box 13522
Christchurch
New Zealand

Secretary - Scott G Stringer [ scotts@pointless.gen.nz ]
---
X SLMR 2.1 X Say it with flowers....send her a TRIFFID.
```

5983. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 12:58:39 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3dp31v$5vq@aggedor.rmit.EDU.AU>
Source record: 173952

: Yeah, great. You stup*d bonehead. I probably understand English way better
: than you would get along with German.

Ok ok, enuf of the abuse. I dont have the time nor the patience for it.
(I lived and worked in a town called Celle in '81 btw, so my deutche sprechen
is reasonable)

: Perhaps you've misread the mags ...

Not at all, if you've read them, you would notice that the reports for
MagiC are glowing.

: Not Mag!C's faults at all. For one of the Calamus-versions a patch is
: available. The major problem is the buggy PKS-editor which is in no means
: supported and developed any longer.

that may be so, but i'm stuck with PKS (and i hate it also btw)

: Most DA's products have more or less bugs. The DA crew knows about them but
: they don't give a diddly poop about it.

well i'm quite happy with the DA stuff except for one thing, and
unfortunately that is because i dont use the colour version of Didot
(or whatever it is called now) which enables filled vector graphics
to be saved blah blah.........

: I doubt that your MIDI-stuff works all that great together under Geneva. The
: task-switching is probably not fast enough for the tight midi-timing.

Perhaps not, but i would like the luxury (especially with Notator) of
being able to adjust the score while d/ling from a bbs or editing
a graphic in calamus.

It may be a lot to ask, but it is what I would expect from a multitasking
program. Perhaps i expect too much (especially after what i have read).

I SUGGEST THAT YOU READ THE MAGAZINE ARTICLES IN QUESTION THEN YOU WILL
KNOW WHAT I MEAN. 8-)

and please, no more abuse, everyone else who has replied has been quite
reasonable in their opinions.

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

s9205525@otto.bf.rmit.edu.au

5984. Apex Problems - forwarded mail.

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 13:42:28 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941227Z134228.191dbrewood@nest.demon.co.uk>
Source record: 173954

```
Msg #123 / 1-129 Time: 26 Dec 94 21:57:52
From: Doug Little on 90:90/0.2
To : Daron Brewood(fwdr) on 90:90/0.1
Subj: Re: Forwarded InterNet Mail
---------[Netmail]---------------------------------------------
To be forwarded to:

@earlgrey.exnet.com:graham.irvine1.11254e-308rin.mettav@exnet.com

DB> Hi Doug ,
DB>
DB> I spoke to you breifly at the London Show about adding VIDI(12)
DB> support to Apex .have you had a chance to speak to Rombo about this
DB> (availability of
DB> source code which they say to me they are happy to release to anyone
DB> who want
DB> it) ? And probably more to the point is it feasible given its
DB> relatively low
DB> spec point ?

Nope, sorry - have not had the time yet, but I'll give them a ring next week.
The only hassle I can forsee is that Vidi12 does not generate a true-colour
image. This means a bit of additional image-conversion which although easy,
does not comply with the way the program works just now. You will not be able
to grab truecolour animations in realtime etc. but I imagine thats pretty
obvious anyway.

DB> Anyway apart from that I am having lots of Fun messing about with
DB> Apex anyway ,

Great, glad you are having fun with it!

DB> plenty to keep me occupied until Expose is available ,what is the
DB> current
DB> projected release date ATM for That ?

As far as I know (Expose is a Titan Designs project, BSS are only involved with
the software side), the card should be available early next year. i.e. February.

If you want a more accurate date, call Dave on 021 693 6669.

DB> Glad to hear that you are getting a lot of interest in it because it
DB> is truly a
DB> fine program and deserves to do extremely well !

Thanks!
```

DB> Only One minor problem encountered so far though which might just be
DB> down to other programs (outside).

Okay,

DB> If I have outside installed and I try to load JPG files onto a
DB> larger page
DB> (640*400)than screen sized (320*200) image Apex locks up ,this is
DB> with Outside
DB> set to compatible ,RAM into ROM protected, and all other switch's
DB> OFF , IS this
DB> due to VRAM not liking to deal with screen display , although IIRC
DB> the same
DB> problem doesn't happen with GIF or TGA files .

Hmm, Outside does seem to have a few probs with the FileSelectors now and again, as well as other things.

To be honest though, if you only get problems with JPEG files then I think I know what the problem is - we use the Audio DMA to transfer the JPEG data to & from the DSP to give us a little more parallelism. This means the program can convert & process the pixels as they are
generated.

I think we have made the mistake of providing available 'virtual' memory to the JPEG routine for general use - the problem being that ALL
hardware, including BLITTER, AUDIO DMA, SCREEN DMA etc. cannot use virtual memory at all. The memory accessed by these chips does not go via the 68030 & therefore bypass the MMU which is doing all the 'virtual' stuff. This is why OUTSIDE allows you to leave some normal memory for the OS -it needs it for the hardware!

DB> What it the best
DB> settings you
DB> have found for Outside ?

For good all-round results, set the pagesize to 16k. This prevents exaggerated disk-thrashing (as with 8k) and is more efficiently managed than 32k. I think copying ROM to RAM might (don't quote me on this one) be a little unsafe, as it means the OS will start swapping in & out of RAM as the machine begins to use up more space. It's a little scary that a program calls a routine in the OS and it's on disk at the time! Generally, try to keep programs in ST memory by setting their flags - but let them ALLOCATE from VIRTUAL memory. This should be a much safer way to go.

Also, when you choose the amount of normal/alternative ram for use, always leave about 2megs of normal space. This is absolutely mandatory for Apex to be able to allocate screens. The value you enter as 'alternative' is simply the size of the cache you wish to use on the virtual disk - the bigger it is, the less disk-swapping you will have to put up with - but it is just a luxury & not highly important.

If you get out of memory problems, try making the alternative 'cache' smaller.

DB> And any hints for setting up the CPX (I
DB> have found it
DB> necessary to limit the amount of VRAM to be used else you cannot
DB> load or save
DB> files)

That's weird - I'll need to try it.

I use these settings > LEAVE 32k (ST-RAM) : LEAVE 1024k (VRAM)

Hope this helps...

Regards,

Doug - dlittle@nest.demon.co.uk

+---+
| Black Scorpion Software Developments ~~~~~ Falcon030 & Jaguar |
+---+
| Doug Little / Neil Stewart / Dave Encill / Andy Younger / Nick Hesketh |
+---+

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Audio/Photo CD. Beta tester. =
==

5985. Who can help with TOWERS?

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 15:12:19 UTC
From: aclauss@rbg.informatik.th-darmstadt.de
Message-ID: <3dpasj$pn5@rs18.hrz.th-darmstadt.de>
Source record: 173960

Who can help with the game TOWERS?

I am in the two topmost levels of the tower. There is a great
room with a locked door (how can I open the door?) and some
switches (labeled A-H and 1-8). There is also a long tunnel with
a lot of magical traps. The tunnel is blocked with some rocks
(is there a way to pass the blocked tunnel?).

In the rest of the tower I found writings on the walls (for
example: E2-E4). I think these writings should help to
operate the switches, but unfortunately I don't know how.

Regards,
Alexander

email: aclauss@rbg.informatik.th-darmstadt.de

5986. ATARI STUFF 4 SALE

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 18:21:50 UTC
From: Art.Salina@starlinx.damar.com
Message-ID: <aa8_9412271600@damar.com>
Source record: 173975

I am interested in the spectre GCR THAT YOU HAVE. PLEASE LET ME KNOW HOW
I CAN GET IT TO ME HERE IN PHOENIX, AZ. PLEASE REPLY . THANKS.

5987. Re: Help Please Modems

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 18:30:13 UTC
From: fvdakker@sterbbs.nl
Message-ID: <09355AAHDFQDAFGSMVW@sterbbs.nl>
Source record: 173963

paul@xciv.demon.co.uk wrote:

pa>> Don't know which is best, but I do know that 100 doesn't work
pa>with a > falcon :-(
pa>
pa>What didn't work?
pa>
pa>AFAIK they're all C ports except MAILER which was written from
pa>scratch in LC anyway, nothing h/w specific AFAIK.

My modem does not respond when I use it on the falcon. That's what's
wrong!
Greetings, Frits van den Akker, JFA Software, MajorNet: program@STR
Internet: fvdakker@sterbbs.nl, fvdakker@runner.knoware.nl
I now have another e-mail adress! program@knoware.nl
But I can't read that mail yet :-)

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

5988. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 18:32:50 UTC
From: kim@dksoft.ping.dk
Message-ID: <EL2SAGUWUP@dksoft.ping.dk>
Source record: 173980

In <3dp1jo$lk1@osiris.wu-wien.ac.at> Alfred Radauer wrote:

>I *SAW* it. On the ProTOS show, it was not only running as a replcement

Yes ofcouse you saw it. I'd see Croma24 as well before it was suppose
to be released.

>for TOS at the stand of ASH (who distribute it) but also at the stand of
>the competition (No! Softawre, Compo.....) - and it seems to be very stable.
>There has not been any announcement telling about a release by Christmas;
>and there was no official announcement concerning Magic for Falcon as
>well (at least not with the manual finishing- the official version said
>that delays are there because of NVDI 3).

Yep, i'd hear those excuses as well.

>Of course, it would have been better if they would have finished it
>yesterday, but when it cojmes out then, I think you will like it nonetheless.

It would have been better to support the Falcon before anything else.
Supporting the ST is something i do not understand at all. The ST is dead.
Supporting a Mac is something i can understand, but it doesn't leave many
hopes left for the Falcon.
Beeing more concerned about NVDI 3.0 rather than finishing Magic for the
Falcon, is another thing i don't understand. We allready had a working
NVDI for the Falcon. And there is probably more demands for Magic on the
Falcon, than a new NVDI, who is supporting SpedoGdos, or whatever the
new features are. NVDI was suppose to be a screenaccelrator, not some utility
for DTP handling.
So don't blame me for beeing negative about this. Blame the Magic team!

I hope i'll live to experience Magic for the Falcon, but to be honste i
really doubt it.

>On the other hand, you can still wait for Atari to release a nw MultiTOS
>version :-)
>

No thank you.. I do have MultiTos. It came with my Falcon, and now it
seems like i can't get rid of it 8-(Maybe if i gave it away for free.

Greets
Kim

--

/---\
-/---\-

```
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
| The scandinavian board when you | 5 Atari computers including a Falcon. |
| have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
| CD-Roms online Free download limit.| Many years of experience. |
-\-------------------------------------------------------------------------/-
 \-----------------------------------------------------------------------/
```

5989. Re: Connect capture buffer questions

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 19:23:43 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3dppjv$4oe@mailer.fsu.edu>
Source record: 173965

Tom Hopper (hopper_t@msupa.pa.msu.edu) wrote:
> What is the maximum size for the copy buffer? I also use STorm as Hallvard
> described, and I enjoy the unlimited size of the scroll-back buffer. In my
> limited use of ConNect, though, I haven't been able to get more than 500
> lines in the capture buffer. Is there any way to store more lines, and
> cut, paste and "send" from them?

That is probably because you are just clicking the available button selections on that popup dialog (the highest being 500 lines, if I remember correctly). Simply type a bigger number into that dialog and it takes it just fine. I have mine set to 1000 lines. As for the max, I really don't know. My guess would be however much memory you have available, but I don't know what the structure looks like in which the lines are buffered.

Now, with that said, I cannot admit to actually testing this to make sure it can save 1000 lines. I know that most of my sessions generate a far greater number than that, and I have not had any problems, but I have not actually counted to make sure there are a thousand there or anything :-). I assume it does work as it seems to.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

5990. AU Sound Files..

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 19:24:14 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <851_9412272106@genesplicer.org>
Source record: 173979

In a message of 27 Dec 94 14:13:25, Roger Sheppard. wrote:

RS> I tried SoundLab, but that gives a distorted sound,

Did you try clicking on the High Bit button?

5991. Re: James Pond

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 19:36:57 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3dpqcp$4oe@mailer.fsu.edu>
Source record: 173961

Eric March (diehl@bonk.io.org) wrote:
> Annius Groenink (avg@cwi.nl) wrote:
> : az822@FreeNet.Carleton.CA (Angus P. Armstrong) writes:
>
> : >My son would desperately like to have the game "James Pond" for a
> : >Christmas present. The problem is that I can't find out where to get it
> : >from. Apparantly it is not being produced anymore. Can anyone give me any
> : >suggestions on where to start looking?
> : >Thanks!
>
> : Have you checked for James Bond with a B?
>
> James Pond II: Codename: Robocod is a Ocean title, the sequel to the original
> James Pond.

I believe there was a game pack released that had both James Pond and Robocod
included. I'm pretty sure Robocod is still pretty easy to get, and the pack
might be as well (I hear Robocod is better than JP, as with many sequels).

One place to try is D&P Computer Supply, 1-800-535-4290. They can get just
about anything that is still made for the ST. Good luck!

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

5992. Re: Apex Problems - forwarded mail.

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 19:52:42 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL2UCJVGUP@galaxy.owl.de>
Source record: 173955

In <941227Z134228.191dbrewood@nest.demon.co.uk> Daron Brewood wrote:

>copying ROM to RAM might (don't quote me on this one) be a little unsafe, as it
>means the OS will start swapping in & out of RAM as the machine begins to use
>up more space. It's a little scary that a program calls a routine in the OS and
>it's on disk at the time! Generally, try to keep programs in ST memory by
>setting their flags - but let them ALLOCATE from VIRTUAL memory. This should be

AFAIK the ROMRAM option puts the OS into RAM, protects it and the memory used.
This part isn't swapped at all then.

But I'm not 100 % certain on this. Perhaps Uwe can comment on this one!?

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

5993. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 19:54:12 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL2UCJVJUP@galaxy.owl.de>
Source record: 173956

In <3dp1jo$lk1@osiris.wu-wien.ac.at> Alfred Radauer wrote:

>On the other hand, you can still wait for Atari to release a nw MultiTOS
>version :-)

Waiting in vain ;-)

Hendr!K

5994. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 20:00:10 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL2UCJVMUP@galaxy.owl.de>
Source record: 173957

In <3do9nr$ph2@golem.wcc.govt.nz> Roger Sheppard. wrote:

>Not many phone lines will run at 28.8 and many shops here in NZ state
>that NZ phone lines will not work at that rate...

Are the lines that bad down under?

>Go have a look at the problems that most people get with 28.8 modems,
>go sub to comp.dcom.modems...

Pretty technical group, though.

>NOTE: Don't go buying the none standard Vfast 28.8, stick to the real
>V34, also note a lot of V34 modems will not talk to Vfast ones....

You can buy a V.fast if you observe a couple of things:

-it should be a DSP-modem. NOT a chip-set one. With a DSP you can upgrade
easily with a new firmware.

-make sure the firmware is in FlashEPROM's. No hustle there to get a newer
version installed.

I personally won't go for this last analogue step towards higher speed. I'd
rather buy. (E)ISDN. That gives me 2 channels at 64kbit each for about the
same price of a decent V.34 (USR).

--
/Hendr!K/

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Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

5995. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 20:02:14 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL2UCJVPUP@galaxy.owl.de>
Source record: 173959

In <H.eg.RAv9oUc0y1Y@semprini.waterloo-rdp.on.ca> Chris Herborth wrote:

>3) Linux would be the only native PowerPC software available; there are
> almost *no* Atari developers left to recompile their commercial apps

From what I've heard of the Linux-PPC-port they have a looooong way to go.
Those guys cannot get all the information about the hardware they need.

Hendr!K

5996. Re: WWW browser

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 20:03:38 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL2UCJVSUP@galaxy.owl.de>
Source record: 173958

In <788478868snz@bigbox.demon.co.uk> Ben Bell wrote:

>> : Where are the WWW browsers for the Atari? one would be fine thank you.
>> : one that takes advantage of the GEM.
>
>AFAIK there is no GEM based WWW browser... yet. Though two are being written.

TWO? Are you sure about this?

Chriiiiiis ... ?

Hendr!K

5997. .GL & .DL animation Viewer

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 20:56:46 UTC
From: kim@dksoft.ping.dk
Message-ID: <EL2UFEURUP@dksoft.ping.dk>
Source record: 173981

Does anyone know if there's a Grasp (.GL) or .DL animation viewer
available somewhere. I got a .DL vierwer from a guy called Lonny, but
it's giving me problems with about 50% of the .DL animations i've got.
So now i'm looking for other alternatives.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

5998. MINIX partition screwed..Restore to TOS??? HOW!?

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 21:15:32 UTC
From: plina@sci.fi
Message-ID: <3dq05k$l9t@idefix.eunet.fi>
Source record: 173964

HI all.
Well, I guess I'm dumb, I tried to install the 680x0 linux vers. on
my falcon , it prooved to be quite impossible at this time since
the HD drivers are so buggy , it takes about 1-2 read attempts from
a (any) HD..both SCSI&IDE untill the system crashes, so be warned,
do not attempt to install LInux on a Falcon if you're not really really
sure you know what you're doing...
Anyhow, my problem is this, I Minix initialized a partition for use
with Linux (From linux with mkfs) and now I can't restore it.. :(
Any help ??? I seriously don't want to reformat the whole SCSI disk,
as I have in excess of 180 Mb's of stuff on it and it would take litterally
years to back it all up, and my IDE is only 85 Mb's... :(

Desperatly in need of advice,
-Peter.

5999. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 21:46:08 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3dq1v0$40g@golem.wcc.govt.nz>
Source record: 173971

] Not many phone lines will run at 28.8 and many shops here in NZ state
] that NZ phone lines will not work at that rate...

I've never seen any problems. I downloaded a 1.2meg ZIP-file with a
28.8K connect, (speed of around 4600cps average), without any problems
at all. (On a PC obviously)

] NOTE: Don't go buying the none standard Vfast 28.8, stick to the real
] V34, also note a lot of V34 modems will not talk to Vfast ones....

Is there actually any difference between the two, or are you paying
an extra $100 just for the "standard". No v.34 modem I've seen advertised
doesn't mention "compatible with V.Fast modems". There were rumors
of a new 8:1 compression for the v.34 modems, but as far as I can
see, the two are the same thing, (other than they apparently negotiate
the connection slightly differently).

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

6000. AU Sound Files..

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 22:13:25 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3dq3i5$4be@golem.wcc.govt.nz>
Source record: 173972

I have tried playing a AU sound file but so far no luck..

I tried SoundLab, but that gives a distorted sound, but I remembered
a post here about converting them with 525, well that just gives me lots of
noise, so what is wrong chaps...??

The AU sound file has the string .snd in its first bytes....

Thanks.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6001. 520ST forsale

Newsgroup: comp.sys.atari.st
Date: 1994-12-27 23:59:40 UTC
From: dvac@rush.dr.att.com
Message-ID: <D1HunG.58s@bigtop.dr.att.com>
Source record: 173962

FORSALE:

Atari 520ST w/512K, 360K floppy, 720K floppy, SM124 mono Monitor, mouse,
cables, and some software
$80

There is nothing wrong with this system, it is just sitting around
collecting dust, and I just haven't used it since I got my 386 a little
beefed up...

buyer pays shipping.

-Dan Vachon dvac@rush.dr.att.com

6002. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 00:10:43 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412272312.AA00908@ilmen.lanl.gov>
Source record: 173974

In a previous article, g02o@alf.zfn.uni-bremen.de (Mark-Oliver Wolter) wrote:

> Hutch (hutch@ilmen.lanl.gov) wrote:
> :> Not necessarily, Hendrik. You must understand that the PPC is sooooo much
> :> faster than a 680x0 chip, that it makes software emulation of a 680x0 chip
> :> potentially feasible. The ONLY reason that has kept Apple's PowerMacs
>
> But a 68060 would again be MUCH faster as a PPC or 040 ...

I disagree... software optimized for the PPC should be much faster than the
same software written for an 040/060. It's the old CISC vs RISC bit again.

And this is a moot point anyway since no one will be able to afford a 68060
until (and IF) production increases to a point to make them affordable.

-Hutch- @ Fair Dinkum Tech

6003. Re: Falcon 040

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 00:25:45 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412272327.AA00911@ilmen.lanl.gov>
Source record: 173977

In a previous article, obryan@gumby.cc.wmich.edu (Mark O'Bryan) wrote:

>In article <9412221414.AA00566@ilmen.lanl.gov>,
>Hutch <hutch@ilmen.lanl.gov> wrote:
>> My comment was based on personal experience with a PowerMac 7100/66 (at
>> my office) and a Quadra 660av (at home).
>
>Hutch, have you actually benchmarked this, or is it purely seat-of-the-
>pants? I ask because I remember reading the benchmarks in MacWorld
>that showed the PPC emulation running 2-2.5x slower than an 040-33,
>i.e., 40-50% of its speed.

Hmmm, thought I mentioned before that I have NOT benchmarked this. It is based solely on my personal, daily experience with both machines. I need to d/l the latest version of Speedometer which is PPC compatible. I'll do so this week and share my findings, whatever they may be, OK?

>(I've also read that Apple has an improved emulator in-house, that
>tuns twice as fast, but is reluctant to release it because it might
>reduce the incentive for developers to do native versions.)

Yes, Apple does have an improved emulator that is supposed to be released this spring with the new crop of PowerMacs. I think the rumor about their reluctance to release it is hogwash, however.

>> The PM's 680x0 emulation is nearly the same speed as my 040-based
>> Quadra which has been boosted to 32MHz. The PM's emulation would be a lot
>> slower than a 40MHz 040 and a bit slower than a 33MHz 040 but it's decent.
>
> 2-2.5x slower seems like more than "a bit slower" to me.

Don't believe everything you read, Mark. :) I'll do the benchmarks and send you the results, but even via my 'seat-of-the-pants' tests I can assure you that the PM7100/66 is in NO way 2 - 2.5x slower than my 32MHz 660av! Perhaps that MacWorld article referred to a 6100/60?

-Hutch- @ Fair Dinkum Tech

6004. Re: Falcon040

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 00:32:48 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412272334.AA00914@ilmen.lanl.gov>
Source record: 173983

In a previous article, neptune@galaxy.owl.de (Hendrik Mylius) wrote:

>>But a 68060 would again be MUCH faster as a PPC or 040 ...
>
>At the same clockrate? That I doubt _very_ much! And also the price will be
>higher than for an 040, and *way* higher than for a PPC.

Ah, at last! Someone speaks with a bit of sanity. Thanks, Hendrik. :)

>>MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
>> | | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
>> | | | Vereinsr"aume: Steffensweg 5, 28217 Bremen, B.R.D. NEW: PC group
>> | | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
>> / | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
>>/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
>> *** Always LOGON - the bright side of life ! ***
>
>
>Hey Hutch! How about this .sig?

Nyahhh... not near as cute as yours, Hendrik. Besides, I can't read it. :)

-Hutch- @ Fair Dinkum Tech

6005. Problem w/ Populous II

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 00:39:52 UTC
From: jchung@ren.us.itd.umich.edu
Message-ID: <3dqc4o$6ig@lastactionhero.rs.itd.umich.edu>
Source record: 173966

Hello, out there:

I recently got Populous II for my Ste and found that the game will not run with the Warp 9 Screen accelarator installed. Does anyone know of a fix out there that might correct the problem?

My setup is a 4 Meg Ste running TOS 1.62 with a hard drive.

Right now, to play the game I have to boot with a floppy which is really annoying.

-j

6006. Atari STf & LDW Basic

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 03:25:48 UTC
From: ad264@freenet.toronto.on.ca
Message-ID: <D1I471.I7x@torfree.net>
Source record: 173967

I have an Atari STf running under TOS 1.0. For a few years I have been writing programs using the LDW Basic compiler. The programs run well on my machine. However, when I tried them on STe and Mega systems, a few problems showed up. The main one is that a click on a button on a secondary window is not recognized. I tried recompiling on these machines and the same problem occurs.

Is the fault with LDW Basic, the Atari hardware, and is there any way around it ? I have also tried compiling with 1.4 on my machine, but that also doesn't help.

I would appreciate any help or suggestions.

Jack.

6007. Re: Problem w/ Populous II

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 03:35:06 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3dqmda$6mb@golem.wcc.govt.nz>
Source record: 173968

] I recently got Populous II for my Ste and found that the game will
] not run with the Warp 9 Screen accelarator installed. Does anyone know
] of a fix out there that might correct the problem?

Use a boot-selector (Superboot, Hazel, Easyboot etc.) and disable Warp-9
upon bootup. Warp-9 isn't too friendly with a lot of programs that
use non-standard methods of doing things, such as most non-GEM
games. There should be a switch in Warp-9 itself to disable it
temporarily, but I could be wrong.

Running a hard-drive without a boot-selector is just asking for problems
to happen....

By far the best one is X-Boot 3 which Gribnif sells. This is however
commercial, and so costs more than the 3 I listed above :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

6008. DEXtrous or EASE?

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 04:46:31 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3dqqj7$7qs@nntp.Stanford.EDU>
Source record: 173978

Are there any demos our there for these two new desktop replacements that
I can play around with?

6009. memory upgrade how??

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 04:48:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <836_9412300454@tor250.org>
Source record: 173889

> i have a 520STfm and want more memory.
> how much should the memory cost for 1meg and how much for 2.5 megs?
>
> would i be better off buying a better machine (mega tt or whatever)
> and what is the process to change the CHIPs?
>

All depends how comfortable you are with soldering.
The 520ST has two banks for RAM but only bank 1 has chips in it. The chips should be 256K each, and there should be 16 of them (each bank takes 16 chips). Now if you wanted to go to 1 meg theoretically all you'd need to do is fill up the second bank in the 520ST. Whether this really works I have still to find out. I'm trying to do what you're doing, upgrading a 520ST to 1 meg.

The other option for you when doing RAM upgrades is to get a pro to do the upgrade.

A neat little product that I found out about only recently is the Marpet Xtra-RAM board. It will allow you to put SIMM RAM into your ST instead of the old DRAM. SIMM RAM is great because when you want to upgrade to more RAM you just plug it in. The Marpet will let you go as high as 4 megs.

Hope this helps

Later...

... OFFLINE 1.52

--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

6010. low res. help

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 05:05:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <837_9412300454@tor250.org>
Source record: 173888

> my 520STfm seems to give a fuzy picture when hooked up to a low res
> monitor.
>
> the monitor works fine when hooked up to my vcr.
> i have also plugged in a tv which also goes fuzy . its fuzy to the
> point that
> i cannot read small words.
> i'm using a cable from a nintendo video game to tv cable and i have
> also used
> a straight rca or phono cable with no results.
>
> the monitor i'm using is a commodore 1701 colour with video in and
> audio in in
> front and chroma and luma in's and audio in back with a switch for
> front or back.
>
>
> is there a special cord i need or is there an ajustment on the ST to
> ajust it.
> it seems like there is interferance or the tuning is off but i know
> it's not
> due to the fact that it works perfectly with the vcr.
>
> there is a setting on the ST next to the low out saying channel L H
> what do these
> settings mean?
>
>
> i saw an atari compatable hard drive used 20nmegs for sale for $100.
> is this what it's worth?
> can i make an IDE or seagate or ibm type hard drive work with my ST?
> can ibm simms be made to work with my ST?
>
A ha we meet again!

Okay first let me tell you about monitors. Even the best cable in the world won't save you from that fuzzy screen. The RF output from the ST is just plain bad for anything other than low rez. If you want a real composite output your going to have to get an ST monitor cable that has been modified for use with a composite monitor (like the 1701), that or else you should plunk the money down and get yourself a proper ST RGB monitor (known as a SC1224). The settings L H are just a channel select for the ST when using a television as a display terminal, it's not useful for much else. Your ST's manual should say pretty much the same thing.

An ATARI compatible hard dirve eh? Okay what was the make, how many years has the owner used it, have they had any problems with it (head crashes, drive controller failure, etc...), is the hard drive auto parking, what is the encoding method (MFM, RLL, IDE, SCSI)? These are all factors that you'll need to consider before you buy a hard drive. I suggest doing some reasearch on the subject before taking the plunge. Cost will depend on all the factors listed.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org
| Standard disclaimer: The views of this user are strictly his own.

6011. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 06:52:23 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3dr1v7$86g@golem.wcc.govt.nz>
Source record: 173973

In article <EL2SAGUWUP@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
>In <3dp1jo$lk1@osiris.wu-wien.ac.at> Alfred Radauer wrote:
>
>>I *SAW* it. On the ProTOS show, it was not only running as a replcement
>
>Yes ofcouse you saw it. I'd see Croma24 as well before it was suppose
>to be released.
>It would have been better to support the Falcon before anything else.
>Supporting the ST is something i do not understand at all. The ST is dead.
>Supporting a Mac is something i can understand, but it doesn't leave many
>hopes left for the Falcon.

Well its a thing called Logic, there are far more ST.STE's, MEGA's out there
than Falcons....

Falcons don't sell, well they have had to drop them down to 300 pounds
in the UK to get rid of them...

A dealer here brought one in, he was told by a Falcon addict that he would sell
heaps, one year later it still in stock, unless he gives it away it will never
ever be sold...

>Kim

A far better machine to get is a Acorn Risk PC, leaves all other machines for
dead...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6012. Re: Mono Emulation Question...

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 08:29:17 UTC
From: nimoy@scorch.hna.com.au
Message-ID: <1994Dec28.082917.14873@scorch.hna.com.au>
Source record: 173911

Thank you very much to everyone, for all of the replies.

____ ____ ___ ___ _ _
/ ___)(__ \ / _ \ / __)( )/ / First Naturalised Vulcan-Australian
___ \(___/((_))((__ (< Citizen!
(____/(_) ___/ ___)(_)_\ nimoy@scorch.hna.com.au

6013. PAULA MOD Player..

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 08:57:22 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3dr99i$97b@golem.wcc.govt.nz>
Source record: 173976
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

*** HELP ***

Can some one tell me if Paula 2.4 or a later version is on the net...

ie, FTP site.....

I know its on GEnie but its over 500k, but that costs money to get and
I don't get a very fast connection....

Thanks..........

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6014. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 09:49:36 UTC
From: bensmith@teleport.com
Message-ID: <3drcbg$ske@linda.teleport.com>
Source record: 173984
Cross-posted to: alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.ibm.pc.games.marketplace,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

Next SwapMeet Dated for January 2nd, 1995 at 7 PM.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought
fall into such Categories as Computer Dealers, all kinds. All kinds of
Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes
and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game
Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game
Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals &
Accessories.

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other
Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes (NO PIRATED MEDIA OF ANY KIND,
PLEASE!!), TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and all Dealers Welcome and Wanted!!

NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10!! FIRST COME FIRST SERVE!! TABLES $10!! FIRST COME FIRST SERVE!!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St.
at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet or Table Rentals.
Reply in E-Mail to bensmith@teleport.com.
Or Call Ben Anytime at (503)256-9974 (VOICE/VOICE MESSAGING).

Please Direct all replies to bensmith@teleport.com in E-Mail or Call
Ben Anytime at (503)256-9974.

Next SwapMeet will be January 2nd, 1995 at 7 PM.

You are invited!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

6015. ALL Computers & Electronics SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 10:01:34 UTC
From: bensmith@teleport.com
Message-ID: <3drd1u$sqr@linda.teleport.com>
Source record: 173985
Cross-posted to: alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.ibm.pc.games.marketplace,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

This SwapMeet is Dated for January 2nd, 1995 at 7 PM.

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

Is currently holding Monthly Swap Meets with an occasional Raffle. Monthly Swap Meets are Held on the First Monday of each Month from 7 PM - 10 PM. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

FOR ANY INFO INCLUDING TABLES: CALL BEN AT (503)256-9974!!
THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Please Direct all Replies to bensmith@teleport.com in E-Mail or call Ben anytime at (503)256-9974.

The next SwapMeet is Dated for January 2nd, 1995 at 7 PM.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

6016. Re: Problem w/ Populous II

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 10:12:44 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL3LACVFUP@galaxy.owl.de>
Source record: 173999

In <3dqmda$6mb@golem.wcc.govt.nz> Steve Wells wrote:

>Use a boot-selector (Superboot, Hazel, Easyboot etc.) and disable Warp-9

BTW, which is the latest SuperBoot?

Hendr!K

6017. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 10:22:22 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL3LACVIUP@galaxy.owl.de>
Source record: 173901

In <3dq1v0$40g@golem.wcc.govt.nz> Steve Wells wrote:

>I've never seen any problems. I downloaded a 1.2meg ZIP-file with a
>28.8K connect, (speed of around 4600cps average), without any problems
>at all. (On a PC obviously)

I'd say this CPS-rate is bogus. With well _pre-packed_ stuff one should have a max. of about 3350 cps. With _unpacked_ files one should get in access of 7000 cps.

Of course to take advantage of the modem's capabilities the DTE-speed should at least be set to 57k6 with pre-packed and 76k8 or 115k2 with unpacked files.

>Is there actually any difference between the two, or are you paying
>an extra $100 just for the "standard". No v.34 modem I've seen advertised
>doesn't mention "compatible with V.Fast modems". There were rumors

Big difference. V.34 is a standard everyone has to stick to. V.fast is moreless vendor-specific. Some V.34 machines can connect to a V.fast, but that is not guaranteed.

>of a new 8:1 compression for the v.34 modems, but as far as I can

Sorry, but that's utter bullsh*t. Even the 4 times compression ratio is highly unrealistic. One should stick to the rates the usual packers e. g. ZIP or LZH provide. That's realistic.

>see, the two are the same thing, (other than they apparently negotiate
>the connection slightly differently).

They're really not the same. It's to technical for me to explain it in English, though. There are more appropriate groups to get details anyway.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

6018. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 10:27:22 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL3LACVLUP@galaxy.owl.de>
Source record: 174000

In <EL2SAGUWUP@dksoft.ping.dk> Kim Andersen wrote:

>>Of course, it would have been better if they would have finished it
>>yesterday, but when it cojmes out then, I think you will like it nonetheless.

>It would have been better to support the Falcon before anything else.
>Supporting the ST is something i do not understand at all. The ST is dead.

There are about 500,000 ST's used in Germany. I wouldn't say thats dead.

>Falcon, is another thing i don't understand. We allready had a working
>NVDI for the Falcon. And there is probably more demands for Magic on the
>Falcon, than a new NVDI, who is supporting SpedoGdos, or whatever the

I doubt that. More people have NVDI than Mag!C.

>new features are. NVDI was suppose to be a screenaccelrator, not some utility
>for DTP handling.

It is not a tool for DTP handling. Sheesh.

>So don't blame me for beeing negative about this. Blame the Magic team!

Blame Compo (yuck) for their stupid legal action against Behne and others.

>I hope i'll live to experience Magic for the Falcon, but to be honste i
>really doubt it.

It'll be there. And you won't believe your eyes.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

6019. Re: Attention user groups

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 12:25:20 UTC
From: jondinga@io.org
Message-ID: <3drlfg$ms9@ionews.io.org>
Source record: 173986

```
On 12-26-94 fz695@cleveland.Freenet.E wrote to ALL...
f> I am compiling a list of user groups and e-mail contact
f> addresses. Please send me the name of your group and the e-mail
f> address of an active member. Preferrably an officer, like the

Till we have new officers elected:
Hamilton-Burlington-Oakville Atari User Group
semi-official online contact = jondinga@io.org

ttyl !!

* (QW|{ 2.6 *
```

6020. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 12:39:34 UTC
From: kim@dksoft.ping.dk
Message-ID: <EL3MDDUZUP@dksoft.ping.dk>
Source record: 173922

In <3dq1v0$40g@golem.wcc.govt.nz> Steve Wells wrote:

>Is there actually any difference between the two, or are you paying
>an extra $100 just for the "standard". No v.34 modem I've seen advertised
>doesn't mention "compatible with V.Fast modems". There were rumors
>of a new 8:1 compression for the v.34 modems, but as far as I can
>see, the two are the same thing, (other than they apparently negotiate
>the connection slightly differently).
>

V34 and VFast is two different protocols. They do not work together, (just
like you can't get Xmodem and Zmodem to work together).
V34 has been announce to be _the_ standard in the furture. So anything which
doesn't support V34, could become a problem. But right now there has been
sold alot of these Vfast modem, and most of the manufactures has promised
they'll make an upgrade to support V34 as well as VFast.
But if you plan to buy a new modem, buy a V34, just to make sure.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

6021. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 12:48:10 UTC
From: kim@dksoft.ping.dk
Message-ID: <EL3MDDVCUP@dksoft.ping.dk>
Source record: 173923

In <EL2NCAUUUP@galaxy.owl.de> Hendrik Mylius wrote:

HM> If you connect a V.34 modem a DTE of at least 76k8 or more would be
HM> appropriate to take full advantage of the modem (again, with _unpacked_
HM> stuff). If the serial port is only capable of 19k2 a V.34-model would be a
HM> waste of money (IMHO).
HM>

Thats not just your opinion, thats a fact. A V34 (or an 28k8 modem), should
not be set to anything below 57600 DTE baud, (well, 38400 should perhaps
be enough). Anythng below 38400 would be the same as connecting a 2400
baud modem with DTE baud of 1200. Stupid and surly waste of modem and money.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

6022. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 13:21:45 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3drop9$hbo@osiris.wu-wien.ac.at>
Source record: 173987

t.nz>
Distribution:

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:

: A far better machine to get is a Acorn Risk PC, leaves all
:other machines for
: dead...

Well, I think you did well writing about the Acorn "Risk" machine . :-)
The acorn RISK machine is a realy good machine, IMO, but is terribly
outpwered by Apple Power MACs, Alphas and the likes. Apart from the UK
(And New Zealand?) they are absolutely anything else but widespread
(right now I cannot think even of one mag that is out for the machine
over here). And I do not think that the software base is any better than
the software base of the Ataris .

Regards,

Alfred

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

6023. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 13:49:27 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3drqd7$hbo@osiris.wu-wien.ac.at>
Source record: 173992

Kim Andersen (kim@dksoft.ping.dk) wrote:
: In <3dp1jo$lk1@osiris.wu-wien.ac.at> Alfred Radauer wrote:

: >I *SAW* it. On the ProTOS show, it was not only running as a replcement

: It would have been better to support the Falcon before anything else.
: Supporting the ST is something i do not understand at all. The ST is dead.

Well, I have a Mega STE here and there are far more St(e)s and TTs out
there than there are Falcons, and I fo4r my part wnat to continue to use
my machine. I think supporting the ST and TT is also simpler to achieve,
as the original work has already been done on a ST.

: Supporting a Mac is something i can understand, but it doesn't leave many
: hopes left for the Falcon.

The hopes for the Falcon should and are not carried by ASH, the Behnes
but about Atari themselves.
And if those people at atari have already got prototypes of a falcon040,
running with some very interestin specs, as one atari techinician (former
atari technician) at the Texas facility told me, and then they decide not
releaseit, to close the Texas research center etc.. and concentrate on
gemas consoles, what more do you want?
I cannot say more that there magic for Flcon is definitely worked on, if
you believe it or not, the rest is up to Atari.

: Beeing more concerned about NVDI 3.0 rather than finishing Magic for the
: Falcon, is another thing i don't understand. We allready had a working
: NVDI for the Falcon. And there is probably more demands for Magic on the

There is an extremely high demand for NVDIO on all machines, and there is
also an extremely high demand for SpeedoGDOS and alikes of it. I think
that besides NVDI, SpedoGDOS 4.x was one of the mostly sold piece of
software over the past months. The problems with Atari software, howver,
are well known to developers and users, so there was enormous demand
for improvements inthat area, which, Atari, as always, ignored. At least
with Eric Smith we got the software officilly released. Now, after Compo
announced the availability of SpeedoGDOS 5, it should be clear that the
release of NVDI 3 with integrated vector scalers etc. was to be givn
priority in order not to lose customers to Compo.

: Falcon, than a new NVDI, who is supporting SpedoGdos, or whatever the
: new features are. NVDI was suppose to be a screenaccelrator, not some utility
: for DTP handling.

NVDI never was supposed to be just a screen accelerator (this is just the
rumours or opinions those guys who are close to Quick ST, Warp 9

etc..are spraeding).
NVDI is a full replacement for the graphic routines in GEM, called VDI.
The VDI handles not only screen output, but, as the name already states,
output to any devices (printers, plotters, cameras ...); it also includes
fonthandling. The reason, why fonthandling and device handling fo rdevices
other than screens have been separated on the Atari was that everything
just
did not fit into the ROMS of the early STs. Yet GDOS was always a part
of the VDI (just take a look at PC GEM).
Thus it is absolutely natural for a VDI replacement to use also Speedo
technology, device handling or anything else in that matter that has been
added to the VDI (or GDOS) in its course of development.

: So don't blame me for beeing negative about this. Blame the Magic team!
: I hope i'll live to experience Magic for the Falcon, but to be honste i
: really doubt it.

Well, some dreams come true. :-) I would not be surprised if 1 or 2 months
from now we will see a new Magic owner in denmark :-)

: >On the other hand, you can still wait for Atari to release a nw MultiTOS
: >version :-)
: >
: No thank you.. I do have MultiTos. It came with my Falcon, and now it
: seems like i can't get rid of it 8-(Maybe if i gave it away for free.

For free? I think you should give so. moeny to use it. IMO, format the
disks, and send a letter of congratlations to the former TOS crew at
Taligent for the extra empty disks for data storge they were able to
include with a Falcon.

Regards,

Alfred

6024. Re: .GL & .DL animation Viewer

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 14:58:54 UTC
From: alfasoldt@aol.com
Message-ID: <3drufe$8ij@newsbf02.news.aol.com>
Source record: 173991

> Does anyone know if there's a Grasp (.GL) or .DL animation viewer
> available somewhere?

I've been beta testing a viewer that handles .DL files as well as GIFs, FLIs, FLCs and a few other formats. It ONLY works in 256-color mode, however. The viewer was written by Mike Hill and is being released (apparently as freeware) as soon as he finishes the docs. It's the fastest FLI, FLC and GIF viewer I have used on my TT. It will be posted on GEnie shortly, and someone should pick it up there.

Al

6025. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 15:24:08 UTC
From: and@sun1.mim.uni-hannover.de
Message-ID: <1994Dec28.152408.29966@newsserver.rrzn.uni-hannover.de>
Source record: 173994

In article hbo@osiris.wu-wien.ac.at, h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:
(..)
>: Supporting a Mac is something i can understand, but it doesn't leave many
>: hopes left for the Falcon.
>>The hopes for the Falcon should and are not carried by ASH, the Behnes
>but about Atari themselves.
>And if those people at atari have already got prototypes of a falcon040,
>running with some very interestin specs, as one atari techinician (former
>atari technician) at the Texas facility told me, and then they decide not
>releaseit, to close the Texas research center etc.. and concentrate on
>gemas consoles, what more do you want?
>I cannot say more that there magic for Flcon is definitely worked on, if
>you believe it or not, the rest is up to Atari.

That is absolutely correct. The work on NVDI caused some delay. I think it was not the original plan to implement TrueType Fonts. But now NVDI is completed and works great (even with original MS Windows fonts).

We hope to finish MagiC 3 in a few weeks, including Falcon support and some additional MultiTOS features. MagiC 3 has a complete rewrite of DOS (it was necessary to implement device drivers, XFSs and MacIntosh support) and that's why it took some time.

ANDREAS KROMKE

6026. FS: SmpteTrack Gold and SmpteMate II

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 15:24:36 UTC
From: aq255@freenet.buffalo.edu
Message-ID: <D1J1H0.19M@freenet.buffalo.edu>
Source record: 173903

Atari sequencer program from Hybrid Arts (Barefoot Software) with SMPTE interface box. Program is full featured, with graphic editing, etc. Hardware lets you read and write SMPTE code in a variety of formats from/to tape. This lets you sync your sequences to tape, or time-coded video.

E-mail if interested for more information.

Price: $150, plus shipping to you.

Paul Zablotski
aq255@freenet.buffalo.edu

6027. Re: PAULA MOD Player..

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 15:33:21 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <3ds0g1$iol@csugrad.cs.vt.edu>
Source record: 173993
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:

: Can some one tell me if Paula 2.4 or a later version is on the net...
: ie, FTP site.....

Try atari.archive.umich.edu or one of its mirrors. If it doesn't
let you in (its got a ftp user limit), it should give you a list of mirror
sites.

Hope this helps.

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

6028. Legend: help needed

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 15:40:25 UTC
From: morisset@ERE.UMontreal.CA
Message-ID: <D1J27F.Jyn@cc.umontreal.ca>
Source record: 173904

Love Legend from Mindscape, but I get stuck, and plan to be stuck many more times... I think there is a cluebook, with maps, and aids for the many puzzles encountered in this game. Does somebody has it? Is there a walkthru on the net? Does someone would like to help me in my moment of terrible need ?

Francis Lacasse
Librarian

6029. Star Trek game

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 16:18:54 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <788631534snz@chowgar.demon.co.uk>
Source record: 173995

Does anybody remember a game called Star Trek - The Rebel Universe (or something like that). It was the first game I bought for the ST years ago. I've still got the original disk but I can't find the manual. Does anybody have a copy of the manual they would sell. I think the game was by Firebird.

Thanks.

--

Simon Moore
smoore@chowgar.demon.co.uk

6030. Re: WWW browser

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 16:32:50 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <788632370snz@chowgar.demon.co.uk>
Source record: 173908

In article <788478868snz@bigbox.demon.co.uk>
bjb@bigbox.demon.co.uk "Ben Bell" writes:

> > Jim Rote (jrote@mhs.mendocino.k12.ca.us) wrote:
> > : Well the big question on my keyboard today is:
> > : Where are the WWW browsers for the Atari? one would be fine thank you.
> > : one that takes advantage of the GEM.
>
> AFAIK there is no GEM based WWW browser... yet. Though two are being written.
>
> > I just saw the latest version of Netscape for the PC's, in action....
> > It's really fantastic....I could pay alot of money, for something not
> > so good, but simmilar to that browser. In fact i would be very happy i
> > could see at least one browser for my ST...!!--
>
> In that case, set up MiNT, MiNTOS, MiNTnet and lynx (all available on a.a.)
> I used it for the first time yesterday. It's text based, but it works fine.

How hard was this to set up ? I downloaded the latest binary of MiNT and then
found the latest version of MiNTnet but this wasn't compiled so it wasn't much
use to me.

--

Simon Moore
smoore@chowgar.demon.co.uk

6031. Super Bomberman demo

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 17:19:28 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3ds6n0$c81@vishnu.jussieu.fr>
Source record: 173997

You can get a demo version of the game Super Bomberman I'm currently coding on Falcon (file /pub/Atari/incoming/sbm.lzh on ftp.cnam.fr). Send me your opinions. Not the definitive version, but already fun to play, at three players. Have fun !

MB.

6032. The game Frantick

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 17:24:03 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3ds6vj$c81@vishnu.jussieu.fr>
Source record: 173998

Has anybody got the results of the contest?? I had locked the score counter
to 999,999 so I think I had a little chance to win the Jag... ? As I don't have a modem,
I haven't been able to get the results. Please answer me. Thanks.

MB.

6033. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 18:48:26 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <788640506snz@tachyon.demon.co.uk>
Source record: 173988

In article <3dp27g$5vq@aggedor.rmit.EDU.AU>
s9205525@otto.bf.rmit.edu.au "Glenda Moon" writes:

> Ok Frank, that is fair enuf, but, what is the compatibility factor with
> geneva? It seems to me from what i am hearing, Geneva (tho slower) is
> far more compatible with MORE applications than MagiC.

To be honest, I've had very few compatibility problems wih either one,
but I don't use MIDI software. All of the major league stuff I've used
has run with MagiC with no problems at all, other than a UK soundtracker
called STormTracker, which likes Geneva but not Mag!X.

--

```
_____ _
|_ _|_ _ ___| |__ _ _ ___ _ __ = Demon Internet Atari Tech Support.
| |/ _` |/ __| '_ \| | | |/ _ \| '_ \ = Email support@tachyon.demon.co.uk
| | (_| | (__| | | | |_| | (_) | | | | for full details.
|_|\__,_|\___|_| |_|\__, |\___/|_| |_| = PGP 2.6 Public Key available.
|___/
```

6034. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 18:54:58 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <788640898snz@tachyon.demon.co.uk>
Source record: 173989

In article <EL2MAAXCUP@stingray.manawatu.gen.nz>
richard@stingray.manawatu.gen.nz "Richard MORRIS" writes:

> What are the modifications you have to make? I want to buy a 14.4K soon
> and if I can get a 28.8 instead (and run it at more than 19.2K) that would
> be great. Does the Falcon support 28.8K modems without any mods?

I'm sure the files explaining the port mod are available all over, but
just in case, there's an English version available at ftp.demon.co.uk in
the path pub/atari/misc for anyone who's interested.

--


```
_____ _
|_ _|_ _ ___| |__ _ _ ___ _ __ = Demon Internet Atari Tech Support.
| |/ _` |/ __| '_ \| | | |/ _ \| '_ \ = Email support@tachyon.demon.co.uk
| | (_| | (__| | | | |_| | (_) | | | | for full details.
|_|\__,_|\___|_| |_|\__, |\___/|_| |_| = PGP 2.6 Public Key available.
|___/
```

6035. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 18:57:20 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <788641040snz@tachyon.demon.co.uk>
Source record: 173990

In article <3do9nr$ph2@golem.wcc.govt.nz>
sheppard_r@kosmos.wcc.govt.nz "Roger Sheppard." writes:

> NOTE: Don't go buying the none standard Vfast 28.8, stick to the real
> V34, also note a lot of V34 modems will not talk to Vfast ones....

This is true. The new USRobotics Sportster V.34 is V.everything - it
does true v.34, v.fast, v.terbo etc right down to 300/300 without
trouble. I've used mine to connect to v.34 and v.fast modems with no
trouble.

--

```
_____ _
|_ _|_ _ ___| |__ _ _ ___ _ __ = Demon Internet Atari Tech Support.
| |/ _` |/ __| '_ \| | | |/ _ \| '_ \ = Email support@tachyon.demon.co.uk
| | (_| | (__| | | | |_| | (_) | | | | for full details.
|_|\__,_|\___|_| |_|\__, |\___/|_| |_| = PGP 2.6 Public Key available.
|___/
```

6036. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 18:58:08 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL3TEBUWUP@galaxy.owl.de>
Source record: 173906

In <788641040snz@tachyon.demon.co.uk> Frank Charlton wrote:

>This is true. The new USRobotics Sportster V.34 is V.everything - it
>does true v.34, v.fast, v.terbo etc right down to 300/300 without
>trouble. I've used mine to connect to v.34 and v.fast modems with no

This is one fine machine. The firmware still needs to be worked on, though.
And it's quite expensive IMO.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

6037. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 18:59:18 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL3TEBUZUP@galaxy.owl.de>
Source record: 173907

In <3dr1v7$86g@golem.wcc.govt.nz> Roger Sheepead. wrote:

>A far better machine to get is a Acorn Risk PC, leaves all other machines for

Why are you still bothering us here?

Hendr!K

6038. Re: WWW browser

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 19:03:42 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <788641422snz@bigbox.demon.co.uk>
Source record: 173873

In article <788632370snz@chowgar.demon.co.uk>
smoore@chowgar.demon.co.uk "Simon Moore" writes:

> > In that case, set up MiNT, MiNTOS, MiNTnet and lynx (all available on a.a.)
> > I used it for the first time yesterday. It's text based, but it works fine.
>
> How hard was this to set up ? I downloaded the latest binary of MiNT and then
> found the latest version of MiNTnet but this wasn't compiled so it wasn't much
> use to me.

Are you sure? The distributions come with the source *and* the binaries. Don't
be fooled by the fact that they don't have .ttp or .tos as an extension. What
you'll need is MiNT (BTW is 1.12h2 available in binary form anywhere?) in the
auto folder, a mint folder on the boot partition containing socket.xdd (from
mintnet net/socket.xdd), the SLIP driver (net/drivers/slip.xif) and PLIP if
you want to do local ST to ST networking at any decent speed. Then just put
the configuration tools (tools/netstat, route, if*, slattach) somewhere, and
then just add the bits you need (ftp, lynx, telnet).
If you setup MiNTOS first, the directory structure is then created for you
and so you just put the bits of programs you get in the relevant places.
All in all it is a bit tricky, but worth it.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

6039. Re: Problem w/ Populous II

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 19:56:28 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3dsftc$f3m@golem.wcc.govt.nz>
Source record: 173912

] >Use a boot-selector (Superboot, Hazel, Easyboot etc.) and disable Warp-9
]
] BTW, which is the latest SuperBoot?
]
] Hendr!K

Last time I looked it was v8.1. (./atari/Utilities/spbt81.lzh on atari.archive.umich.edu) I don't recall seeing any newer versions since.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

6040. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 20:00:17 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3dsg4h$f3m@golem.wcc.govt.nz>
Source record: 173902

] >I've never seen any problems. I downloaded a 1.2meg ZIP-file with a
] >28.8K connect, (speed of around 4600cps average), without any problems
] >at all. (On a PC obviously)
]
] I'd say this CPS-rate is bogus. With well _pre-packed_ stuff one should hav
] max. of about 3350 cps. With _unpacked_ files one should get in access of 7
] cps.

It was the original ZIP. (The one with compression worse than ARC).

I'm not sure why it was packed with the normal mode, but with the modem
making up for the difference, it hardly matters much.

] Of course to take advantage of the modem's capabilities the DTE-speed shoul
] at least be set to 57k6 with pre-packed and 76k8 or 115k2 with unpacked fil

It was set to 115200. As it was a 486/66 with a 16550C UART chip on
the modem, it could handle this (as long as Windows wasn't in memory
anywhere, which dropped the maximum speed to 57600).

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

6041. ST/SC1224 pinouts needed

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 21:36:03 UTC
From: jnorberg@u.washington.edu
Message-ID: <3dslo3$ck2@nntp1.u.washington.edu>
Source record: 173905

I've lost my user manuals for the above items (a 520STfm and an older JVC made SC1224 monitor) and am getting ready to do a little bit of hardware hacking. What I'm looking for specifically is the pinout specs. Is te an FAQ available anywhere or if someone out there wouyld be so kind as to send me the info in Email I'd sure appreciate it!

Thanks!

Jeremy

jnorberg@homer.u.washington.edu

6042. SoundLab and AU Files No.2

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 22:03:09 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3dsnat$fut@golem.wcc.govt.nz>
Source record: 173913

Well I am still getting distortion with SoundLab, and
with the high bit turned off...??

525 only gave me a noise file..

So how do I play AU sound files....???

Do I have to go get a PC clone and a SoundBlaster...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6043. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-28 22:30:36 UTC
From: kim@dksoft.ping.dk
Message-ID: <EL3WCCVBUP@dksoft.ping.dk>
Source record: 173932

In <3dr1v7$86g@golem.wcc.govt.nz> Roger Sheppard. wrote:

>Well its a thing called Logic, there are far more ST.STE's, MEGA's out there
>than Falcons....

Do you call it logic to support the ST, or even Atari ?
Maybe there are more ST, STE and Mega owners now, but they will not grow
at the market. There is a slight chance that the Falcon will take over
alot of those ST,STE owners out there, IF! people like the Magic team
had the time to support it.
Do you call it logic to support the ST and the Mac, but not the Falcon ?

>
>Falcons don't sell, well they have had to drop them down to 300 pounds
>in the UK to get rid of them...

Dropping 300 pounds from it's original price only shows the real price.
The Falcon was far to expencive when it first hit the market. Now it's
down to a place where it's a fair price.

>
>A dealer here brought one in, he was told by a Falcon addict that he would sell
>heaps, one year later it still in stock, unless he gives it away it will never
>ever be sold...

That dealer might been unlucky. On the other hand, he doesn't have much
Falcon stuff to sell either, which once again is cause by software producers
like the Magic team.

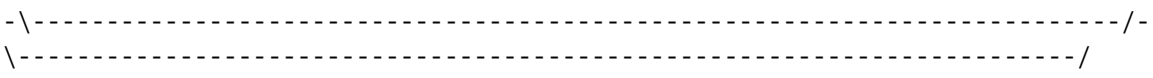
>
>A far better machine to get is a Acorn Risk PC, leaves all other machines for
>dead...
>

Nope.. I might want to get a Pentium, but not before i'm sure what happens
to the Atari market.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.



6044. SC1224 magnetized... help!

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 00:59:12 UTC
From: jws4p@fermi.clas.Virginia.EDU
Message-ID: <D1Js2o.Mq0@murdoch.acc.Virginia.EDU>
Source record: 173914

I made a stupid mistake the other day and put a clock radio down on top of my sc1224 monitor (the original RGB one with the dials on the side). Anyway when I turned on my computer today the screen was all rainbow tie-dyed. I moved the clock away that second and most of the color distortion is gone, but I still have a purple blotch in the top left corner of my screen. Does anybody know an easy way to fix this? A year ago a friend put a car stereo speaker on my TV set and the magnet distorted the screen so badly that it is still all funky. Hopefully any solution will help with that, too. Thanks in advance.
-John

--
John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

6045. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 01:17:20 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3dt2n0$hdh@golem.wcc.govt.nz>
Source record: 173910

In article <EL3TEBUZUP@galaxy.owl.de>, neptune@galaxy.owl.de (Hendrik Mylius) writes:
>In <3dr1v7$86g@golem.wcc.govt.nz> Roger Sheepead. wrote:
>
>>A far better machine to get is a Acorn Risk PC, leaves all other machines for
>
>Why are you still bothering us here?

Yes to keep you all in check, and less of this drivel....

>Hendr!K

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6046. Re: SC1224 magnetized... help!

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 01:20:07 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3dt2s7$hdh@golem.wcc.govt.nz>
Source record: 173909

In article <D1Js2o.Mq0@murdoch.acc.Virginia.EDU>, jws4p@fermi.clas.Virginia.EDU (John William Stanmeyer) writes:
>I made a stupid mistake the other day and put a clock radio down on top of
>my sc1224 monitor (the original RGB one with the dials on the side).
> -John

Just ring up a TV shop and ask them to demag your screens, its that simple...

Unless you have a screen demagnetiser there is not much you can do...

>John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6047. 14.4K Modem w/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 01:26:33 UTC
From: em129@cleveland.Freenet.Edu
Message-ID: <3dt389$ioa@usenet.INS.CWRU.Edu>
Source record: 173919

Hello Everyone:

I just bought a 14.4K Fax Modem and want to be sure that I'm getting the best use out of it that I can. First of all, my comm software has a mode for 9600 baud and 19200 baud--which should I use? Do I need some sort of AUTO folder program to fix the serial port on the Falcon in order to obtain high speed data transfers? Do I need a hardware fix? Also, are there any pd fax programs anyone could recommend for me to try out my modem's fax capabilities? I'm not technically inclined, so please answer in layman's term, where possible. Also, anyone know of a good kermit program that will run on the Falcon? Any advice on these matters will be greatly appreciated. Thanks for your time :)

6048. Re: *New Atari Computer Platform idea*

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 01:39:10 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3dt3vu$bai@cxc1.cl.msu.edu>
Source record: 173920

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>Because if Atari enters the computer market again, they'll go bankrupt.
>Who'd develop software to take advantage of the system, or even to run
>on it? Atari's having a bit of a hard time finding developers for the
>Jaguar after the way they treated their ST/TT/Falcon developers.

You speak in serious Mis-Understatement Mode! Atari's having a DAMNED HARD time finding anyone to develop for the Jaguar. Witness "the list" of developers "on board" against the number of titles A FULL YEAR LATER!

Atari (the Tramiels...) couldn't market their way out of a wet paper bag. This year I have had recurring notions to re-write the Christmas classic "T'was the night AFTER Christmas"

>Backwards-compatibility is crippling the computer industry in the 90's.

If you want to see some REAL steps backward, take a look at the PC platform! These people are just now figuring out that everything they install on their system scrambles their CONFIG.SYS and AUTOEXEC.BAT files, so they're not using floppies to boot various games and software packages! IT'S THE 90'S, FOLKS! And the PC crowd is just now stepping up to BOOTING FROM FLOPPIES!

And now, for your Atari-bashing pleasure:

T'was The Night After Christmas
==========

T'was the night after Christmas
and all through the house
Children were screaming and shouting,
"That Sam's such a louse!"

I have harsher words
I use for Ol' Hairless
"Lying Twit" and "Laughing Stock"
Slip out when I'm careless.

"He promised us 30 games!"
'They'll be out by year-end.'
The children would love
To kick his rear-end.

I must now throw in
A lineend "Tramiel."
It's the only thing I know
That rhymes with "Schlamiel."

--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

6049. Re: Info on 520STs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 03:29:25 UTC
From: angst.umpi.maine.edu
Message-ID: <3dtael$b277@saturn.caps.maine.edu>
Source record: 173929

In a previous article I said:
>
>My father was recently given an Atari 520ST that someone
>needed to get rid of. He seems to have it up and running and
>is very happy with it, but would like to use it to get connected
>to the internet.
[snip....snip]

I would like to thank everyone who responded to my plea for assistance! This group seems to have really neat people following along judging from the great responses I received. Your help has been invaluable. Again, many thanks...

Rick Fry

6050. Populous on a STe

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 05:10:25 UTC
From: ba186@freenet.buffalo.edu
Message-ID: <D1K3pE.28L@freenet.buffalo.edu>
Source record: 173921

I know I've seen this before and really wished I paid more attention at the time. With that being said....

I just purchased Populous for my Atari 1040STe w/4MB and TOS 2.06 and the disk will not boot. On the otherhand, I plugged in my old Atari 1040STf w/1MB and TOS 1.00 and it booted just fine. What is the problem and is there anyway to get Populous to boot and run on my 1040STe system?

Thanks,

Theron

6051. Re: SoundLab and AU Files No.2

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 06:31:00 UTC
From: diehl@r-node.io.org
Message-ID: <3dtl35$adl@ionews.io.org>
Source record: 173917

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: Well I am still getting distortion with SoundLab, and
: with the high bit turned off...??

: 525 only gave me a noise file..

: So how do I play AU sound files....???

: Do I have to go get a PC clone and a SoundBlaster...??

It 'sounds' to me like what you have isn't an AU file at all. Every AU file
I've gotten has converted perfectly with 525 ... and if 525 doesn't convert
it properly, then chances are it isn't any format 525 recognises.

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

6052. Re: Populous on a STe

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 07:51:39 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3dtpqb$knk@golem.wcc.govt.nz>
Source record: 173915

In article <D1K3pE.28L@freenet.buffalo.edu>, ba186@freenet.buffalo.edu (Theron Eduardo Ross) writes:
>
>I know I've seen this before and really wished I paid more attention at the
>time. With that being said....
>
>I just purchased Populous for my Atari 1040STe w/4MB and TOS 2.06 and the
>disk will not boot. On the otherhand, I plugged in my old Atari 1040STf
>w/1MB and TOS 1.00 and it booted just fine. What is the problem and is there
>anyway to get Populous to boot and run on my 1040STe system?

There was a Fixed STE version, but not for TOS 2.06, have you not fitted
the switchable TOS 2.06 upgrade...tut tut....

The STE version has a label on the box....

> Theron

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6053. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 07:56:50 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL4ICDWBUP@galaxy.owl.de>
Source record: 173943

In <3dsg4h$f3m@golem.wcc.govt.nz> wrote:

>] I'd say this CPS-rate is bogus. With well _pre-packed_ stuff one should hav
>] max. of about 3350 cps. With _unpacked_ files one should get in access of 7

>It was the original ZIP. (The one with compression worse than ARC).

That might explain the cps-rate.

>It was set to 115200. As it was a 486/66 with a 16550C UART chip on

Sounds very good.

>the modem, it could handle this (as long as Windows wasn't in memory
>anywhere, which dropped the maximum speed to 57600).

Makes one think, doesn't it ;-)

>I am in no way affiliated with the Government
>or City Council.

Neither am I :-)

Hendr!K

6054. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 07:59:15 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3dtq8j$knk@golem.wcc.govt.nz>
Source record: 173916

In article <EL3MDDVCUP@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
>In <EL2NCAUUUP@galaxy.owl.de> Hendrik Mylius wrote:
>
>HM> If you connect a V.34 modem a DTE of at least 76k8 or more would be
>HM> appropriate to take full advantage of the modem (again, with _unpacked_
>HM> stuff). If the serial port is only capable of 19k2 a V.34-model would be a
>HM> waste of money (IMHO).
>HM>
>
>Thats not just your opinion, thats a fact. A V34 (or an 28k8 modem), should
>not be set to anything below 57600 DTE baud, (well, 38400 should perhaps
>be enough). Anythng below 38400 would be the same as connecting a 2400
>baud modem with DTE baud of 1200. Stupid and surly waste of modem and money.

What a load of RUBISH, that is only for TEXT data, 38.4k would be fast enough
for Archive files, ie ZIP/LZH...

Unless you have very very good phone lines 28.8 modems are just a wast
of money....

>Greets
>Kim

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6055. Re: SoundLab and AU Files No.2

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 08:05:41 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3dtqkl$knk@golem.wcc.govt.nz>
Source record: 173924

In article <3dtl35$adl@ionews.io.org>, diehl@r-node.io.org (Eric March) writes:
>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>: Well I am still getting distortion with SoundLab, and
>: with the high bit turned off...??
>
>It 'sounds' to me like what you have isn't an AU file at all. Every AU file
>I've gotten has converted perfectly with 525 ... and if 525 doesn't convert
>it properly, then chances are it isn't any format 525 recognises.

The first few bytes of the file are .snd !!!
is this not a AU file...

525 list it as a mono 16 bit u-LAW signed SND file....

I saved it as a 16 bit mono AVR file...

Is there some thing that I am doing wrong...

> _____________________________ _____________________________
> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
>_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6056. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 08:46:04 UTC
From: aa113@cfn.cs.dal.ca
Message-ID: <D1KDot.EI6@cs.dal.ca>
Source record: 173926

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:

: Unless you have very very good phone lines 28.8 modems are just a wast
: of money....

That is not true, I have a 28.8 modem on a normal phone line and I
average aprox. 2800 to 3400 cps on compresed data. But with a 14.4 connect
it is between 1400 to 1700 cps. Lots of time saved!

```
====================================
= AA113@cfn.cs.dal.ca =
====================================
= You wake up in the morning =
= Get something for the pot =
= Wonder why the sun makes the =
= rocks feel hot... =
= -Roger Waters =
====================================
```

6057. Mapping Joystick/Mouse Port 1 to Joystick Port 2

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 08:48:52 UTC
From: mparrott@pnw.net
Message-ID: <3dtt5k$gl9@cascade.pnw.net>
Source record: 173925

Does anyone know if a program exists that can map things so that Joystick port 2 can be used as the mouse port? I've got a computer desk with a keyboard support, and the MegaSTE/TT keyboard sits too far to the left for comfortable typing when the mouse is plugged in to Joystick/Mouse port 2. If I could just plug the mouse in on the /left/ side of the keyboard, life would be grand. :) And I'd rather do this via software, if possible, as opposed to hacking the keyboard apart to jostle connections about.

If you happen to know of such a beast as a program that allows remapping the Joystick/Mouse port(s), please be so kind as to let me know either in this group (so ALL of us know) or via e-mail (if you're shy).

My sincerest appreciation,

- -
Michael Parrott !!! Proudly Using Atari
mparrott@pnw.net (. .) TT030@48Mhz/4/4/630
((v)) "Despite the high cost
"Old Immortals don't die; o-----/m-m------o of living, the practice
they just... DON'T..." remains popular..."

"I'm not a freak... I'm a prototype!"
- -

6058. Re: SoundLab and AU Files No.2

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 10:52:23 UTC
From: contacts@mits.mdata.fi
Message-ID: <3du4d7$qqo@prime.mdata.fi>
Source record: 173928

In article <3dsnat$fut@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>Well I am still getting distortion with SoundLab, and
>with the high bit turned off...??
>
>
>525 only gave me a noise file..
>
>So how do I play AU sound files....???
>
>Do I have to go get a PC clone and a SoundBlaster...??

I have played all .au's I got from the net without problems on my
Falcon using Winrec 1.371. 525 is made by same programmers so I
suppose it should work too. You might have a defective file.
2.0 is the latest version of 525.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

6059. strn for MiNT/MiNTnet

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 10:57:58 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <788698678snz@bigbox.demon.co.uk>
Source record: 173874

I have just grabbed strn.tgz from atari archive, but there seems to be no docs concerning the ST port and no mention of who ported it. Can anyone tell me who ported it or answer a few questions?

1) nntp-inews - what exactly does it do? I know it is an nntp program for MiNTnet, but does it just post articles or can it recieve them too? Is there a server side to it for the ST? How do you configure which newsgroups it grabs (if it can recieve news)?
2) Is it possible to set strn up so that local newsgroups are posted to immediately? For example if I want a local newsgroup called vp.announce?
3) How do you persuade strn to find news in a news group? I have tried putting files in the /usr/spool/news/... structure but with no success.

Thanks.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

6060. Re: 14.4K Modem w/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 11:04:11 UTC
From: contacts@mits.mdata.fi
Message-ID: <3du53b$qsc@prime.mdata.fi>
Source record: 173931

In article <3dt389$ioa@usenet.INS.CWRU.Edu>,
Thomas Main <em129@cleveland.Freenet.Edu> wrote:
>
>Hello Everyone:
>
>I just bought a 14.4K Fax Modem and want to be sure that I'm getting
>the best use out of it that I can. First of all, my comm software
>has a mode for 9600 baud and 19200 baud--which should I use?

19200 baud is the correct setting (RTS/CTS is also needed for high speed)

>Do I need some sort of AUTO folder program to fix the serial port on the
>Falcon in order to obtain high speed data transfers? Do I need a
>hardware fix?

My USR 14.4K works fine without any AUTO-programs or fixes. I think
the fixes are needed for 28.8K speeds.

>Also, are there any pd fax programs anyone could
>recommend for me to try out my modem's fax capabilities?

ComaFax is a german shareware FAX-program (with a messy interface though..)

>Also, anyone know of a good kermit program that will run
>on the Falcon? Any advice on these matters will be greatly
>appreciated. Thanks for your time :)

Only Kermit I've found, GEMKERMI.ARC, runs on Falcon, but I haven't tested
it yet. Use a Zmodem if you can instead. I also recommend Connect 2.46 for
a terminal - it should get FAX capabilities in next update (=rumour?).

Happy New Year,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

6061. Replay 16 or other 16-bit sampler

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 11:29:56 UTC
From: alkio@finsun.csc.fi
Message-ID: <3du6jk$5k1@pobox.csc.fi>
Source record: 173930

Hi,

I'd like to know if the Replay 16 sampler and software work with the SM124 hires display and
if they work with STE-models?

Also, does anybody know of other 16-bit sampling options for ST-models?

If somebody has a cheap source for a Replay 16, I'd be interested.

Greetings, Jouni Alkio
.

---------------------------------------alkio@finsun.csc.fi
Jouni Alkio -------AURAL EXPANSION-----------------------
---------------------weird-down-to-earth-electronica------

6062. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 12:14:20 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3du96t$i1s@aggedor.rmit.EDU.AU>
Source record: 173933

: t.nz>,<EL3TEBUZUP@galaxy.owl.de> <3dt2n0$hdh@golem.wcc.govt.nz>

: Yes to keep you all in check, and less of this drivel....

Well Roger, any discussion or arguments or abuse (as in the case of Hendr!k)
regarding software and whether it works or dosnt work cannot be classed
as drivel. Dont be so negative, if you're not interested in Atari then dont
reply, but if you are, then share some of your "wisdom" with all of us. 8-)

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

s9205525@otto.bf.rmit.edu.au

6063. Re: Problem w/ Populous II

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 12:33:57 UTC
From: bwillis@maple.nis.net
Message-ID: <D1Ko8L.Bvz@maple.nis.net>
Source record: 173948

Add the following line to your WARP9.DAT file (in your boot drive's root directory):

POP2.TOS s0

That will disable the Warp 9 screen saver when you run the game.

6064. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 12:49:20 UTC
From: kim@dksoft.ping.dk
Message-ID: <EL4MCEUYUP@dksoft.ping.dk>
Source record: 173934

In <3drqd7$hbo@osiris.wu-wien.ac.at> Alfred Radauer wrote:

>Well, I have a Mega STE here and there are far more St(e)s and TTs out
>there than there are Falcons, and I fo4r my part wnat to continue to use
>my machine. I think supporting the ST and TT is also simpler to achieve,
>as the original work has already been done on a ST.

I got two STE's, one ST (old one), and a Falcon. I sure would like to see
those supported as well as the Falcon, but we have to face the fact that
there will be no more ST(e) owners in the future. If there is suppose to
be an Atari market, then it'll be build on the Falcon, in the future. And
so it should be, cause the Falcon is a new machine with many new possibilities
which deserves to be tried out.

>The hopes for the Falcon should and are not carried by ASH, the Behnes
>but about Atari themselves.

Wrong!. Atari made their computers. Now it's up to others to build software.
Why should Atari care for the support if there isn't any software ?

>And if those people at atari have already got prototypes of a falcon040,
>running with some very interestin specs, as one atari techinician (former
>atari technician) at the Texas facility told me, and then they decide not
>releaseit, to close the Texas research center etc.. and concentrate on
>gemas consoles, what more do you want?

I don't think a 040 version is coming from Atari. (it's coming from C-lab)
Atari Co. has "hopefully" quit the computer market, to let others continue
what they didn't manage to finish.

>I cannot say more that there magic for Flcon is definitely worked on, if
>you believe it or not, the rest is up to Atari.

Atari got nothing to do with this at all. Atari is responsible for the
hardware, not the software.

>There is an extremely high demand for NVDIO on all machines, and there is
>also an extremely high demand for SpeedoGDOS and alikes of it. I think
>that besides NVDI, SpedoGDOS 4.x was one of the mostly sold piece of
>software over the past months. The problems with Atari software, howver,
>are well known to developers and users, so there was enormous demand
>for improvements inthat area, which, Atari, as always, ignored. At least
>with Eric Smith we got the software officilly released. Now, after Compo
>announced the availability of SpeedoGDOS 5, it should be clear that the
>release of NVDI 3 with integrated vector scalers etc. was to be givn
>priority in order not to lose customers to Compo.

Ehh. Wasn't NVDI suppose to be a screen accelrator. How come it's messing
around with Speedo font and things like that now ?
I'm sure the demand for NVDI was basicly for the screen accelrator and not
for some kind of font utility. At least those i know who now has the new
NVDI mostly use it together with text/dtp programs. And i really don't
believe thats where the common atari user is.

>NVDI never was supposed to be just a screen accelerator (this is just the
>rumours or opinions those guys who are close to Quick ST, Warp 9
>etc..are spraeding).
>NVDI is a full replacement for the graphic routines in GEM, called VDI.
>The VDI handles not only screen output, but, as the name already states,
>output to any devices (printers, plotters, cameras ...); it also includes
>fonthandling. The reason, why fonthandling and device handling fo rdevices
>other than screens have been separated on the Atari was that everything
>just
>did not fit into the ROMS of the early STs. Yet GDOS was always a part
>of the VDI (just take a look at PC GEM).
>Thus it is absolutely natural for a VDI replacement to use also Speedo
>technology, device handling or anything else in that matter that has been
>added to the VDI (or GDOS) in its course of development.

Maybe i'm wrong about NVDI and what it was meant to be. I've only used it
as an screen accelrator, cause i never had any special need for playing
around with font's ect.

>Well, some dreams come true. :-) I would not be surprised if 1 or 2 months
>from now we will see a new Magic owner in denmark :-)

I hope you're right, and i'm wrong.

>For free? I think you should give so. moeny to use it. IMO, format the
>disks, and send a letter of congratlations to the former TOS crew at
>Taligent for the extra empty disks for data storge they were able to
>include with a Falcon.
>

Ah, thats a posibility as well. Not a bad idea 8-)

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

6065. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 12:54:32 UTC
From: kim@dksoft.ping.dk
Message-ID: <EL4MCEVBUP@dksoft.ping.dk>
Source record: 173935

In <EL3LACVLUP@galaxy.owl.de> Hendrik Mylius wrote:

HM> There are about 500,000 ST's used in Germany. I wouldn't say thats dead.

Agree, but there isn't going to be more ST owners. Thats what i'm talking
about.

HM> I doubt that. More people have NVDI than Mag!C.

Yep, but how many people want to pay the exstra cost, just to get the options
of using SpeedoGdos5 bla bla bla. font! ?

HM> It is not a tool for DTP handling. Sheesh.

Then tell me who has the need of using Font's ?
Mostly it's text and Dtp programs.

HM> Blame Compo (yuck) for their stupid legal action against Behne and others.

It really has nothing to do with Magic, (in my opinion). They just felt
it would be better to release a new NVDI before Magic because of Compo. But
don't forget they'd release Magic for the ST first. It really dosn't make
any sence to me.

HM> It'll be there. And you won't believe your eyes.
HM>

I hope you're right.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

6066. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 12:56:30 UTC
From: kim@dksoft.ping.dk
Message-ID: <EL4MCEVEUP@dksoft.ping.dk>
Source record: 173936

In <EL3LACVIUP@galaxy.owl.de> Hendrik Mylius wrote:

HM> In <3dq1v0$40g@golem.wcc.govt.nz> Steve Wells wrote:
HM>
HM> >I've never seen any problems. I downloaded a 1.2meg ZIP-file with a
HM> >28.8K connect, (speed of around 4600cps average), without any problems
HM> >at all. (On a PC obviously)
HM>
HM> I'd say this CPS-rate is bogus. With well _pre-packed_ stuff one should have a
HM> max. of about 3350 cps. With _unpacked_ files one should get in access of 7000
HM> cps.
HM>

That depence on your DTE speed. If you had set your DTE to 115000 at both
machines, you can get more than 10.000 cps with a straight ascii files.
I've tested that on my Falcon.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

6067. Re: .GL & .DL animation Viewer

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 12:58:02 UTC
From: kim@dksoft.ping.dk
Message-ID: <EL4MCEVHUP@dksoft.ping.dk>
Source record: 173937

In <3drufe$8ij@newsbf02.news.aol.com> Al Fasoldt wrote:

>> Does anyone know if there's a Grasp (.GL) or .DL animation viewer
>> available somewhere?
>
>I've been beta testing a viewer that handles .DL files as well as GIFs,
>FLIs, FLCs and a few other formats. It ONLY works in 256-color mode,
>however. The viewer was written by Mike Hill and is being released
>(apparently as freeware) as soon as he finishes the docs. It's the fastest
>FLI, FLC and GIF viewer I have used on my TT. It will be posted on GEnie
>shortly, and someone should pick it up there.
>

Great!.. Would it be possible for you to send me a copy by e-mail as i think
i will have problems getting on to GEnie ??

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

6068. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 14:38:40 UTC
From: der@astrakan.hgs.se
Message-ID: <DER.94Dec29153841@astrakan.hgs.se>
Source record: 173938

In article <3dtq8j$knk@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

[stuff deleted]
> Unless you have very very good phone lines 28.8 modems are just a wast
> of money....

Roger, poor old Roger. You couldn`t see the future even if it hit you in the face, could you? What you refer to as "very very good phone lines" are already a reality in most of the civilized world! Why don`t you write a letter to your telco and ask them to switch to a modern phone-system (like Ericsson`s AXE-system :-) so that you can enjoy the fruits of progress in the modem-world.

AFAIK the V.34-standard is very close to the physical maximum of todays phone-systems. As I see it the next step will be full ISDN. With todays prices and technical development my guess is that it will take at least two more years before ISDN becomes really popular here in Sweden. However, until the whole phonesystem goes digital we will still need a good analog standard. V.34 is here and within just a couple of months most BBS:es and other providers will have it.

Saying that 28k8-modems are a waste of money might be true for you, but face it, for most of us it`s the opposite. If cheap ISDN for normal people was waiting just round the corner then it would of course be a waste of money to invest in a short-lived standard. But since ISDN still is quite far away V.34 is a good investment, IMHO!

Daniel Eriksson, der@astrakan.hgs.se, phone +46 26 72905, fax +46 26 72123

6069. Problem with DC Desktop

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 15:03:40 UTC
From: jchung@ren.us.itd.umich.edu
Message-ID: <3duj4c$k8t@lastactionhero.rs.itd.umich.edu>
Source record: 173939

Hey guys...

One other thing. I recently also purchased DC Desktop version 1.2
at a closout sale and the damn thing keeps crashing upon bootup.

The program came with an addendum which describes a couple new install
directions but neither seem to work.

Each time dcdsktop.prg tries to load from the \AUTO folder the thing
crashes. Any suggstions?

-j

I'm running it on a 4 Meg STe using TOS 1.62 w/ Hard Drive.

I'm also running Warp 9 but when I disable it there's no change.

6070. Hard & Soft address

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 15:14:12 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3dujo4psu1@perth.DIALix.oz.au>
Source record: 173940

Can anybody out there in netland supply me with either an address, fax
or eMail address, for the German company - Hard & Soft - ...

Thanks, in advance Fezzy.....
--
^^
^ Peter Feszczur - The Pommie, South African, Polac !! ^
^ mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au ^
^ Owner and proud user of ATARI ST computer equipment ^
^^^

6071. 1040ST freeware?

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 15:44:28 UTC
From: joe@zirconium.mcc.com
Message-ID: <D1Kx24.MHI@mcc.com>
Source record: 173945

I'm sure this has been asked ad nauseum, so I apologize in advance. Are there any public domain word processors that'll run on a 1040 STe, and if so, where can I find them?

Please e-mail me if you can help.

Thanks,
--

Joe Newman
MCC/Experimental Systems Lab
jnewman@mcc.com

6072. Looking for Shareware to sell

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 15:50:37 UTC
From: vdleij@phil.ruu.nl
Message-ID: <vdleij-2912941650370001@ana-dyn-30.mac.phil.ruu.nl>
Source record: 173942

In 1994 we have succesfully been working in the dutch shareware scene. Not only have we sold our own product, but we represent other products to for a 30% share in the registration fee. We have quit good contacts with three hardcopy magazines which will review your product, aswell with the two major PD/Shareware libraries that will distribute your program. We have email for speedy registration, and have all possibiliites for international money transfer. If you have a shareware (or other product) and you are interested in sales representation in the netherlands, please contact us.

Joost.

--
Joost van der Leij,
Holland Game Design,
's Gravelandseweg 127,
1217 ER Hilversum,
The Netherlands.

e-mail: Joost.vanderleij@phil.ruu.nl

6073. XFORMER source

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 17:27:09 UTC
From: stehlik@Leo1.ZLIN.VUTBR.CZ
Message-ID: <3durhd$l2u@rhino.cis.vutbr.cz>
Source record: 173886

Has anyone got the XFORMER 2.x source code released by the author Darek Mihocka five years ago? I would like to compile the XFormer for Falcon.

Thanks, Petr

6074. FS: Mega STE system + software

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 17:51:38 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3dusva$r5a@msunews.cl.msu.edu>
Source record: 173941

I am selling my entire Atari system, and you can benefit! All software and hardware has been tested (most of it used daily) and works at the present time. I am selling only because I need to switch platforms; if I could, I'd keep my trusty Atari!

Megabytes of public domain utilities, applications, and games are on the hard drive. If you buy Data Diet and Squish II with the hard drive, you get them all! Included: WINX 2.2 and GEMRAM (MultiTOS windowing effects on all TOS versions; really improves the look and feel of GEM apps!), complete GNU C/C++ package, Storm 1.02, fully opperational demo of Starcall (excellent telecomm package from Germany), graphics programs/utilities, DTP utilities, GFA BASIC 2.0, 3.5 and Assembler, many programming utilities, ST Aladdin (for GEnie), anti-virus programs, file finders, disk-repair programs, archive utilities, games (GNU Moria, GNU Chess, Patience, Scrabble and more), megabytes of informational files, system enhancements, and much more!

All software comes with manuals and, in most cases, original boxes. Of course, some of it never came with a box in the first place...

All magazines have lots of reviews, articles, and disk-based mags have software, some of which is not listed.

I prefer to sell everything in the "System" list together, but I will consider other offers. Because of this, only offers on the complete "System" list will receive the 15% discount.

Add shipping to all prices. Orders of $100 or more receive a 10% discount.

Since I want to try to keep the system together (easier to package), anyone who wants to buy everything on the "System" list receives 15% off the list price, and I'll pay half shipping! If you want to buy more than what's on the "System" list (or substitute for equal or greater value), you'll still get 15% off and only half shipping.

Prices and terms are (somewhat) flexible, so make me an offer!

Questions? Ask away!

Please send all offers and inquiries to the following address:

t.hopper@genie.geis.com

Tom Hopper

System

ITEM	PRICE

Atari Mega STE 4Mb RAM, 8/16MHz 68000, TOS 2.06	335.00
Atari SM124 Monochrome monitor	75.00
Hard Drive: Quantum LP52S & 105S w/ ICD AdSCSI Plus host adapter in dual-drive external case w/ ICD Utils and hard disk driver version 6.5.5	210.00
Panasonic KX-P1180 9-pin dot matrix printer	50.00
Data Diet v2.10	30.00
Squish II	15.00
NVDI 3.01	60.00
Diamond Back II	15.00
Pagestream 2.2b	100.00
Ultra Script	15.00
Fontverter, Bitmaker, Type1 Converter	15.00
Outburst	10.00
Antic CAD 3D2 w/ Cybermate	15.00
Generation Gap +	8.00
K-Resource II	8.00
Total	961.00
Complete system (-15%)	817.00

Miscellaneous Software

ITEM	PRICE
Warp 9 v3.75	15.00
G+Plus	10.00
Flash v1.6	15.00
Quick ST 2.2	5.00

DC Desktop - enhanced desktop for TOS <=1.62	10.00
Dark Castle (color only)	5.00
Dungeon Master (color only)	5.00
Silent Service - be a WWII sub commander (mono/color)	8.00
Chessmaster 2000 - excellent chess game (mono/color)	8.00
Star Glider II great 3D space flight sim (mono/color)	10.00
UMS - battle field simulation game 1-2plyr(mono/color)	10.00
"Budget" and freeware games (color) (Overlord, Highway Patrol, Frontline, Kristal, Onslaught, and more!)	20.00

Books and Magazines

ITEM	PRICE
Atari Compendium, 1st revision (latest version)	30.00
C-Manship Complete - learn C and GEM w/disk (new)	20.00
Compute!'s ST Programmer's Guide (C, BASIC, LOGO, GEM)	5.00
GFA Basic Training Reboot Camp (GFA 2 for beginners)	5.00
Atari Advantage vol.1, num.1 - 6 (programming code, reviews, etc) (from 1992)	8.00
Atari Interface vol.4 May 1992 (Falcon030, DB II)	1.00
Atari Explorer March/April 1992 (QST3, MegaPaint Pro, serial programming)	1.00
Atari Explorer May/June 1992 (Arabesque Pro, Pinhead, FAST Turbo 25, NEWDESK Icon Editor CPX, Serial Programming)	1.00
Atari Explorer Nov/Dec 1992 (Falcon030, Migraph PS-4000 scanner, G-MAN 3, Gemulator 1, Hard Drive utils, sample code for utilizing the Atari Clipboard)	1.00
For mags w/ disk, first part of description is programs on disk, second part is feature articles.	
ST Format w/ cover disk	5.00/ea

#33: Write ON, QRT, Pearle, Penguin. 150 tips.	
#44: Color Dump, Pic snatcher, M-Disk, Picture concept.	
#50: Civilization demo, Mega Depack, SuperCard3.	
50 ideas for your ST.	
#51: Fracplay, Talking Clock, ViewPic. Hard drive	
management, DTP, Color printers.	
#53: Arabesque, Raystart, Laser Chess. Falcon, DIY	
Hard Drives.	
#54: KCS Omega, Hyperpaint 2, Atari Glossary, LED	
Panel 2.5, Nova. DIY High Density drives,	
Arabesque and Raystart tutorials.	
#55: Frontier Demo, Stomp, Before Dawn. Atariworks.	
#57: Protect 6, Holocost, Thought!, Tri-Hell 2.	
Viruses, DIY mouse port, DIY RAM upgrade.	
#60: Music Mon 2, Snacman, Sam2Disk, Diskfree. Word	
Processors, DIY computer security lock, file	
management, Mag!X review.	
#62: Medieval Chess, Fastcopy3, Albion, The Ultimate	
File Converter. TOS 2 tutorial, DIY video and	
stereo ports for any ST, customizing your ST.	
#64: Personal Pascal, Stickler, Grafiek, Starball.	
Future of the ST, Neodesk 4, Demo programming.	
+---+----------+
ST Review #29 w/ disk: Everest 3.3, K-Resource image	5.00
editor. File selectors, Pagestream art, C	
programming.	
+===+==========+

6075. MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 18:27:52 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <788725672snz@chowgar.demon.co.uk>
Source record: 173944

I have decided to attept to install MiNT and MiNTnet on my Falcon so I can access the WWW with Lynx. I know that there is a binary version of MiNT 1.12 but is there a binary version of MiNTnet?

Also, is there any software that will let me use gopher with MiNT?

Thanks.

--

Simon Moore
smoore@chowgar.demon.co.uk

6076. Info on 520STs?

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 18:30:11 UTC
From: fvdakker@sterbbs.nl
Message-ID: <32371YBXCDNUQVSETQH@sterbbs.nl>
Source record: 173950

an>My father was recently given an Atari 520ST that someone
an>needed to get rid of. He seems to have it up and running and
an>is very happy with it, but would like to use it to get connected
an>to the internet.

He's not the only one :-)

an>I know virtually nothing about the machine but had him read me the
an>specs out of the original manuals over the phone (He lives in LA
an>and I live in ME). It seems like a cool little machine albeit
an>underpowered compared to today's machines.

That's Atari :-)

an>I'd like to help him set up some basic comm functionality with his
an>system. The manual states that the built in RS232 port can handle
an>buad rates up to 9600 bd. He also has a vt52 emulator built into
an>the GEM(?) gui os. Can he go out and purchase a hayes standard
an>9600 external PC modem and hook it up to the RS232 port?

Yes! only you should have a fix for the RTS/CTS fixing.
check for it at e.g. micros.hensa.ac.uk
For internet-access: there is a program called STNET avaliable from
ftp.demon.co.uk, but I have lots of trouble in setting it up.
When it's set-up it seems to be a pretty cool program!

an>I'm a fairly cabable Internet Navigator and have read all the
an>atari newsgroups, browsed atari web sites, done veronica searches,
an>and browsed ftp sites looking for stuff for the 520ST. I haven't
an>turned up *anything*.
an>Everything is aimed at MegaSTs or Falcons.

If that were true....
There still is a lot for STs. only sometimes you need some more RAM...
or and HardDisk...

an>I am interested in *any* information on the 520ST such as vendors,
an>software sites, hardware options, and the like. Also, I'd like
an>some info on the various Atari systems such as the MegaST and
an>Falcon; particularly on the processors, hard drives, floppies, and
an>other sub- systems of each.

check out the ftp-list.
Or for www: http://www.dl.ac.uk/MISC/ATARI/atari.html
From there all the links can be found.
Frits van den Akker = JFA Software = Atari STFalcon TOS 1.2 2.6 4.4
Internet : fvdakker@sterbbs.nl : fvdakker@runner.knoware.nl

MajorNet : program@STR Fido : Frits van den Akker@2:2802/221
number of e-mail adresses still growing :-)

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

6077. Re: SC1224 magnetized... help!

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 18:41:25 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3duvsl$r5i@golem.wcc.govt.nz>
Source record: 173946

] I made a stupid mistake the other day and put a clock radio down on top of
] my sc1224 monitor (the original RGB one with the dials on the side).
] Anyway when I turned on my computer today the screen was all rainbow
] tie-dyed. I moved the clock away that second and most of the color
] distortion is gone, but I still have a purple blotch in the top left
] corner of my screen. Does anybody know an easy way to fix this? A year
] ago a friend put a car stereo speaker on my TV set and the magnet
] distorted the screen so badly that it is still all funky. Hopefully any
] solution will help with that, too. Thanks in advance.

Decent monitors have automatice de-gaussing circuitry, the SC1224 (at
least, my one), doesn't. The simplest thing to do is just leave it alone,
it will eventually fix itself unless it's been that way for a LONG time.

It also depends how powerful the magnet was, again, if it was relatively
weak, it shouldn't cause any obvious permanent damage. Just leave it
alone for a week or so & hope! (Leave it turned on all day will help)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

6078. Re: SoundLab and AU Files No.2

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 18:45:51 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3dv04v$r5i@golem.wcc.govt.nz>
Source record: 173947

] I saved it as a 16 bit mono AVR file...
]
]
] Is there some thing that I am doing wrong...

That's probably your problem, AFAIK Soundlab can't handle 16-bit samples.

Save it as an 8-bit, mono SND/SPL file. Then load it into Soundlab and
if it sounds scratchy, hit the high-bit button. It should work, it not,
the file is corrupted.

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6079. Re: 14.4K Modem w/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 18:50:13 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3dv0d5$r5i@golem.wcc.govt.nz>
Source record: 173852

] >Also, are there any pd fax programs anyone could
] >recommend for me to try out my modem's fax capabilities?
]
] ComaFax is a german shareware FAX-program (with a messy interface though..)

It's also insanely expensive. For what they're charging I could get the real thing! (e.g. Phone with built-in fax & answer-phone). It'd sound a lot better too... (Voice modem on a 19.2K serial port is a waste of time, it sounds awful).

Is there a program, that is nice & simple, that will just translate an ASCII text file into fax-format, and send it to a number, or do we have to have all this pretty-looking interface and high cripple-ware fees?

I know it's a shock, but I find myself preferring the simplicity of the PC fax programs :)

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6080. Re: Replay 16 or other 16-bit sampler

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 18:50:57 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3dv0eh$r5i@golem.wcc.govt.nz>
Source record: 173853

```
] I'd like to know if the Replay 16 sampler and software work with the SM124
] display and
] if they work with STE-models?
]
] Also, does anybody know of other 16-bit sampling options for ST-models?
]
] If somebody has a cheap source for a Replay 16, I'd be interested.

It works with, and supports, the STE. It also works in monochrome.

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```

6081. Re: 1040ST freeware?

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 18:54:16 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3dv0ko$r5i@golem.wcc.govt.nz>
Source record: 173854

] I'm sure this has been asked ad nauseum, so I apologize in advance. Are
] there any public domain word processors that'll run on a 1040 STe, and
] if so, where can I find them?

Dozens of them. Look in ./atari/Applications/Editors/ on
atari.archive.umich.edu

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6082. Re: Hard & Soft address

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 19:26:34 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL4TCJVYUP@galaxy.owl.de>
Source record: 173858

In <3dujo4psu1@perth.DIALix.oz.au> Peter Feszczur wrote:

>Can anybody out there in netland supply me with either an address, fax
>or eMail address, for the German company - Hard & Soft - ...

Hard & Soft A. Herberg
Obere Muensterstrasse 33-35
D-44575 Castrop-Rauxel

Phone: +49-2305-18014
Fax : +49-2305-32463

Sorry, no email.

--
/Hendr!K/

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6083. AVI viewer for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 19:28:10 UTC
From: ab164@yfn.ysu.edu
Message-ID: <3dv2ka$ift@news.ysu.edu>
Source record: 173856

A friend of mine with a Falcon is interested in an AVI player
Does anyone know of such a beast for the Falcon? Also does anyone
know anything about APX file format for desktop video? ANY help would
be appreciated! Post a reply here, or send me E-Mail!
Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

6084. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 19:39:24 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL4TCJWEUP@galaxy.owl.de>
Source record: 173859

In <3dtq8j$knk@golem.wcc.govt.nz> Roger Sheephead. wrote:

>>not be set to anything below 57600 DTE baud, (well, 38400 should perhaps
>>be enough). Anythng below 38400 would be the same as connecting a 2400
>>baud modem with DTE baud of 1200. Stupid and surly waste of modem and money.

>What a load of RUBISH, that is only for TEXT data, 38.4k would be fast enough
>for Archive files, ie ZIP/LZH...

RUBBISH, that is, Roger. One should set the DTE as high as possible to keep
the datastream on the phonlines on the highest possible level.

>Unless you have very very good phone lines 28.8 modems are just a wast

You're a waist of bandwidth in the first place.

--
/Hendr!K/

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6085. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 19:45:14 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL4TCJWHUP@galaxy.owl.de>
Source record: 173860

In <EL3WCCVBUP@dksoft.ping.dk> Kim Andersen wrote:

>Maybe there are more ST, STE and Mega owners now, but they will not grow
>at the market. There is a slight chance that the Falcon will take over
>alot of those ST,STE owners out there, IF! people like the Magic team

The Falcon-MagiC had to be rewritten fromscratch, to incorporate all features
needed for Falcon-specific hardware support.

>had the time to support it.
>Do you call it logic to support the ST and the Mac, but not the Falcon ?

Companies have to make a living, you know.

>That dealer might been unlucky. On the other hand, he doesn't have much
>Falcon stuff to sell either, which once again is cause by software producers
>like the Magic team.

With all your senseless complaints about MagiC you really start pissing me
off.

If I were a dealer, I wouldn't give a damn about a tiny little market over
there in the firstplace.

--
/Hendr!K/

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6086. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 19:51:26 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL4TCJWKUP@galaxy.owl.de>
Source record: 173861

In <DER.94Dec29153841@astrakan.hgs.se> Daniel Eriksson wrote:

>Roger, poor old Roger. You couldn`t see the future even if it hit you
>in the face, could you? What you refer to as "very very good phone lines"

MegaROTFL ;-)

>AFAIK the V.34-standard is very close to the physical maximum of todays
>phone-systems. As I see it the next step will be full ISDN. With todays

Thats correct. V.34 uses frequencies of up to 3429 Hz. That is really, really
close to the physical limit.

>face it, for most of us it`s the opposite. If cheap ISDN for normal
>people was waiting just round the corner then it would of course be a
>waste of money to invest in a short-lived standard. But since ISDN still

In Germany the E(uropean)ISDN is picking up tremendously. 1995 will be very
exciting for this matter. The monthly fees arer still higher compared to
analogue lines. But the prices for the terminaladaptors and phonesystems are
picking up monthly.

The upcoming new ZyXel with V.34 _and_ (E)ISDN will be a very interseting
piece, if the price is competitive.

--
/Hendr!K/

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6087. Apex Media and Video Hardware

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 19:54:22 UTC
From: ac382@freenet.carleton.ca
Message-ID: <D1L8MM.Gv9@freenet.carleton.ca>
Source record: 173949

Does anyone know what video hardware the Apex Media Software is
compatable with? I have an old VIDI-ST cartridge that I can't use on my
Falcon as well as a Videomaster Falcon. Is there any possibility of using
these products with the Apex package? If not then what is the available
genlocking/digitizing hardware ?
Thanks

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

6088. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 20:01:36 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL4TCJWNUP@galaxy.owl.de>
Source record: 173862

In <EL4MCEVBUP@dksoft.ping.dk> Kim Andersen wrote:

>HM> I doubt that. More people have NVDI than Mag!C.

>Yep, but how many people want to pay the exstra cost, just to get the options
>of using SpeedoGdos5 bla bla bla. font! ?

Loads of people. Masses. You should've seen 2B selling the upgrades on the
recent shows. The disks nearly vaporated.

>HM> It is not a tool for DTP handling. Sheesh.
>Then tell me who has the need of using Font's ?
>Mostly it's text and Dtp programs.

Text-programmes make use of the vector-fonts. That's correct. But many apps
use them for screenfonts as well. Without the GDOS-part of it you wouldn't be
able to use _any_ other fonts *systemwide* on your machine.

Without GDOS and improved VDI you couldn't print high-quality grafics from any
programme. The developers would have to do invventing of drivers all over
again. GDOS introduced a broad variety of OS-calls to do just that.

NVDI is definetly not only a screen-accelerator. It is a complete replacement
for the buggy and slow Atari-VDI.

The most popular publishers on the Atari use entirely different fonts.

>HM> Blame Compo (yuck) for their stupid legal action against Behne and others.
>It really has nothing to do with Magic, (in my opinion). They just felt
>it would be better to release a new NVDI before Magic because of Compo. But

The legal stuff cost enormous amounts of time and efford. That hat to be taken
from somewhere, you know.

>don't forget they'd release Magic for the ST first. It really dosn't make
>any sence to me.

Huh?

--
/Hendr!K/

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6089. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 20:08:36 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL4TCJWQUP@galaxy.owl.de>
Source record: 173864

In <EL4MCEUYUP@dksoft.ping.dk> Kim Andersen wrote:

>be an Atari market, then it'll be build on the Falcon, in the future. And
>so it should be, cause the Falcon is a new machine with many new possibilities

It should not only be build on the Falcon. The clones are very important, too.

>Wrong!. Atari made their computers. Now it's up to others to build software.
>Why should Atari care for the support if there isn't any software ?

Without a proper HW noone would bother with software. They have to make money
with this!

>I don't think a 040 version is coming from Atari. (it's coming from C-lab)
>Atari Co. has "hopefully" quit the computer market, to let others continue

I won't belive anything until I've seen it. Too many things were announced and
are now vaporware.

>Atari got nothing to do with this at all. Atari is responsible for the
>hardware, not the software.

See above.

>Ehh. Wasn't NVDI suppose to be a screen accelrator. How come it's messing
>around with Speedo font and things like that now ?

VDI-REPLACEMENT!!!!

>I'm sure the demand for NVDI was basicly for the screen accelrator and not
>for some kind of font utility. At least those i know who now has the new
>NVDI mostly use it together with text/dtp programs. And i really don't
>believe thats where the common atari user is.

Sheesh, where elso should they be if not in this market.

>>NVDI never was supposed to be just a screen accelerator

It was not.

>Maybe i'm wrong about NVDI and what it was meant to be. I've only used it
>as an screen accelrator, cause i never had any special need for playing
>around with font's ect.

Too bad you didn't. Register your UPoint and you can use all sorts of fonts
you wanna have.

--
/Hendr!K/

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6090. Re: 14.4K Modem w/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 20:11:46 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL4TCJWTUP@galaxy.owl.de>
Source record: 173863

In <3du53b$qsc@prime.mdata.fi> Pekka Saarinen wrote:

>19200 baud is the correct setting (RTS/CTS is also needed for high speed)

Not fast enough for a 14k4 modem.

>>Do I need some sort of AUTO folder program to fix the serial port on the
>>Falcon in order to obtain high speed data transfers? Do I need a

Depends on the port and the speed you want to run at. HSMODEM is always a good
bet. All newer software makes use of it.

>My USR 14.4K works fine without any AUTO-programs or fixes. I think
>the fixes are needed for 28.8K speeds.

Nope. With HSMODEM you can get 57k6 on some MegaSTE's without hardware mod's.

>ComaFax is a german shareware FAX-program (with a messy interface though..)

Thats right. Junior Office is shareware as well. New version 3 is really
great.

--
/Hendr!K/

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6091. Kivi QWK, a new QWK mail reader.

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 20:28:02 UTC
From: artoj@mits.mdata.fi
Message-ID: <3dv64i$1i@prime.mdata.fi>
Source record: 173851

Take a look at a new shareware QWK mail reader, Kivi QWK. I've uploaded it
to the following ftp-sites: ftp.funet.fi, ftp.uni-kl.de and ftp.cnam.fr.
If I get through, you'll find it also from atari.archive.umich.
Packet will be named kivi_qwk.lzh or kivi_116.lzh.

Features:
- Works with every Atari TOS-computer.
- Full, clean, easy to use multiwindow GEM-program.
- Supports Falcon/TOS 4: 3D buttons, upto 16 colours.
- Supports MultiTOS: drag & drop, autoclose, tos-programs in windows.
- Supports GDOS & SpeedoGDOS fonts.
- Dialogs in windows.
- Multiple signatures & taglines.
- plus many other features.

Feel free to drop me mail about this program!

6092. FS: C-Lab Creator rev 3.149

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 20:28:05 UTC
From: joe@zirconium.mcc.com
Message-ID: <D1LA6t.6H8@mcc.com>
Source record: 173865

FOR SALE: C-Lab Creator Sequencing Software for Ataris
VERSION 3.149
PRICE: $150; I'll pay shipping; includes dongle and manual

If this seems too high, make an offer.

--

Joe Newman
MCC/Experimental Systems Lab
jnewman@mcc.com

6093. Re: MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 21:19:44 UTC
From: michi@pluto.ping.de
Message-ID: <H.ekBL.XjrO36efMJ6@pluto.ping.de>
Source record: 173855

Hi,

In <788725672snz@chowgar.demon.co.uk>, smoore@chowgar.demon.co.uk (Simon Moore) writes:
> I have decided to attept to install MiNT and MiNTnet on my Falcon so I can
> access the WWW with Lynx. I know that there is a binary version of MiNT 1.12
> but is there a binary version of MiNTnet?
>

In the MiNT-NET archive (net-060.tgz), the binaries are included.

> Also, is there any software that will let me use gopher with MiNT?

There is a gopher port, but if you already have lynx, why not gopher
with it?

In the commandline you write: lynx gopher://gopher.st-elsewhere.edu/
if running gopher you write: gopher://gopher.st-elsewhere.edu/

>
> Thanks.
>
de nada

cu, michi
--
* Michael Plonus michi@pluto.ping.de *
* D-44143 Dortmund Michael_Plonus@do2.maus.ruhr.de *
* Germany *

6094. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 22:12:06 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3dvc7m$ti@golem.wcc.govt.nz>
Source record: 173867

In article <D1KDot.EI6@cs.dal.ca>, aa113@cfn.cs.dal.ca (Anthony McDonald) writes:
>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>
>: Unless you have very very good phone lines 28.8 modems are just a wast
>: of money....
>
> That is not true, I have a 28.8 modem on a normal phone line and I
>average aprox. 2800 to 3400 cps on compresed data. But with a 14.4 connect
>it is between 1400 to 1700 cps. Lots of time saved!

Here is a reply to a 28.8 post in comp.dcom.modems, may be you will believe
that, but as they say Facts are Facts...!!!

Expecting 28,800 bps? Your results -will- vary.

If you find that you're unable to achieve full speed 28,800 bps
connections or your new 28.8k modem sometimes behaves erratically, the
reason is almost always a phone line impairment. Either insufficient
bandwidth, poor signal to noise ratio, or an imbalance in the phone
lines... either yours, the phone lines of the system you are calling, or
in the lines and telephone switching equipment _anywhere_ along the way.

Here are the minimums:

28,800 bps V.FC/V.34 requires 3200 Hz bandwidth, from 320 - 3520 Hz.
26,400 bps V.FC/V.34 requires 3000 Hz bandwidth, from 375 - 3375 Hz.
24,000 bps V.FC/V.34 requires 2800 Hz bandwidth, from 467 - 3267 Hz.

I should qualify the above by stating that V.34 can shift the whole
baseband down a bit further to compensate for a poor top end but I'm
sure everyone gets the idea.

By contrast... a 14.4k bps (V.32bis) link requires a usable bandwidth of
only 2400 Hz, from 600 - 3000 Hz.

Alas, while most U.S. domestic phone lines can easily support the
requirements of 14400/V.32 bis, many fall short of being able to
provide the technical operating parameters necessary for V.FC and
V.34 to function at _FULL_ speed. This, in a nutshell, is what you (and
several others) are experiencing.

Compared to V.32 & V.32 bis, 28,800 bps requires 33% more bandwidth,
26,400 bps requires 25% more bandwidth and 24,000 bps needs 17% more
bandwidth. This additional bandwidth _MUST_ be there from end to end,
all the way from one modem to the other. Either you have it or you
don't, and your modem is as much as telling you by its performance.

Here are a few suggestions you can try:

Go throughout the house and disconnect -ALL- telephonic devices attached
to the phone line. This includes extension phones, answering machines,
fax machines, caller-id boxes, line-in-use indicators, cordless phone
base units, demon dialers, remotely-read utility meters and voltage
spike protectors or line filters like those commonly found in PC Desktop
master-switch power directors and power line conditioning units. If you
find that any of this helps, then start plugging things back in one by
one until the culprit is identified. It could even be a combination of
things. At the office you may find that your 28.8k modem will perform
better when provisioned with an outside line, one which does _not_ go
through the pbx or a multi-line key system.

If your phone service arrives via a subscriber loop concentrator or
remote terminal or other "pair gain" device such as the ubiquituous
SLC-96 then all bets are off and you'll probably have to settle for
24,000 and below on most calls with 26,400 being a rare treat, indeed.
I've never heard of anyone regularly achieving 28,800 through a "slick".

Of course it should go without saying that your mileage will vary.
Opinions are my own. I represent no one other than myself in this forum.

Bill Garfield <bill.garfield@yob.com>
Beta site for Multi-Tech & USRobotics modems, spokesperson for neither.

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6095. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 22:24:11 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3dvcub$ti@golem.wcc.govt.nz>
Source record: 173868

In article <DER.94Dec29153841@astrakan.hgs.se>, der@astrakan.hgs.se (Daniel Eriksson)
writes:
>In article <3dtq8j$knk@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)
writes:
>
>[stuff deleted]
>> Unless you have very very good phone lines 28.8 modems are just a wast
>> of money....
>
>Roger, poor old Roger. You couldn`t see the future even if it hit you
>in the face, could you? What you refer to as "very very good phone lines"
>are already a reality in most of the civilized world! Why don`t you write
>a letter to your telco and ask them to switch to a modern phone-system
>(like Ericsson`s AXE-system :-) so that you can enjoy the fruits of
>progress in the modem-world.
>
>Saying that 28k8-modems are a waste of money might be true for you, but
>face it, for most of us it`s the opposite. If cheap ISDN for normal
>people was waiting just round the corner then it would of course be a
>waste of money to invest in a short-lived standard. But since ISDN still
>is quite far away V.34 is a good investment, IMHO!

Well have a read of this post from comp.dcom.modems and then say Sorry,
yes I have been in comms for some 11 years, and I do know some thing about
modems, in fact I installed the very first 2400 modem link from here
to the USA, yes it was 2400...

As they say FACTS are FACTS looks like you need some...!!!

> Help! I have been trying out two new 28.8 v.34 modems, and have not been
> able to make any connections at 28.8k. I have been dialing up various
> BBS's in the southern Calif. area that list modem lines that support v.34.
> The most frequent carrier speed is 24000, with the rare 26400. Any
> suggestions?

Expecting 28,800 bps? Your results -will- vary.

If you find that you're unable to achieve full speed 28,800 bps
connections or your new 28.8k modem sometimes behaves erratically, the
reason is almost always a phone line impairment. Either insufficient
bandwidth, poor signal to noise ratio, or an imbalance in the phone
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By contrast... a 14.4k bps (V.32bis) link requires a usable bandwidth of only 2400 Hz, from 600 - 3000 Hz.

Alas, while most U.S. domestic phone lines can easily support the requirements of 14400/V.32 bis, many fall short of being able to provide the technical operating parameters necessary for V.FC and V.34 to function at _FULL_ speed. This, in a nutshell, is what you (and several others) are experiencing.

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Go throughout the house and disconnect -ALL- telephonic devices attached to the phone line. This includes extension phones, answering machines, fax machines, caller-id boxes, line-in-use indicators, cordless phone base units, demon dialers, remotely-read utility meters and voltage spike protectors or line filters like those commonly found in PC Desktop master-switch power directors and power line conditioning units. If you find that any of this helps, then start plugging things back in one by one until the culprit is identified. It could even be a combination of things. At the office you may find that your 28.8k modem will perform better when provisioned with an outside line, one which does _not_ go through the pbx or a multi-line key system.

If your phone service arrives via a subscriber loop concentrator or remote terminal or other "pair gain" device such as the ubiquituous SLC-96 then all bets are off and you'll probably have to settle for 24,000 and below on most calls with 26,400 being a rare treat, indeed. I've never heard of anyone regularly achieving 28,800 through a "slick".

Of course it should go without saying that your mileage will vary. Opinions are my own. I represent no one other than myself in this forum.

Bill Garfield <bill.garfield@yob.com>
Beta site for Multi-Tech & USRobotics modems, spokesperson for neither.

>---
>Daniel Eriksson, der@astrakan.hgs.se, phone +46 26 72905, fax +46 26 72123
****

* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6096. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug :-)

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 23:12:33 UTC
From: peterk@combo.adsp.sub.org
Message-ID: <peterk.0321@combo.adsp.sub.org>
Source record: 173816
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

In article <19941224.112124.34@gladding.demon.co.uk> stimpy@gladding.demon.co.uk (Tim Gladding) writes:
>
>ARRRRGGGHHH!!!
>
>Look... stop asking for bloody reposts to something that shouldn't have
>been posted in the first place!!
>
>Please note, this is going out across no less than SEVEN news groups, and
>is starting to PISS ME OFF.

That's the point: All this whining about some really harmless posts
of *small* binaries already takes a multifold of the volume of these
incriminated posts! This is insane. So better stop this whining and
be a bit more tolerant. It doesn't pay to act furiously.

--
Best Regards, Dr. Peter Kittel //
Private Site in Frankfurt, Germany \X/ Email to: peterk@combo.ganesha.com
Currently employed at "Commodore Konkursverwaltung Hembach"

6097. Re: SoundLab and AU Files No.2

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 23:32:00 UTC
From: diehl@nudge.io.org
Message-ID: <3dvgtg$1fi@ionews.io.org>
Source record: 173879

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:

: The first few bytes of the file are .snd !!!
: is this not a AU file...

Curiouser and curiouser: TYypically, .SND files are regarded as 8-bit mono unsigned raw samples.

: 525 list it as a mono 16 bit u-LAW signed SND file....

Hmm. Strange. u-LAW is normally the domain of Sun .AU files. (I don't know of any other sample format that uses U-Law)

: I saved it as a 16 bit mono AVR file...

Well now there's your problem: Soundlab can't play 16-bit samples. That's why you're getting distortion. 16-bit samples need a different routine to play than 8-bit samples do because in 16-bit samples, each individual sample occypies two bytes of data rather than one byte that 8-bit samples do. SoundLab only plays 8-bit samples, and so when it tries to play a 16-bit sample, it plays it one-byte at a time, rather than two-bytes at a time as it should. Damien has proimised a new version of SoundLab in the future that will support 16-bit samples.

: Is there some thing that I am doing wrong...

Convert it to 8-bit unsigned SPL or WAV or some other similar format and you should have no problems. Oh, mono, too.

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

6098. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 23:34:30 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <EL5MADUYUP@stingray.manawatu.gen.nz>
Source record: 173866

OK - I think it's time to give this a rest.

I started this thread (unfortunately) - I only wanted to know if a 28.8K
modem would run on a Falcon and about mods to an ST(e) that were necessary
in order to use one.

I have found out this information and so no more arguing please???

And yes that includes _YOU_ Roger S. Face it - we live in a dump of a
country, tech-wise (well and a _lot_ of people-wise too...)

Oh, and that last statement is _not_ open to discussion.

I like talking about Ataris in this group, how to program them, what's available
etc. And je m'en merde about all of these arguments - and I think _most_
ppl just want to get on with things and not piss about reading all this rubbish.

On a different note:

Have a good New Year all, and thanks for the help I have received during
the year. It was really appreciated.

Richard =8-]

--

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_ _
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(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

6099. Re: WWW browser

Newsgroup: comp.sys.atari.st
Date: 1994-12-29 23:42:20 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <788744540snz@bigbox.demon.co.uk>
Source record: 173810

In article <EL2UCJVSUP@galaxy.owl.de>
neptune@galaxy.owl.de "Hendrik Mylius" writes:

> >> : Where are the WWW browsers for the Atari? one would be fine thank you.
> >> : one that takes advantage of the GEM.
> >
> >AFAIK there is no GEM based WWW browser... yet. Though two are being written.
>
> TWO? Are you sure about this?

That's what I've heard. One will be commercial, and won't support MiNTnet, and
the other will be free/shareware and will be a sort of HTML shell, with
external programs doing the connections - and so MiNTnet support is likely.

Please correct me if I'm wrong :-)

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

6100. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 00:13:51 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3dvjbv$2hm@golem.wcc.govt.nz>
Source record: 173871

In article <EL4TCJWEUP@galaxy.owl.de>, neptune@galaxy.owl.de (Hendrik Mylius) writes:
>In <3dtq8j$knk@golem.wcc.govt.nz> Roger Sheephead. wrote:
>>What a load of RUBISH, that is only for TEXT data, 38.4k would be fast enough
>>for Archive files, ie ZIP/LZH...
>
>RUBBISH, that is, Roger. One should set the DTE as high as possible to keep
>the datastream on the phonlines on the highest possible level.

What a load of Crap, you are not a modem expert, I have been for 11 years...

>You're a waist of bandwidth in the first place.

No you are for the Rubish that you post here.....

>/Hendr!K/
>
> Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
> Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
> D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6101. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 00:29:39 UTC
From: l39801@ci.ist.utl.pt
Message-ID: <3dvk9j$7v2@alfa.ist.utl.pt>
Source record: 173870
Cross-posted to: comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc,comp.unix.misc

Hendrik Mylius (neptune@galaxy.owl.de) wrote:
: In <magnus.788190903@thakhasis> Magnus Nasholm wrote:

: >>>I missed the files. Could someone email them to me?
: >>Me too.
: >I missed them to...Couldn't someone repost them???

: Are you completely out of your mind?

No we're not ! Some of us would like to have a bit of fun !!!

: Do NOT repost this sh*t!

Was it that bad?? :-))))

: Hendr!K

--


```
+---------------------------------+-----------------------------------------+
| Carlos Hugo Baptista Morgado | " My conscience is fadding and I can feel |
| e-mail: l39801@alfa.ist.utl.pt | it ........... Press F1 for help " |
| l39801@ci.ist.utl.pt | HAL9000 being made IBM compatible |
| +---------------------------------------+
| Instituto Superior Tecnico de Lisboa -- Universidade Tecnica de Lisboa |
| ( Technical Superior Institute of Lisbon - Portugal ) |
| Licenciatura em Engenharia Electrotecnica e Computadores |
| ( Electronics and Computer Science Degree) |
+-------------------------------------------------------------------------+
```

6102. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 00:44:10 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3dvl4q$2nh@golem.wcc.govt.nz>
Source record: 173872

In article <EL5MADUYUP@stingray.manawatu.gen.nz>, richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:
>OK - I think it's time to give this a rest.
>
>I started this thread (unfortunately) - I only wanted to know if a 28.8K
>modem would run on a Falcon and about mods to an ST(e) that were necessary
>in order to use one.
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>I have found out this information and so no more arguing please???
>
>And yes that includes _YOU_ Roger S. Face it - we live in a dump of a
>country, tech-wise (well and a _lot_ of people-wise too...)
>
>Oh, and that last statement is _not_ open to discussion.
>
>I like talking about Ataris in this group, how to program them, what's available
>etc. And je m'en merde about all of these arguments - and I think _most_
>ppl just want to get on with things and not piss about reading all this rubbish.

I just state some facts, but if you don't like them that is your problem,
Facts are Facts no matter who posts them...

I have been involved with Modems for some 20 years, 11 years with DataBank as a network Eng,, I also installed the very first Datel 2400 link to the USA...

Also here are some more Facts, but if you are that juvenile to understand them then again that is your problem...

Jeff McDermaid <captnmac@kaiwan.com> writes:

> Help! I have been trying out two new 28.8 v.34 modems, and have not been
> able to make any connections at 28.8k. I have been dialing up various
> BBS's in the southern Calif. area that list modem lines that support v.34.
> The most frequent carrier speed is 24000, with the rare 26400. Any
> suggestions?

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By contrast... a 14.4k bps (V.32bis) link requires a usable bandwidth of only 2400 Hz, from 600 - 3000 Hz.

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Bill Garfield <bill.garfield@yob.com>
Beta site for Multi-Tech & USRobotics modems, spokesperson for neither.

FACTS.....!!!!

> Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6103. on-line software/provider for atari?

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 00:53:46 UTC
From: tonewheel@aol.com
Message-ID: <3dvlmq$iam@newsbf02.news.aol.com>
Source record: 173869

A friend of mine has a 1040STE and would like access to e-mail/internet
etc. What is the best software and access for atari? It would be of great
benefit to him for it to be extremely user friendly.
Thank you very much. < tonewheel@aol.com >

6104. Service Interrupted

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 01:01:33 UTC
From: blade01@pplnet.com
Message-ID: <23533KQYDQYHPLICALS@pplnet.com>
Source record: 173875

Our local server was down for about a week or so before Christmas due to a major security breach and a move of the physical plant. I think some of my outbound email may have gone missing, and I'm sure the inbound did. If anyone sent me anything and didn't get a reply, please send it over again - I'm not ignoring you, honest!

--

Paradise Play Line BBS!!! PPL Networks - Ambassador Gcomm Dealer
Houston's Link to the World!! TELNET - 198.64.53.173
A True Gamer and Social BBS BBS - (713)597-4000 Sysop

6105. Re: WWW browser

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 01:14:22 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1LnFy.3FH@cix.compulink.co.uk>
Source record: 173876

In message <788632370snz@chowgar.demon.co.uk>, smoore@chowgar.demon.co.uk said:

> How hard was this to set up ? I downloaded the latest binary of MiNT
> and then found the latest version of MiNTnet but this wasn't compiled
> so it wasn't much use to me.

The file net-060.tgz *has* compiled versions in it, it just looks like it doesn't. The main files are .xfs and .xdd MiNT additions. All the utilites have *no* extensions (like .ttp or .tos) as they are all suposed to be run from a shell.

MiNT-Net is not easy to set up - but is well worth it once yuo get it going IMO.

:-)

Roland.

@CiX

6106. Re: Mapping Joystick/Mouse Port 1 to Joystick Port 2

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 01:14:25 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1LnG1.3G6@cix.compulink.co.uk>
Source record: 173877

In message <3dtt5k$gl9@cascade.pnw.net>, mparrott@pnw.net said:
> Does anyone know if a program exists that can map things so that
> Joystick port 2 can be used as the mouse port? I've got a computer

I know *exactly* what you mean! OTOH I don't think there is going to be
a good software cure - at least not one which works with games which mess
about with the keyboard controller.

There is a program around (one version sold with Mouse Tricks 2) which lets
you use a PC serial mouse in serial port. Might work for you - or OTOH if
you can figure out how to do it - then maybe you could patch it for the
joystick port.

Now I come to think about it though the joystick port doesn't have all
the signals the mouse port has - so its probably a non starter anyway.

:-(

Roland.

@CiX

6107. Re: MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 01:14:27 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1LnG3.3Gu@cix.compulink.co.uk>
Source record: 173878

In message <788725672snz@chowgar.demon.co.uk>, smoore@chowgar.demon.co.uk
said:
> I have decided to attept to install MiNT and MiNTnet on my Falcon so
> I can access the WWW with Lynx. I know that there is a binary version
> of MiNT 1.12 but is there a binary version of MiNTnet?

net-060.tgz (or somthing close) on many archive sites in ~mint/Network

This has the binaries in there - though you have to look had for them.

> Also, is there any software that will let me use gopher with MiNT?

I'm sure I saw a gopher.tgz in ther as well.

:-)

Roland.

@CiX

6108. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 03:30:04 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3dvurs$4h0@golem.wcc.govt.nz>
Source record: 173882

] Expecting 28,800 bps? Your results -will- vary.
]

[Whole heap of stuff I've read half a dozen times already chopped out]

We get the idea, you don't have to post the exact same article more than
once. Things will either work or they won't. At the worst, if they
don't, the shop CANNOT refuse to exchange or refund the modem....

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government
Steve Wells. or City Council.

6109. I Feel The Need For Speed

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 03:55:38 UTC
From: ekl@sdf.saomai.org
Message-ID: <D1Luwt.9os@sdf.saomai.org>
Source record: 173880
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Alright - I want US prices and distribution sites for either Medusa or
GE brand ATARI TT Clone machines. I'm looking for about 4-12MB and
120-540MB disk space.

Anyone got a used (and CHEAP) ATARI TT instead ?

Please email me with US prices.
Thanks,
Evan Langlois

--
ARPAnet: ekl@sdf.saomai.org ..!uunet!saomai.org!ekl

6110. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 06:24:38 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL5HCBURUP@galaxy.owl.de>
Source record: 173809

In <3dvjbv$2hm@golem.wcc.govt.nz> Roger Sheephead. wrote:

>What a load of Crap, you are not a modem expert, I have been for 11 years...

Oh, you're the expert!?

>>You're a waist of bandwidth in the first place.
>No you are for the Rubish that you post here.....

Perhaps you should install a spellchecker ...

As for waist of bandwidth: Why did you post that article 4 times? That was
really stupid.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

6111. FORSALE: ST/MIDI/COLOR DIGITIZER

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 06:44:19 UTC
From: mikest@comtch.iea.com
Message-ID: <3e0a83$fpr@krel.iea.com>
Source record: 173881

ATARI 1040 ST COMPUTER SYSTEM $150 + Shipping

1 Meg. of RAM
Internal 3.5" disk drive
MIDI Interface (see Electronic Musician Magazine for possibilities!)
Mouse
Joystick
Amber monitor
Lots of software with original manuals (ie: word processor, database,
graphics software, many games, etc.)

Excellent condition!

Also included:
**** Computer Eyes(tm) COLOR video digitizer! ****

It has high quality graphics, a midi interface, GEM windows interface,
and software that makes it beneficial to anyone looking for a computer!
Plus it's easy to use!

Please contact mike (mikest@comtch.iea.com) with inquiries.

6112. MinixFS under Mint1.12

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 08:09:08 UTC
From: abro@amath.unizh.ch
Message-ID: <1994Dec30.080908.29718@rzu-news.unizh.ch>
Source record: 173883

Hi!

trying Mint 1.12 on my Atarai ST occur some problems with the FileSystem
(Cutted Path-Names, etc. - see old Posting two weeks again...).
Where can I find patches for this (or other) problems with Mint 1.12?

Ciao, Arnt

---------------------------------- |
Arnt Broska, Uni Zuerich, Schweiz | --
---------------------------------- | Does anybody know an Email-address of God?
EMail-Adress: abro@amath.unizh.ch | --
| Newest answer: jesus.christ@your.heart.now

6113. Re: Mapping Joystick/Mouse Port 1 to Joystick Port

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 08:54:10 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <EL5HCFYUUP@cabal.sh.sub.de>
Source record: 173823

In <3dtt5k$gl9@cascade.pnw.net> Michael Parrott wrote:

>Does anyone know if a program exists that can map things so that
>Joystick port 2 can be used as the mouse port? I've got a computer
>desk with a keyboard support, and the MegaSTE/TT keyboard sits too
>far to the left for comfortable typing when the mouse is plugged
>in to Joystick/Mouse port 2. If I could just plug the mouse in on
>the /left/ side of the keyboard, life would be grand. :) And I'd
>rather do this via software, if possible, as opposed to hacking
>the keyboard apart to jostle connections about.
>
>If you happen to know of such a beast as a program that allows remapping
>the Joystick/Mouse port(s), please be so kind as to let me know either
>in this group (so ALL of us know) or via e-mail (if you're shy).

Grab your soldering iron and do it in hardware.

Port 2 is not even connected to XA/YA/XB/YB.

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

6114. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 10:14:43 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3e0mij$6s3@infa.central.susx.ac.uk>
Source record: 173885
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote:
: >Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: >: >One Big problem with German ones is the lack of good spelling/Thesaurus
: >: >support...

: >: Papyrus has a spell checker, but no thesaurus.

: >: >The other problem is these later version need a high res monitor and
: >: >4 megs of Ram and a hard disk....

: >: Papyrus does not require a hard disk and it runs in 1MB. Features require
: >: RAM. Can you name one PC/Mac WP that has a spell checker and thesaurus and
: >: can run in 640*200 res in 1MB and without a hard disk?

: >Can you think of any professional organisations that use the above spec
: >for a WP as their standard.

: >Steve

: Steve: do journalists count as professionals??

Not the ones that write for the Mirror, Sun, Sport and People.

I was implying that many organisations, such as Universities, probably would not
find this kind of word processing platform as stable or powerful as,
say, Word on Mac/PC.

With a more common platform such as Word or WPerfect, data is just som
much more compatible between institutions.

For example, my Uni uses Word/PC - As a scientist, I publish data in
Journals. A requisite of many Journals is a written copy AND and copy on
floppy, of the article. I just don't think they'd accept Papyrus docs.
(in fact I know they don't!).

BUT - If the Papyrus system works for you then use it.

Steven

6115. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 10:18:04 UTC
From: tbm@fvkmapc02.tu-graz.ac.at
Message-ID: <3e0mos$h70@fstgds15.tu-graz.ac.at>
Source record: 173884
Cross-posted to:
comp.sys.acorn,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.sys.next.misc

Highlander C H B M (l39801@ci.ist.utl.pt) wrote:
> No we're not ! Some of us would like to have a bit of fun !!!

We all understand you. All of us want fun and if it`s fun for
you to view those pictures then you should do so.
It`s not fun for us to read this threat the whole time, "repost,
repost, ..."
I have put them on my WWW site so you can down-load them from there.
Please stop to request these pictures in all these news-groups! Thanks.

http://fvkmapc02.tu-graz.ac.at/tbm/images/insel_intide_A.gif
http://fvkmapc02.tu-graz.ac.at/tbm/images/insel_intide_B.gif

(btw, the second isn`t that good ...)
--
martin michlmayr | tbm@tci002.uibk.ac.at | tbm@fvkmapc02.tu-graz.ac.at

6116. Re: DEXtrous or EASE?

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 10:28:06 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941230Z102806.346dbrewood@nest.demon.co.uk>
Source record: 173806

In article <3dqqj7$7qs@nntp.Stanford.EDU>
darmok@leland.Stanford.EDU "Philips Dilworth Patton" writes:

> Are there any demos our there for these two new desktop replacements that
> I can play around with?

There is a German demo of Ease on Umich, Dextrous is still being worked on
however and copies have not yet been given out to us beta testers.

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Audio/Photo CD. Beta tester. =
================================================================================
```

6117. Re: .GL & .DL animation Viewer

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 10:28:58 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941230Z102858.484dbrewood@nest.demon.co.uk>
Source record: 173807

In article <EL2UFEURUP@dksoft.ping.dk> kim@dksoft.ping.dk "Kim Andersen" writes:

> Does anyone know if there's a Grasp (.GL) or .DL animation viewer
> available somewhere. I got a .DL vierwer from a guy called Lonny, but

Never even heard of this Kim, any chance of you throwing a copy my way?

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Audio/Photo CD. Beta tester. =
==

6118. Re: 14.4K Modem w/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 11:05:13 UTC
From: contacts@mits.mdata.fi
Message-ID: <3e0ph9$b74@prime.mdata.fi>
Source record: 173887

In article <EL4TCJWTUP@galaxy.owl.de>,
Hendrik Mylius <neptune@galaxy.owl.de> wrote:
>In <3du53b$qsc@prime.mdata.fi> Pekka Saarinen wrote:
>>ComaFax is a german shareware FAX-program (with a messy interface though..)
>
>Thats right. Junior Office is shareware as well. New version 3 is really
>great.

Could you tell me Junior Office's filename and location?

And a Happy New Year 1995!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

6119. Hard & Soft address

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 12:03:33 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3e0sul$169$1@perth.DIALix.oz.au>
Source record: 173890

THANKS for the answer..... I now have the address....

regards Fezzy

--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

6120. Re: insel_intide_A.gif.uu (GIF file,Re:Pentium bug

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 12:34:40 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <9d6_9412302319@genesplicer.org>
Source record: 173815

In a message of 30 Dec 94 02:18:04, Martin Michlmayr wrote:

MM> http://fvkmapc02.tu-graz.ac.at/tbm/images/insel_intide_A.gif
MM> http://fvkmapc02.tu-graz.ac.at/tbm/images/insel_intide_B.gif

Are these available through e-mail?

6121. memory upgrade how??

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 12:35:53 UTC
From: blade01@pplnet.com
Message-ID: <0343VAGHFWLJJCEQMG@pplnet.com>
Source record: 173898

IJ> > i have a 520STfm and want more memory.
IJ>
IJ> All depends how comfortable you are with soldering.
IJ> The 520ST has two banks for RAM but only bank 1 has chips in it. The chips

This is true in the STf and fm models only; the original 520 did not
have the second bank.

IJ> should be 256K each, and there should be 16 of them (each bank takes 16
IJ> chips). Now if you wanted to go to 1 meg theoretically all you'd need to
IJ> do is fill up the second bank in the 520ST. Whether this really works I
IJ> have still to find out.

It works; you'll also need three resistors to fill the missing spaces on
the motherboard (330 ohm, I think).

IJ> A neat little product that I found out about only recently is the
Marpet
IJ> Xtra-RAM board. It will allow you to put SIMM RAM into your ST instead of
IJ> the old DRAM. SIMM RAM is great because when you want to upgrade to more
IJ> RAM you just plug it in. The Marpet will let you go as high as 4 megs.

There's also the JRI SIMM board, which allows the usual 4 megs in SIMMs,
AND adds a second shifter socket, so you can get the STe palette on the
older ST.

rich.tietjens@f6969.n106.z1.fidonet.org

--

Paradise Play Line BBS!!! PPL Networks - Ambassador Gcomm Dealer
Houston's Link to the World!! TELNET - 198.64.53.173
A True Gamer and Social BBS BBS - (713)597-4000 Sysop

6122. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 12:37:24 UTC
From: der@astrakan.hgs.se
Message-ID: <DER.94Dec30133725@astrakan.hgs.se>
Source record: 173891

In article <3dvcub$ti@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

> Well have a read of this post from comp.dcom.modems and then say Sorry,

I`m SORRY that you have managed to repost the (very good) article 3 times (or was it 4?) in the same newsgroup. Shame on you!

Are you satisfied now? I did say I was sorry! ;-)

> yes I have been in comms for some 11 years, and I do know some thing about
> modems, in fact I installed the very first 2400 modem link from here
> to the USA, yes it was 2400...

Do you honestly think installing a 2400-modem long long ago in a country where the phonesystem obviously is out-dated by a couple of decades makes you a comms-expert?

If you were a comms-expert you would have known that your phone-system was outdated. Saying that 28k8-modems are a waste of money just because YOU can`t use them is rather stupid, don`t you agree?

> As they say FACTS are FACTS looks like you need some...!!!

You have TOTALLY missed the point here! The facts you supplied are probably correct, but what do they tell us? They tell me that you are living in a country with an outdated phonesystem!

Get a grip!

Daniel Eriksson, root@icon.pp.se, der@astrakan.hgs.se
Voice +46 26 72905, Fax/Data +46 26 72123
"It`s not a job for soldiers, but only soldiers can do it!"

6123. Re: 14.4K Modem w/Falcon

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 13:12:38 UTC
From: geoff@damp.apana.org.au
Message-ID: <3e1106$11c@frisbee.damp.apana.org.au>
Source record: 173894

em129@cleveland.Freenet.Edu (Thomas Main) writes:

>Hello Everyone:

Hi...

>I just bought a 14.4K Fax Modem and want to be sure that I'm getting
>the best use out of it that I can. First of all, my comm software
>has a mode for 9600 baud and 19200 baud--which should I use? Do I
>need some sort of AUTO folder program to fix the serial port on the
>Falcon in order to obtain high speed data transfers? Do I need a
>hardware fix? Also, are there any pd fax programs anyone could
>recommend for me to try out my modem's fax capabilities? I'm not
>technically inclined, so please answer in layman's term, where
>possible. Also, anyone know of a good kermit program that will run
>on the Falcon? Any advice on these matters will be greatly
>appreciated. Thanks for your time :)

In your order....

Run it as fast as you can - 19200 is OK, but to get the best out of it
with plain transfers go higher. I use 57k+ and a 32k buffer with Connect
and it gets good transfer speeds.

No - don't reallt need a hardware fix programme - at least I don't use
one and all goes well.

Fax software? - Try Comma fax - nice German Shareware programme. The
shareware version is a little crippled until you register it.

Kermit? - I'll leave this to some one else.

Now a couple of questions for you - what comms programme are you using? On
a Falcon I highly reccomend using Connect - lots of features and using the
ANSI fonts and a VGA monitor you get a nice 33 line by 80+ collumn display
in all of ANSI's glorious colours. Now that statement is sure to get you
some comment on other's favourite comms programme!!

Regards,
Geoff

--
+--------------------------------+ Q: How many Pentium designers does it
| Answers, abuse and replies to: | take to screw in a light bulb?
| geoff@damp.apana.org.au | A: 1.99904274017, but that's close
+--------------------------------+ enough for non-technical people.

6124. Re: [Q] KA9Q/NOS

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 13:30:06 UTC
From: jtace@prometheus.hol.forthnet.gr
Message-ID: <3e120u$ppr@brigitte.forthnet.gr>
Source record: 173803

Simon Moore (smoore@chowgar.demon.co.uk) wrote:
: ftp to ftp.demon.co.uk, enter the pub/atari directory and download
: stnet110.tos. This is the complete package to access the net with an
: Atari. Much easier than just nos.ttp.

: --

: Simon Moore
: smoore@chowgar.demon.co.uk

--
I did as you say, but i never found stnet110.tos there.....!!!
Any sugestion?

****
* ATARI ST 2.5 MB, 1.4 ROM *
************************ Hardware MacPlus & PC286 Emulator *
* Friendly : * SCSI 210MB HD with RealTime Clock *
* * Hawk A4 Scanner & Stylus 800+ Printer *
* Dimitris Sourmelidis * Mono & Color Monitors *
* Athens, Greece * Zoom 9600/2400 FaxModem *
************************ If you want to e'mail me, try out these...: *
* jtace@prometheus.hol.forthnet.gr *
****

6125. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 13:31:18 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3e1236$7ah@osiris.wu-wien.ac.at>
Source record: 173892

n.ac.at> <EL4MCEUYUP@dksoft.ping.dk>
Distribution:

Kim Andersen (kim@dksoft.ping.dk) wrote:

: I got two STE's, one ST (old one), and a Falcon. I sure would like to see
: those supported as well as the Falcon, but we have to face the fact that
: there will be no more ST(e) owners in the future. If there is suppose to
: be an Atari market, then it'll be build on the Falcon, in the future. And
: so it should be,
: cause the Falcon is a new machine with many new possibilities
: which deserves to be tried out.

IMO, all machines should be supported, otherwise we will end up somewhere
in PC land where we always need to upgrade to another computer to still
use the machines. And once and for all: a magic version is being worked
on, you even got the official staement on that by Andreas Kromke who is
in the Magic team.

: >The hopes for the Falcon should and are not carried by ASH, the Behnes
: >but about Atari themselves.
: Wrong!. Atari made their computers. Now it's up to others to build software.
: Why should Atari care for the support if there isn't any software ?

Well, I don't think you can see that as simple. Atari is responsible
a) for producing the hardware
b) for marketing and selling the hardware
c) for maintaining the operating system
They failed in ALL three points. To see a future in the falcon computer
lineb and to get the Ste owners to upgrade to falcons we have to see not
only software support for it, but also support from Atari. I will not buy
a falcon030 with 16bit bus, 16 MHz 030 processor, slow video. I would buy
it only for MIDI and HD recording purposes.
My Mega STE has a detchaed keyboard. When I buy a falcon, I akready have
to mess around with Tower upgrades. For those, who have a TT, a falcon is
many ways a downgrade: No Fastram support, no big screen monitor support,
no maths coprocessotr as standard, no speperate casings.
See the facts: The falcon030 was meant as the low-level entry machine for
a completely new computerline, acompetition to Amigas 1200 etc....
But- with no professional versions available- and no new models in sight
it is as dead as the ST (with the exceptition of the HDrecording market).
You yourself see the fate of the falcon machines in third party
developments (C-Lab....) - so Atari failed in all things

: >And if those people at atari have already got prototypes of a falcon040,
: >running with some very interestin specs, as one atari techinician (former

: >atari technician) at the Texas facility told me, and then they decide not
: >releaseit, to close the Texas research center etc.. and concentrate on
: >gemas consoles, what more do you want?
: I don't think a 040 version is coming from Atari. (it's coming from C-lab)
: Atari Co. has "hopefully" quit the computer market, to let others continue
: what they didn't manage to finish.

Atari has a falcon040 machine ready. It uses a 68040 processor with 32/64 Mhz, has Extremely improved graphics (probably based on Jaguar like chip) "that outblows all PC cards except multi thousand dollar ones", 8 new custom chips (some of which are running at speeds up to 110 MHz), and a decent sound system, superior to the one in the Falcon030. The F040 was developed in Texas
The Falcon030, the"sparrow", developed in Israel, started out as a graohics card project for the Ste (with 16 MHz 68000 processor). The Texas crew suggested a 68030 instead of a 68000 and a DSP chip, a subset of the falcon040 sound system--> " a blown up Ste"
The F040 was ready by beginning of 93. that'how it was, according to a former Atari techinician from Texas, whose name I will not mention (who knows what difficulties he might get...)

C-Lab has licensed Falcon030 technology only. There has not been an announcement for a Falcon040 on the side of C-Lab. The licensing agreement allows for improvements necessary in the Audio market and for continuation of production, if Atari decides to stop the Falcon. The nmachines, that c-lab announced were a f030 look alike (C/lab Falcon Mk2), and a falcon pro in a 19" case. That's all. No F040.
C/lab is much smaller than Atari (runours say the company has just two employees....) - that's for the marketing part.

Now, where do you see a future of the falcon, if Atari doesn't do anything?

: >I cannot say more that there magic for Flcon is definitely worked on, if
: >you believe it or not, the rest is up to Atari.
: Atari got nothing to do with this at all. Atari is responsible for the
: hardware, not the software.

Not true. They were supposed to do the operating system, too. 12 people were working on it (TOS, MultiTOS) and the results we all agree upon ;-)
That is were Magic comes into effect, to compensate for Ataris failures on that side (you could still stick with Single TOS, if you want :-))

: Ehh. Wasn't NVDI suppose to be a screen accelrator. How come it's messing
: around with Speedo font and things like that now ?
: I'm sure the demand for NVDI was basicly for the screen accelrator and not
: for some kind of font utility. At least those i know who now has the new
: NVDI mostly use it together with text/dtp programs. And i really don't
: believe thats where the common atari user is.
: Maybe i'm wrong about NVDI and what it was meant to be. I've only used it
: as an screen accelrator, cause i never had any special need for playing
: around with font's ect.

a) you are wrong
b) here we are talking about software support, as you are saying.
Imagine, you would install a score font in NVDI and Calamus and Notator
would support it properly. You could interchange data and fonts with
Calamus and Notator easily. Notator could use scalable fonts for
labelling etc....: the fonts could be used in any other programs, too.
You would need only one printer driver, the one from NVDI - for all your
applications - Postscript output? with the respective driver no problem.
The fact that you do not take advantage of NVDIs features is, that the
software does not support it. So the only thing you use is just the
accelerating effect. Call C-lab, DMC or whoever to support operating
system features properly. The benefits would be great
(As for magic 3: long file names? clipboard? Drag and Drop? Pipes?)

: >Well, some dreams come true. :-) I would not be surprised if 1 or 2 months
: >from now we will see a new Magic owner in denmark :-)\
: I hope you're right, and i'm wrong.

Let's make a bet (Andreas Kromke, du haftest.... :-))

: >For free? I think you should give so. moeny to use it. IMO, format the
: >disks, and send a letter of congratlations to the former TOS crew at
: >Taligent for the extra empty disks for data storge they were able to
: >include with a Falcon.
: >

: Ah, thats a posibility as well. Not a bad idea 8-)

If you do it, I will add my disks as well. If all Atyari users wiuld do
that, we may even get the first release version of Taligent OS on all the
disks we sent in :-)

Regards,

Alfred

6126. JPEG Binary Bugs...

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 13:36:00 UTC
From: Marcus Finlay <marcus_finlay@pointless.gen.nz>
Message-ID: <50101120209$6FC8@pointless.gen.nz>
Source record: 173751

RS> JPEG5 needs a > between the in/out file, JPEG4 does not...
RS>
RS>
RS> So what is the lestest version of the JPEG source files,
RS> and can some one do a port of them, what we need is the
RS> LZH man Christian Grunenberg to do a port of it, then it will be
RS> Fast....!!!
RS>
RS>
RS> How about it chaps.... ??

Hi, are we talking about the utils cjpeg and djpeg ??
I ported these myself and they are quite easy to get compiled and running
So if you can get me the latest C source I'll port it.
I have ported POV raytracer too, and my TT can render images as fast,
usually quicker than a 486 DX2 50 that I use at work.
Who says the TT is slow ?

Cheers
Marcus

marcus_finlay@pointless.gen.nz
* CQWK 2.2 * Powered by Motorola

6127. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 13:39:38 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3e12iq$7ah@osiris.wu-wien.ac.at>
Source record: 173893
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steven Constantine (kaps3@central.susx.ac.uk) wrote:
: With a more common platform such as Word or WPerfect, data is just som
: much more compatible between institutions.

True and not true. There are file formats available, such as the RTF
format, that allow for what you are looking for and are supportyed by
Word, Word Perfect and Atari wordprocessors.

: For example, my Uni uses Word/PC - As a scientist, I publish data in
: Journals. A requisite of many Journals is a written copy AND and copy on
: floppy, of the article. I just don't think they'd accept Papyrus docs.
: (in fact I know they don't!).

Well, they accept RTF docs. IMO, most scientific newspapers would like to
see TEX docs - so you can forget Word, Wordperfect and the lieks as well.
IMO, it would even put a bad light to use MS word for professional
scientific publivations. At least the output, for example of the Formula
editor, would cause people to vomit all over the world (but with "Formula"
on the Atari that is, of course, different)

: BUT - If the Papyrus system works for you then use it.
More than happilz (well, in my case not papyrus, but Tempus Word..)

Regards,

Alfred

6128. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 13:46:41 UTC
From: jonal@hiof.no
Message-ID: <jonal.2998.2F040F41@hiof.no>
Source record: 173895
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3e0mij$6s3@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven Constantine) writes:

>For example, my Uni uses Word/PC - As a scientist, I publish data in
>Journals. A requisite of many Journals is a written copy AND and copy on
>floppy, of the article. I just don't think they'd accept Papyrus docs.
>(in fact I know they don't!).

Papyrus can export RTF files which should be accepted. The only thing missing AFAIK is pictures since there is no common picture file format for the platforms using RTF. TIFF would be a fine soulution, though...

>BUT - If the Papyrus system works for you then use it.

Pap is simply *the* best WP for this platform. With the excellent support and developement from R.O.M. I can easily reccommend it to anyone. Also, if you're in Britain, HiSoft offers student discount on the package, making it an even better buy.

Jon

Snail : Hjortsbergvn. 7, N-1784 Halden. Norway Voice: +47-69-175939
Finger me at gyda.hiof.no for more info...
tlhIngan Hol Dajantlh'a'
Life is a lemon and I want my money back! (Jim Steiman)

6129. Re: Good Mail Reader ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 13:53:10 UTC
From: jtace@prometheus.hol.forthnet.gr
Message-ID: <3e13c6$ppr@brigitte.forthnet.gr>
Source record: 173804

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
: Hi,

: Opinions please....

: What is a good Mail Reader ? I use MT-QWK at the moment, which is ok,
: but not a touch on Bluewave on the PC. Anyone suggest something good ?
: That's also shareware ?

: Happy New Year,

: Kev.
: VQWK 6.20 [Rev H - 04/04/94]

I am using Captain's QWK Reader and it is fantastic..you should give
it a try...You can find it at most ftp sites--

```
*********************************************
* ATARI ST 2.5 MB, 1.4 ROM *
************************ Hardware MacPlus & PC286 Emulator *
* Friendly : * SCSI 210MB HD with RealTime Clock *
* * Hawk A4 Scanner & Stylus 800+ Printer *
* Dimitris Sourmelidis * Mono & Color Monitors *
* Athens, Greece * Zoom 9600/2400 FaxModem *
************************ If you want to e'mail me, try out these...: *
* jtace@prometheus.hol.forthnet.gr *
*********************************************
```

6130. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 14:02:16 UTC
From: kim@dksoft.ping.dk
Message-ID: <EL5NEHVJUP@dksoft.ping.dk>
Source record: 173896

In <3dtq8j$knk@golem.wcc.govt.nz> Roger Sheppard. wrote:

>>Thats not just your opinion, thats a fact. A V34 (or an 28k8 modem), should
>>not be set to anything below 57600 DTE baud, (well, 38400 should perhaps
>>be enough). Anythng below 38400 would be the same as connecting a 2400
>>baud modem with DTE baud of 1200. Stupid and surly waste of modem and money.
>
>
>
>What a load of RUBISH, that is only for TEXT data, 38.4k would be fast enough
>for Archive files, ie ZIP/LZH...

As i'd say, right ? The DTE speed higher than 38400 surely makes an
improvement wether or not you like it. Ofcouse you'll only see this
improvement transfering ascii files, but it doesn't hurt at all speeding
the DTE up to at least 57600.
Many people out there uses their modems on BBS's. With a higher DTE rate
all menu's, screen ect. will go alot faster as they're all plain ascii
caracters, right ? So whatever speed your hardware can handle will give
you benefits, and thats why you should use the highest possible speed.

>
>
>Unless you have very very good phone lines 28.8 modems are just a wast
> of money....
>

That really depence on your phoneline quality. You may have a problem
with highspeed modems, but thats because your phonecompany got a real
problem keeping their system up to date. Nowadays most of us are connected
to full digital centrals, (though we're still using analoge modems), and
trust me, a 28k8 modem is running just fine on such a central.

Next step is ISDN which is full digital communication. But untill ISDN
is becoming more normal, i'll say a 28k8 is worth the money no matter
where you are.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.

```
| CD-Roms online Free download limit.| Many years of experience. |
-\-------------------------------------------------------------------------/-
\-----------------------------------------------------------------------/
```

6131. Re: Problem w/ Populous II

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 14:54:11 UTC
From: alfasoldt@aol.com
Message-ID: <3e16uj$mno@newsbf02.news.aol.com>
Source record: 173897

> BTW, which is the latest SuperBoot?

8.1 is the latest we have here. It's not being developed any longer.

Al

6132. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 15:00:40 UTC
From: kim@dksoft.ping.dk
Message-ID: <EL5OEEUWUP@dksoft.ping.dk>
Source record: 173831

In <EL4TCJWQUP@galaxy.owl.de> Hendrik Mylius wrote:

HM> It should not only be build on the Falcon. The clones are very important, too.

Ofcouse, any hardware which support the Tos will do.

HM> Without a proper HW noone would bother with software. They have to make money
HM> with this!

You just said it yourself. Atari did make the Falcon, which in my opinion
is a proper hardware.

HM> I won't belive anything until I've seen it. Too many things were announced and
HM> are now vaporware.

Agree. I've stopped believing things before i've actually seen it too.

HM> See above.

I saw and answered 8-)

HM> VDI-REPLACEMENT!!!!

So ? What has this got to do with fonts anyway ?

HM> Sheesh, where elso should they be if not in this market.

Me, i'm doing in the general use. I most do BBS and music. Many atarians are
all gamers, which got nothing to do with fon't and or NVDI.
I run a large BBS in scandinavia, and from what i've seen it's not stuff like
texteditors and DTP/Fon'ts which is doing best on the top.

HM> >Maybe i'm wrong about NVDI and what it was meant to be. I've only used it
HM> >as an screen accelrator, cause i never had any special need for playing
HM> >around with font's ect.
HM>
HM> Too bad you didn't. Register your UPoint and you can use all sorts of fonts
HM> you wanna have.
HM>

But for what need. I'm doing fine the way things are just now. And Upoint
is looking fine also with the system font running, so why should i care ?
I also have SpeedoGdos, but why should i slow my system down, just for
seeing some different font's.

Greets
Kim

--

```
/-------------------------------------------------------------------------\
-/-------------------------------------------------------------------------\-
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
| The scandinavian board when you | 5 Atari computers including a Falcon. |
| have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
| CD-Roms online Free download limit.| Many years of experience. |
-\-------------------------------------------------------------------------/-
 \-------------------------------------------------------------------------/
```

6133. Re: .GL & .DL animation Viewer

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 15:12:12 UTC
From: alfasoldt@aol.com
Message-ID: <3e180c$mq3@newsbf02.news.aol.com>
Source record: 173899

> Great!.. Would it be possible for you to send me a copy by e-mail as i
think
> i will have problems getting on to GEnie ??

Sure.

Al

6134. Re: SC1224 magnetized... help!

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 15:19:28 UTC
From: alfasoldt@aol.com
Message-ID: <3e18e0$mr7@newsbf02.news.aol.com>
Source record: 173900

> I still have a purple blotch in the top left
> corner of my screen. Does anybody know an easy way to fix this?

John,

If the magnetically induced distortion is fairly mild, it will gradually go away. Turn the monitor off and carry it around, orienting it in different directions. (Don't laugh. There's a reason for this.) Turn it back on and it will gradually clear up in most cases.

I get calls on this every few months. (I write about computers, audio and video.) A LOT of folks don't realize they need shielded speakers if they stick them next to their TV or video monitor, for example.

Al

6135. Re: Problem with DC Desktop

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 15:26:20 UTC
From: alfasoldt@aol.com
Message-ID: <3e18qs$mt5@newsbf02.news.aol.com>
Source record: 173801

> I recently also purchased DC Desktop version 1.2
> at a closout sale and the damn thing keeps crashing upon bootup.

John,

DC Desktop is a very old program. DC is no longer in business. There are some good alternative desktops that you should consider. If money is an issue, try TeraDesk, which is freeware. As a NeoDesk 4 beta tester, I of course recommend that, too, but Gemini and At Ease are very good, too.

Al

6136. Re: MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 15:47:32 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <788802452snz@bigbox.demon.co.uk>
Source record: 173811

> I have decided to attept to install MiNT and MiNTnet on my Falcon so I can
> access the WWW with Lynx. I know that there is a binary version of MiNT 1.12
> but is there a binary version of MiNTnet?
AFAIK the only versions of MiNTnet available are in source and binary form.
It would be nice if someone made binary only versions available as I'm sure
the source code confuses people or puts them off donwloading a new version
because of the extra space it takes.

> Also, is there any software that will let me use gopher with MiNT?
Yes, try a.a. on Mint/Network/gopher-xxx.tgz Are there any benefits to using
gopher instead of a WWW browser?

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

6137. Re: MINIX partition screwed..Restore to TOS??? HOW!?

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 16:01:22 UTC
From: Pialina B{ck <plina@sci.fi>
Message-ID: <Pine.sol.3.90.941230180035.11079B-100000@borg>
Source record: 173802

On 28 Dec 1994 trek@intgp1.att.com wrote:

> Peter, Can you not get ICD Utilities to reclaim the single partition
> for you? I think you should be able to do this. Wayne
>
Probably would, but the ICD utils I got a hold of at ftp.funet.fi
do not run on my Falcon030.....

Any ideas?
-Peter.

6138. Info on Falcon needed

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 16:21:43 UTC
From: tim@cydrome.demon.co.uk
Message-ID: <788804503snz@cydrome.demon.co.uk>
Source record: 173805

Hi,

I wonder if anyone can tell me the following :-

As far as I know the Falcon is ment to have eight 16bit sound channels, can all these be driven separately and can their outputs be tapped of separately. I.e. can you play eight different sounds simultaneously tapping them off at separate ports?

Also has it got an unrestricted expansion bus (not like the ST with no write line and 'Address error' problems)? With all the address and data lines available.

What type of hard disk and memory chips does it use ?
How flexiable is the 'Apple Talk' from a programming point of view?

I've been unable to find any technical specs. and manuals for this machine, could anyone tell me of any good books (E.g. Atari ST Internals was okay) for the machine, or an FTP site where I can get some information.

Many thanks.

--
Tim Mann

6139. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 17:06:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D1MvIt.DsE@cix.compulink.co.uk>
Source record: 173808

>Beeing more concerned about NVDI 3.0 rather than finishing Magic for the
>Falcon, is another thing i don't understand. We allready had a working

Do you understand $$$? NVDI sells 10 times more than MagiC.

Ofir ogal@cix.compulink.co.uk

6140. Re: Apex Media and Video Hardware

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 17:22:36 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941230Z172236.634dbrewood@nest.demon.co.uk>
Source record: 173822

In article <D1L8MM.Gv9@freenet.carleton.ca>
ac382@freenet.carleton.ca "Jack Kitowicz" writes:

> Does anyone know what video hardware the Apex Media Software is
> compatable with? I have an old VIDI-ST cartridge that I can't use on my
> Falcon as well as a Videomaster Falcon. Is there any possibility of using
> these products with the Apex package? If not then what is the available
> genlocking/digitizing hardware ?

Apex supports the Screen-Eye card from Matrix and the Expose card from Titan
Designs. It has recently been suggested that support for Vidi-12 (I think it
is) be included. The coders hae said if some one can provide interface data
then support would not be that difficult to achieve.

--

```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Audio/Photo CD. Beta tester. =
================================================================================
```

6141. Re: Apex Media and Video Hardware

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 18:02:38 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3e1hvu$65d@vishnu.jussieu.fr>
Source record: 173812

It works with Screen Eyes at least, I've seen it. However, I think one must get the driver, and I don't know how to do this. Moreover, Screen Eyes is no longer built...

MB.

6142. Re: Mapping Joystick/Mouse Port 1 to Joyst

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 18:07:31 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3e1i93$65d@vishnu.jussieu.fr>
Source record: 173813

You can do it, by writing a 6301 (if I'm not wrong) assembly program, that you'll download into the 128 bytes of its memory. Now, it's not very easy to do. The only thing that should lack is the... right mouse button.

MB.

6143. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 18:33:42 UTC
From: hoagy@cix.compulink.co.uk
Message-ID: <D1MzK6.Kz3@cix.compulink.co.uk>
Source record: 173817

>There are about 500,000 ST's used in Germany. I wouldn't say thats dead.
Where does this figure come from? They may have sold hundreds of thousands
in the UK too, but I bet most of them aren't used any more.

Hoagy (hoagy@cix.compulink.co.uk, djs@jet.uk, 01734 351783)

6144. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 20:15:24 UTC
From: kim@dksoft.ping.dk
Message-ID: <EL5UAGURUP@dksoft.ping.dk>
Source record: 173830

In <EL4TCJWNUP@galaxy.owl.de> Hendrik Mylius wrote:

HM> Loads of people. Masses. You should've seen 2B selling the upgrades on the
HM> recent shows. The disks nearly vaporated.
HM>
HM> Text-programmes make use of the vector-fonts. That's correct. But many apps
HM> use them for screenfonts as well. Without the GDOS-part of it you wouldn't be
HM> able to use _any_ other fonts *systemwide* on your machine.
HM>
HM> Without GDOS and improved VDI you couldn't print high-quality grafics from any
HM> programme. The developers would have to do invventing of drivers all over
HM> again. GDOS introduced a broad variety of OS-calls to do just that.
HM>
HM> NVDI is definetly not only a screen-accelerator. It is a complete replacement
HM> for the buggy and slow Atari-VDI.
HM>
HM> The most popular publishers on the Atari use entirely different fonts.
HM>
HM> The legal stuff cost enormous amounts of time and efford. That hat to be taken
HM> from somewhere, you know.
HM>

And what is loads of people then ?
I know NVDI can replace the system font if thats what you want, but what
we're talking about here is the need for the new NVDI or for Magic (for the
Falcon).
The old NVDI could also replace the system font, so what was so important for
releasing a new NVDI before releasing something as good as a total new
replacement of the OS, (cause thats hopefully what Magic is).
Every atari owner can be (or should be) interested in a new OS, (wether or
not it's able to do multitasking), but not every atari user are interested
in a new NVDI, which just support other fonts (or whatever the new NVDI
does).
Thats is what i'm talking about, and it really makes no differences if the
new NVDI is an replacement of the VDI or not. The old NVDI is an replacement
of the VDI as well.
So now you tell me what was so important to release the new NVDI before
anything else ?

Greets
Kim

--

/--\
-/--\-

```
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
| The scandinavian board when you | 5 Atari computers including a Falcon. |
| have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
| CD-Roms online Free download limit.| Many years of experience. |
-\-------------------------------------------------------------------------/-
 \-----------------------------------------------------------------------/
```

6145. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 20:36:26 UTC
From: kim@dksoft.ping.dk
Message-ID: <EL5UAGUUUP@dksoft.ping.dk>
Source record: 173833

In <EL4TCJWHUP@galaxy.owl.de> Hendrik Mylius wrote:

HM> The Falcon-MagiC had to be rewritten fromscratch, to incorporate all features
HM> needed for Falcon-specific hardware support.

Which i can understand. But as far as i can read between the lines in the
messages about MacMagic, they have reach alot futher with that.

HM> Companies have to make a living, you know.

Ofcouse. and i really give them this as well. My point is rather that they
make their livings on a place which isn't going to improve the market.
The future atari market will be based on Falcon's (and clones), so why not
support this insted of spending time on other things.

HM> With all your senseless complaints about MagiC you really start pissing me
HM> off.

Yes, ofcouse i'm the one beeing wrong for caring about the atari market,
seeing our market beeing totally destroyed because of lack support on
software. Ofcouse i'm the one who is wrong when seeing friends change to
other platforms because they can't get the software or don't find any
improvements on their side. I could ofcouse follow them, which i have to
admit i'm very close to.

HM>
HM> If I were a dealer, I wouldn't give a damn about a tiny little market over
HM> there in the firstplace.

No ofcouse not. Why should you care at all. You're probably doing fine
where you are, so why care about the rest.

Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

6146. Re: MiNT

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 20:45:28 UTC
From: sturm@ost1.ping.de
Message-ID: <EL5UAGVCUp@ost1.ping.de>
Source record: 173814

In <788802452snz@bigbox.demon.co.uk> Ben Bell wrote :

>> I have decided to attept to install MiNT and MiNTnet on my Falcon so I can
>> access the WWW with Lynx. I know that there is a binary version of MiNT 1.12
>> but is there a binary version of MiNTnet?
>
>> Also, is there any software that will let me use gopher with MiNT?
>Yes, try a.a. on Mint/Network/gopher-xxx.tgz Are there any benefits to using
>gopher instead of a WWW browser?
>

Well, what the **** is a.a. ????? I've heard that so often, but all I can
think of are alcoholics anonymous, and I suppose that's not it... ;-)

Oliver

--

-- --
Oliver Sturm sturm@ost1.ping.de
-- --

6147. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 20:48:58 UTC
From: kim@dksoft.ping.dk
Message-ID: <EL5UAGVIUP@dksoft.ping.dk>
Source record: 173829

In <D1MvIt.DsE@cix.compulink.co.uk> "Ofir Gal" wrote:

>>Beeing more concerned about NVDI 3.0 rather than finishing Magic for the
>>Falcon, is another thing i don't understand. We allready had a working
>
>Do you understand $$$? NVDI sells 10 times more than MagiC.
>
Sure i understand, but no, i don't understand it.

I've been told Magic is a totally new OS, (improved), so all atari users
should be interested in this. But you say NVDI will sell 10 times more.

I may be stupid, but where is the benefit in buying software for a slow OS
if you could get a better OS and from this probably also better software ?

I honstely don't understand you guy's. I'm very sorry as i may have
misunderstood a few things, but the above makes no sence to me at all.

Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

6148. Re: Falcon 040

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 21:22:16 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412302024.AA01389@ilmen.lanl.gov>
Source record: 173818

I forget who I was discussing this with, so kindly forgive this somewhat off-topic public post in lieu of email.

I recently stated that a PowerPC-based Falcon would make more sense, IMHO, than a 68060-based unit because the PPC could emulate 680x0 software with very little, if any, performance decrease until PPC native software arrived. (This is all theoretical, BTW... I'm not predicting Atari will do this).

I also stated that my Apple PowerMac 7100/66 seemed to be every bit as fast in emulation mode as my 32MHz Apple Quadra 660av, although that was by my rather unscientific 'seat-of-the-pants' method. OK, I've finally run a benchmark using the latest version of Speedometer (a Mac benchmark utility) on both machines and the PR (Performance Rating) is as follows:

	PowerMac 7100/66 (68K emulation)	Quadra 660av (040 at 32MHz)*	Quadra 650 (040 at 33MHz)	PowerMac 7100/66 (native PPC mode)
PR	1.20	1.53	1.56	3.97

*The 660av tested has a 25MHz 040 clock-doubled to 32MHz.

So the bottom line is that while the PPC -is- somewhat slower, it's nowhere near the 2 - 2.5x slower than a Quadra 650 (as the MacWorld article supposedly stated). Of course, your mileage may differ. :)

And just to keep things in perspective, realize that a 'lowly' 25MHz 040 (which is equivalent to a Speedometer PR rating of 1.0) is about 5 times faster than a 16MHz 030 installed in our Falcons. Now imagine a PPC that runs 4-6 times faster than that! Wowza! :)

Sorry for the Macintosh-trivia but it was due to the Falcon 040 debate.

Cheers,

-Hutch- @ Fair Dinkum Tech

6149. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 21:24:08 UTC
From: kim@dksoft.ping.dk
Message-ID: <EL5UAGVLUP@dksoft.ping.dk>
Source record: 173828

In <3e1236$7ah@osiris.wu-wien.ac.at> Alfred Radauer wrote:

>IMO, all machines should be supported, otherwise we will end up somewhere
>in PC land where we always need to upgrade to another computer to still
>use the machines. And once and for all: a magic version is being worked
>on, you even got the official staement on that by Andreas Kromke who is
>in the Magic team.

Why should all machines be supported. By saying this you stop all developments.
Will you also support old 520ST machines with only 360K floppy drives
512Kb memory, and even better, it may be running Tos 1.0 og floppy.
How on earth will you support such an machine now, and even make a few $
from it ?

>Well, I don't think you can see that as simple. Atari is responsible
>a) for producing the hardware

And so they did.

>b) for marketing and selling the hardware

They did, but not good enough.

>c) for maintaining the operating system

They did this as well. They didn't do a good job, but at least they manage
to make some improvements.
And talking about OS's all developers are free to build a new OS.

>They failed in ALL three points. To see a future in the falcon computer
>lineb and to get the Ste owners to upgrade to falcons we have to see not
>only software support for it, but also support from Atari. I will not buy
>a falcon030 with 16bit bus, 16 MHz 030 processor, slow video. I would buy
>it only for MIDI and HD recording purposes.

I'm sorry, but i don't agree with this. Count on your fingers and tell me
how many people who is still out there using the old 520ST floppybased OS
and with only 512Kb memory. There isn't many left, which means either they
have changed platform, or they have made some upgrade in some way. Many of
those did make an upgrade to a better machine. So what so be so wrong in
changing from a MSTE to a Falcon, (or maybe even a clone).
Thats only normal. Just like the Pc's. How many is left with old 286 (or
even worse) machines ? Most of them upgraded to be able to run new software.

>My Mega STE has a detchaed keyboard. When I buy a falcon, I akready have
>to mess around with Tower upgrades. For those, who have a TT, a falcon is
>many ways a downgrade: No Fastram support, no big screen monitor support,
>no maths coprocessotr as standard, no speperate casings.

>See the facts: The falcon030 was meant as the low-level entry machine for
>a completely new computerline, acompetition to Amigas 1200 etc....
>But- with no professional versions available- and no new models in sight
>it is as dead as the ST (with the exceptition of the HDrecording market).
>You yourself see the fate of the falcon machines in third party
>developments (C-Lab....) - so Atari failed in all things

Atari should never have been made reponsible for creation of software for
their hardware. Look at the way the PC is beeing distributed for god sake.
None of the PC produceres are making software, beside IBM.
And why should they, they know they just have to make hardware, and then
others will build software to _support_ it.

>Atari has a falcon040 machine ready. It uses a 68040 processor with 32/64
>Mhz, has Extremely improved graphics (probably based on Jaguar like
>chip) "that outblows all PC cards except multi thousand dollar ones", 8
>new custom chips (some of which are running at speeds up to 110 MHz), and
>a decent sound system, superior to the one in the Falcon030. The F040
>was developed in Texas
>The Falcon030, the"sparrow", developed in Israel, started out as a
>graohics card project for the Ste (with 16 MHz 68000 processor). The
>Texas crew suggested a 68030 instead of a 68000 and a DSP chip, a subset
>of the falcon040 sound system--> " a blown up Ste"
>The F040 was ready by beginning of 93. that'how it was, according to a
>former Atari techinician from Texas, whose name I will not mention (who
>knows what difficulties he might get...)

Which may be true, but the point is not who is making what. The point is
who can make something which is beeing supported with software.

>
>C-Lab has licensed Falcon030 technology only. There has not been an
>announcement for a Falcon040 on the side of C-Lab. The licensing
>agreement allows for improvements necessary in the Audio market and for
>continuation of production, if Atari decides to stop the Falcon. The
>nmachines, that c-lab announced were a f030 look alike (C/lab Falcon
>Mk2), and a falcon pro in a 19" case. That's all. No F040.
>C/lab is much smaller than Atari (runours say the company has just two
>employees....) - that's for the marketing part.

Thats not what i've heard. As far as i've been informed C-lab is doing
a Falcon mk2 68030 with a possibility of upgrading to a 68040 (when it's
finished). But since i havn't heard this myself directly from C-lab, i can't
say for sure, and neither should anyone else, unless they've been in contact
with C-lab.
But we still got the Atari Falcon 030, which is missing alot software to be
supported.

>
>Now, where do you see a future of the falcon, if Atari doesn't do anything?

Many places, as written above.

>Not true. They were supposed to do the operating system, too. 12 people
>were working on it (TOS, MultiTOS) and the results we all agree upon ;-)

I'm not saying they did a good job, but they did a job. If other feel they
can do better, i hope they'll come forward and do their job. Everybody is
free to write a new OS for the Atari machines.

>That is were Magic comes into effect, to compensate for Ataris failures
>on that side (you could still stick with Single TOS, if you want :-))

And i have been waiting many years on this.

>: >Well, some dreams come true. :-) I would not be surprised if 1 or 2 months
>: >from now we will see a new Magic owner in denmark :-)\
>: I hope you're right, and i'm wrong.
>
>Let's make a bet (Andreas Kromke, du haftest.... :-))

How much ? .-)

>: Ah, thats a posibility as well. Not a bad idea 8-)
>
>If you do it, I will add my disks as well. If all Atyari users wiuld do
>that, we may even get the first release version of Taligent OS on all the
>disks we sent in :-)
>

Is it really woth it ? When you say Magic is beeing released, why not send
our disk's to the Magic team insted. They could probably use some free
disk's unless it's going the way Ofir just said to me in previous message.
8-)

Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

6150. Re: .GL & .DL animation Viewer

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 21:26:40 UTC
From: kim@dksoft.ping.dk
Message-ID: <EL5UAGVOUP@dksoft.ping.dk>
Source record: 173832

In <3e180c$mq3@newsbf02.news.aol.com> Al Fasoldt wrote:

>> Great!.. Would it be possible for you to send me a copy by e-mail as i
>think
>> i will have problems getting on to GEnie ??
>
>Sure.
>

Thank you. Can't wait now 8-)

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

6151. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-30 21:52:16 UTC
From: kim@dksoft.ping.dk
Message-ID: <EL5UAGVRUP@dksoft.ping.dk>
Source record: 173834

In <3dvjbv$2hm@golem.wcc.govt.nz> Roger Sheppard. wrote:

>What a load of Crap, you are not a modem expert, I have been for 11 years...
>

And it seems like you'd left your expertice 11 years back as well Roger.
I'm really trying to behave here, so excuse me if i might mention a few
harsh words.
When many people tells you, after they have bought or tested a 28k8 modem,
that it's working, and even working fine without the problems you're
mentioning, and still you continue beeing stupid, you show your expertice
at a very low level and it's really not worth anything you say.
I've had the plessure to test a 28k8 modem here, and the tests where almost
fine, (had some problems with 115000 DTE when transfering ascii files which
is caused be the computer i was using. I reached about 9000cps when i started
to get crc errors when writing to the harddrive). This is not caused by the
modem or the phoneline, it was caused by the computer(software, (which btw.
was a Falcon).
After i had the problems i tested it again on a Pentium, and i reached 11480
cps in advage, without any errors.
So after this i don't really need you telling me it isn't going to work.
It did work here on my phoneline, believe it or not!!!

I'm sure you can find some 28k8 modems which _IS_ giving problems of somekind
but thats only normal, just like we can find ALOT of 14k4 modem which is
giving problems as well. Also you may find alot of places where the phoneline
quality can't handle the high speed, and this is caused by old phonecentrals
which is all beeing changed from time to time, especially for beeing able
to handle the high amount of data which is going to be send in the future.
As i wrote to you in my previous message, many countries are working on
full digital phonelines, and the reason is, they have an obligation from their
costumors who is demanding the high quality to be able to communicate in
the future, wether or not it's beeing full digital (ISDN) or analoge like
now.

And like you said yourself, fact is fact!

Greets
Kim

--

/--\
-/--\-
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
| The scandinavian board when you | 5 Atari computers including a Falcon. |

```
| have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
| CD-Roms online Free download limit.| Many years of experience. |
-\-------------------------------------------------------------------------/-
 \-----------------------------------------------------------------------/
```

6152. Re: SC1224 magnetized... help!

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 00:01:44 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL6ADDVTUP@galaxy.owl.de>
Source record: 173820

In <3e18e0$mr7@newsbf02.news.aol.com> Al Fasoldt wrote:

>go away. Turn the monitor off and carry it around, orienting it in
>different directions. (Don't laugh. There's a reason for this.) Turn it

You're absolutely correct.

I worked for a company once which sold high-end graphics and animation
systems. Those monitors were specificly adjusted on location, to compensate
for the magnetic distortion!!!

Turn a TV-set with the screen facing upwards and watch the picture quality get
worse and worse ...

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

6153. Atari Falcon030 + ST Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 01:21:15 UTC
From: jschwart@soda.CSUA.Berkeley.EDU
Message-ID: <3e2bmb$a5g@agate.berkeley.edu>
Source record: 173821
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.st

Atari Falcon030 + Atari ST/Falcon Software For Sale:

Atari Falcon030/4/85 w/ Tons of Software ..... $850 obo
Includes ICD utils, UIS 3, Speedo G-Dos, MultiTOS,
AtariWorks, Ishtar II, PageStream 2.1, Edhak 3.0, CardFile 4, and Much more installed.
Ready to use with a VGA monitor.
CD-Rom/Floptical/SCSI Drive Ready. 1.44 MB Drive.
Perfect Condition, no problems so far.

Software:
(All original Disks w/ Manuals)

Games:
Ishtar 2 (Falcon only) $20
AmberStar (RPG) $15
Civilization $15
Dungeon Master $10
The Games (Winter) ..... $ 5
Ultima III ..... $ 5
Zak McKracken $10
Pang ..... $ 5
TNT (Xybots, Toobin', APB, Dragon Spirit,
Hard Drivin') $15
De Ja Vu ..... $ 5

Applications:
Personal Pascal $15
GFA Basic 3.5 ..... $15
CardFile 4 ..... $15
EdHak 3.0 ..... $ 5
Safari PD Type 1 fonts I & II (15 Disks) $15
Print Master + ... $10
Utitlities:
ICD Utilities $10
Universal Item Selector 3.32 ..... $10

I also have a SSDD Drive Mech and the old MagicSac
Cartrige and disks (MAC emulator with 128k roms). The MagicSac
Can be used as a cartrage clock if you can soder on the battery connectors.
..... $ 5 each

Buyer pays shipping, ect. PLEASE Make me an offer.

Jonah Schwartz
jschwart@soda.Berkeley.edu

Berkeley, CA

6154. Looking for a cheap ST hard drive

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 02:30:42 UTC
From: selick@acs2.bu.edu
Message-ID: <3e2foj$m9d@news.bu.edu>
Source record: 173819

Hello. A friend of mine is looking for a starter hard drive for a
1040STf. Something around 40 meg for $50 would be great. Send me offers by
e-mail.
-Steve
selick@acs.bu.edu

6155. ST Monitor pinout

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 03:21:40 UTC
From: sammcgee@crl.com
Message-ID: <3e2io4$hf2@crl3.crl.com>
Source record: 173826

Here is the monitor output as found in the ST manual:

1-Audio out 4....1
2-Composite sync 8....5
3-General purpose output 12....9
4-Monochrome detect .13
5-Audio in
6-Green 10-Blue
7-Red 11-Monochrome
8-Plus 12-volt pullup 12-Vertical sync
9-Horizontal sync 13-Ground

Sam

6156. Re: i need a FAQ or manual for 520STfm

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 04:53:22 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <Zk25Qaq.johnhechtman@delphi.com>
Source record: 173827

Bruce Hatt <ay973@FreeNet.Carleton.CA> writes:

>i need to know where i can get a manual for my 520STfm and if there's
> a ftp site containing a FAQ?

Howard W. Sams is a technical publishing company that puts out publications called ComputerFacts. These are service manuals (with schematics) for older computers. Among the ones they sell is a CF for the 520ST and monitor. I _don't_ have the phone or address handy, but they maintain an 800 phone, so they shouldn't be too hard to find. ;)

6157. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 05:06:11 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3e2os3$l38@terminator.rs.itd.umich.edu>
Source record: 173836
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- molin 174116 Dec 23 10:45 ./Graphics/jpegv5b.zip
-rw-r--r-- molin 565688 Dec 23 11:02 ./Graphics/jpegv5s.zip
-rw-r--r-- entropy 14761 Dec 26 00:05 ./Graphics/0index
-rw-r--r-- entropy 14761 Dec 26 00:05 ./Graphics/0index
-rw-rw-r-- entropy 30430 Dec 26 00:14 ./Utilities/0index
-rw-r--r-- molin 189965 Dec 20 12:37 ./Utilities/Viewers/mb49bin.zip
-rw-r--r-- molin 124707 Dec 26 00:18 ./0ls-lR.Z
-rw-r--r-- molin 124393 Dec 26 00:19 ./0ls-lRc.Z
-rw-r--r-- molin 156653 Dec 26 00:16 ./0compind.Z
-rw-r--r-- molin 387253 Dec 26 00:16 ./0index
-rw-rw-r-- weiner 9452 Dec 29 07:55 ./Applications/0index
-rw-r--r-- molin 239796 Dec 19 20:57 ./Applications/Other/xlator2.zip
-rw-r--r-- molin 187980 Dec 28 13:25 ./Demos/faith.zip
-rw-rw-r-- weiner 9577 Dec 29 08:10 ./Demos/0index
-rw-r--r-- molin 177037 Dec 25 19:06 ./Games/discover.zip
-rw-r--r-- molin 94956 Dec 25 19:07 ./Games/dwbh101.lzh
-rw-r--r-- baldrick 27399 Dec 29 08:06 ./Games/0index
-rw-r--r-- molin 17244 Dec 16 09:26 ./Sound/Players/ptplay03.lzh
-rw-r--r-- weiner 4267 Dec 29 07:51 ./Sound/0index
-rw-r--r-- molin 124679 Dec 29 08:26 ./0ls-lR.Z
-rw-r--r-- molin 124109 Dec 29 08:27 ./0ls-lRc.Z
-rw-r--r-- molin 156805 Dec 29 08:24 ./0compind.Z
-rw-r--r-- molin 387474 Dec 29 08:24 ./0index
-rw-r--r-- baldrick 292105 Dec 5 18:04 ./Demos/siabtro.lzh
-rw-rw-r-- weiner 9617 Dec 30 11:50 ./Demos/0index
-rw-r--r-- baldrick 125205 Dec 30 12:24 ./0ls-lR.Z
-rw-r--r-- baldrick 124757 Dec 30 12:25 ./0ls-lRc.Z
-rw-r--r-- baldrick 10448 Dec 30 12:11 ./Falcon/0index
-rw-r--r-- baldrick 21007 Dec 30 12:06 ./Falcon/Games/sbm.lzh
-rw-r--r-- baldrick 156828 Dec 30 12:22 ./0compind.Z
-rw-r--r-- baldrick 387574 Dec 30 12:22 ./0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

6158. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 06:34:20 UTC
From: szhays@dale.ucdavis.edu
Message-ID: <3e2u1c$922@mark.ucdavis.edu>
Source record: 173837
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[some text deleted]

: For example, my Uni uses Word/PC - As a scientist, I publish data in
: Journals. A requisite of many Journals is a written copy AND and copy on
: floppy, of the article. I just don't think they'd accept Papyrus docs.
: (in fact I know they don't!).

: BUT - If the Papyrus system works for you then use it.

: Steven

Papyrus does export Rich Text Format files, a Microsoft standard that
their product "Word" should be able to load just fine. Maybe you too
could make use of Papyrus on projects for your University.

6159. Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 08:31:00 UTC
From: bryanw@best.com
Message-ID: <bryanw.788862655@shell1.best.com>
Source record: 173840

Hello,

does anyone know if michtron's bbs software has been modified by
anyone to work with 9600bps modems?

a local bbs would like to get 9600 baud working and still keep
using michtron.

if you have hints, please email me.

thanks,
b

--
Bryan Woodworth (bryanw@best.com) Try The WWW Graphics Page today!
URL: http://www.best.com/~bryanw
Need a WWW browser? FTP to ftp.best.com:/pub/bryanw/wwwfaq.zip
Info on WWW browsers for all platforms -- even Unix dial-up

6160. ***MagiCMac information wanted***

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 08:31:38 UTC
From: Drew Smith <ds1789@delphi.com>
Message-ID: <R2wYgOq.ds1789@delphi.com>
Source record: 173839

I need any and all information on the Mac/Atari thing! An e-mail address,
Company or author name,etc.
If anyone is using this,I need to know how it works with midi suff.
All help will be geatly appreciated,and all messages will be answered.
Thank You
Drew

6161. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 09:57:16 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL6JFJWHUP@galaxy.owl.de>
Source record: 173824

In <EL5UAGUUUP@dksoft.ping.dk> Kim Andersen wrote:

>Which i can understand. But as far as i can read between the lines in the
>messages about MacMagic, they have reach alot futher with that.

A MAC doesn't have the advanced DSP stuff a Falcon comes with. The HW is much
closer to a TT than to the bird.

>Ofcouse. and i really give them this as well. My point is rather that they
>make their livings on a place which isn't going to improve the market.
>The future atari market will be based on Falcon's (and clones), so why not

I doubt the market is based on a Falcon. For music stuff, ok. But a Falcon is
way slower than a TT. Nobody in publishing would bother with a Falcon. Theyï¿½d
go for a Medusa, Eagle or MagiCMac.

>No ofcouse not. Why should you care at all. You're probably doing fine
>where you are, so why care about the rest.

Trying to be sarcastic? I think you have no idea about running a company and
making a living from it.

--
/Hendr!K/

Hendrik Mylius |P| MausNet: Hendrik Mylius @ PB2
Im Bramschenkamp 6 |G| InterNet: neptune@galaxy.owl.de
D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

6162. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 10:04:14 UTC
From: neptune@galaxy.owl.de
Message-ID: <EL6JFJWKUP@galaxy.owl.de>
Source record: 173825

In <EL5OEEUWUP@dksoft.ping.dk> Kim Andersen wrote:

>HM> Without a proper HW noone would bother with software. They have to make money
>You just said it yourself. Atari did make the Falcon, which in my opinion
>is a proper hardware.

Falcon proper HW? You got 2 B kidding. It was absolutely outdated the moment
it hit the streets. (Except the DSP-part).

>HM> Sheesh, where elso should they be if not in this market.
>Me, i'm doing in the general use. I most do BBS and music. Many atarians are
>all gamers, which got nothing to do with fon't and or NVDI.

Great, you're talking about games. If I wanted to play games, I'd buy a cheap
PC. The market in Germany is the most professional and therefore the most
important Atari-market in the world. The local demand for vector-fonts is very
high. It gives you an excellent output in print or graphics.

But you don't need it if you're a gamesperson.

>I run a large BBS in scandinavia, and from what i've seen it's not stuff like
>texteditors and DTP/Fon'ts which is doing best on the top.

It is here.

>I also have SpeedoGdos, but why should i slow my system down, just for
>seeing some different font's.

NVDI wouldn't slow down your system at all. Quite the opposite.

--
/Hendr!K/

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D-32049 Herford |P| PhoneNet: +49-52 21-85 55 45

6163. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 10:09:10 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <EL6JACYDUP@cabal.sh.sub.de>
Source record: 173846

In <3dvjbv$2hm@golem.wcc.govt.nz> Roger Sheppard. wrote:
>In article <EL4TCJWEUP@galaxy.owl.de>, neptune@galaxy.owl.de (Hendrik Mylius) writes:
>>In <3dtq8j$knk@golem.wcc.govt.nz> Roger Sheephead. wrote:
>>>What a load of RUBISH, that is only for TEXT data, 38.4k would be fast enough
>>>for Archive files, ie ZIP/LZH...
>>
>>RUBBISH, that is, Roger. One should set the DTE as high as possible to keep
>>the datastream on the phonlines on the highest possible level.
>
>What a load of Crap, you are not a modem expert, I have been for 11 years...

So, you are? What is the current redial limitation of modems with German
BZT allowance? What was the limitation before? You, as an expert, should
know that, right? And the DTE speed should be set to 4 times the physical
modem speed, if possible, 2 times is acceptable, still, but less is
terrible unless you only transfer GZIPed or LHARCed data.

>>You're a waist of bandwidth in the first place.
>
>No you are for the Rubish that you post here.....

Hey, stop this. if anyone here posted rubbish, it is you, Mr. Sheppard, by
reposting the article of comp.dcom.modems TWICE and by claiming that this
article contradicts the possibility of 28,800 connects. c't (the German
BYTE, some say) have just tested 28,800 modems and had no problems with
several ones. Mostly firmware problems with the others, I think. I can
check the exact results for simulated local, national and overseas lines,
if you like, but 28k8 is in no way impossible.

Ah, btw, citing other people's signatures is a waste of bandwidth, unless
you really want to refer to the sig's contents.

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

6164. FS:Atari TT 4 Meg Ram Board

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 10:56:09 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3e3dc9$80a$1@perth.DIALix.oz.au>
Source record: 173841

Hello,
I am currently upgrading my TT030 memory to 16 megs with a third party ram board and I subsequently have a spare TT 4 meg ram board for sale. I know some people purchased TT's without the TT ram boards and to let these people know that this machine is totally different with a TT ram board. It feels much faster!!!!! I am open to offers and of course would prefer to sell in Australia but I am open too any offers.
Regards from OZ
Mark
Internet: mtaylor@perth.dialix.oz.au
--

INDELIBLE DESIGN | General Printing, Typesetting, | Canning Vale 6155
Mark Taylor | Artwork & Design | Western Australia

|| Phone: 61 9 455 3967 * Fax 61 9 455 4552 * Mobile 018 905 434 ||
|| Internet: mtaylor@perth.dialix.oz.au ||

6165. Re: Magic incompatibility list?

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 12:10:51 UTC
From: hoagy@cix.compulink.co.uk
Message-ID: <D1oCI4.IEx@cix.compulink.co.uk>
Source record: 173843

In message <D1MvIt.DsE@cix.compulink.co.uk>, ogal@cix.compulink.co.uk said:

>Do you understand $$$? NVDI sells 10 times more than MagiC.
Although I understand what you're saying, Ofir, and agree with you, your statistic doesn't prove much; the other nine out of ten could be Falcon owners :-)

A bit more seriously: The Falcon IS a large part of the Atari market; although there are many more STs out there, most of them are gathering dust.

Hoagy (hoagy@cix.compulink.co.uk, djs@jet.uk, 01734 351783)

6166. New TOS bug ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 14:23:06 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <12311994.142306@empyr.dircon.co.uk>
Source record: 173844

Hi,

I suspect I may have discovered a new bug in TOS version 1.4

I recently upgraded my friend's 1040ST from TOS 1.0 to TOS 1.4 and now it refuses to talk to his Akai X7000 sampling keyboard correctly.

More specifically, all three programs we tried, Universal Sound Designer, Turbosynth and SF Librarian / Sample Editor reported midi communications errors. The SF Sample Editor was more specific, reporting midi checksum errors. These errors only occur when trying to transfer sample data via midi.

Suspecting the TOS, we re-installed TOS 1.0 and all the errors disappeared, everthing worked perfectly. We have tried running Poolfix3.prg, Poolfix4.prg, cache90.prg and Tos14fix.prg, i.e. all the TOS 1.4 bugfixes we know of, and it made no difference, the ST still reported midi errors. The only patch we didn't try was the RS232 RTS/CTS one, but that wouldn't have any effect on the midi ports would it ?

We tried new midi leads, checked all the connections, etc etc, but the ONLY way we could get it to work correctly was by re-installing TOS 1.0 and this is the only variable in the equation.

Is anyone aware of any midi bugs in TOS 1.4, and if so, are there any patches available to fix it ?

Has anyone else experienced any midi problems with TOS 1.4 ?

The system setup is a 1040ST with 2.5Mb RAM and a mono monitor.

All ideas, suggestions, comments and wild guesses are very welcome indeed!

This is proving a real pain in the ***, so * ANY * suggestions would be greatly appreciated.

Replies either here or via e-mail if you prefer, to :
Kevan@empyr.dircon.co.uk

Thanks in advance,

Happy New Year

Kev.

(Kevan Winch, Swansea, UK)

VQWK 6.20 [Rev H - 04/04/94]

6167. Bad Sector Entering

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 14:23:09 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <12311994.142309@empyr.dircon.co.uk>
Source record: 173845

Hi,

Is there a prog out there that will let me enter the addresses of known bad sectors on my hard drive ? I have plenty of progs that will tell me which sectors are bad, but none that will let me mark them as bad in the FAT or SCSI.

Thanks in advance.

Kev.

VQWK 6.20 [Rev H - 04/04/94]

6168. FS: ATARI SM147 Mono Monitor

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 14:54:21 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3e3rat$90m@ucunix.san.uc.edu>
Source record: 173842

I bought an ATARI SM147 some months ago and someone gave me a SVGA
monitor, so I bought a Graphic Card and the Monitor is of no use to me.
The unit is very well preserve in a like New condition, with manuals
original boxing etc, very low mileage, indeed. This monitor provides a
screen of 14" which is a relief for the eye and a sharp display for hi
res on any ST(E).
Asking for $110 plus shipping. Monitor comes with stand.

```
+-----------------------------------------+
| SM147 14" Mono Monitor....$110 + shipping |
+-----------------------------------------+
```

If you are interested please e-mail me at mayolc@ucunix.san.uc.edu

6169. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 18:28:55 UTC
From: sammcgee@crl.com
Message-ID: <3e47t7$ner@crl3.crl.com>
Source record: 173847

Bryan Woodworth (bryanw@best.com) wrote:
: Hello,
:
: does anyone know if michtron's bbs software has been modified by
: anyone to work with 9600bps modems?
:
: a local bbs would like to get 9600 baud working and still keep
: using michtron.
:
: if you have hints, please email me.
:
: thanks,
: b

I think CodeHead's Michtron multi-line BBS runs at 9600 baud although
downloads feel like 4800.

Sam

6170. APEX examples.tos file

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 21:21:34 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D1p1zy.MBA@ssbunews.ih.att.com>
Source record: 173835

Has anyone received an examples.tos file that will unpack on the Falcon? Tools.tos unpacked fine for me but examples.tos flashes to the screen and then immediately returns to the desktop. No folder is created. No error messages that I can see. Wayne

6171. Re: New TOS bug ?

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 21:26:56 UTC
From: contacts@mits.mdata.fi
Message-ID: <3e4ib0$lm5@prime.mdata.fi>
Source record: 173849

In article <12311994.142306@empyr.dircon.co.uk>,
Kevan Winch <kevan@empyr.dircon.co.uk> wrote:
>More specifically, all three programs we tried, Universal Sound Designer,
>Turbosynth and SF Librarian / Sample Editor reported midi communications
>errors. The SF Sample Editor was more specific, reporting midi checksum
>errors. These errors only occur when trying to transfer sample data via
>midi.

Only problem I had with my old Mega ST 4 with TOS 1.4 was that there were
quite a lot of checksum errors in sysex-dumps, when you used Midex+ inputs
and *you had the NVDI on*. NVDI (2.5) took some punch out from midi
transmission, as when it was removed (press both shifts at bootup) all
worked fine. So boot the ST "clean", and put all ACC's and AUTO-programs
back on at a time to see their load - some of them eat processing power.
Beware screensavers, Harlekin, NVDI - cookie programs should be fine.
With Falcon: "no problemo" in sysex dumps any more.

Happy New Year (really soon now: it's 23:16 here in Helsinki)

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

6172. Re: Michtron BBS s/w: Works w/9600?

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 22:39:46 UTC
From: ron@cruzio.com
Message-ID: <D1p5ME.2w8@cruzio.com>
Source record: 173850

In article <bryanw.788862655@shell1.best.com>, bryanw@best.com (Bryan Woodworth) writes:
> Hello,
>
> does anyone know if michtron's bbs software has been modified by
> anyone to work with 9600bps modems?
>
> a local bbs would like to get 9600 baud working and still keep
> using michtron.
>
> if you have hints, please email me.
>
> thanks,
> b
>
> --
> Bryan Woodworth (bryanw@best.com) Try The WWW Graphics Page today!
> URL: http://www.best.com/~bryanw
> Need a WWW browser? FTP to ftp.best.com:/pub/bryanw/wwwfaq.zip
> Info on WWW browsers for all platforms -- even Unix dial-up

CodeHead BBS at 818-980-6274 works at 9600 baud, but you haveto call
at 9600 not 14400. The board will connect at 14400 but you just get
junk.

--
Ron and Sally Field With 2 Atari Falcons
And a 486 Game Machine
Email ron@cruzio.com

6173. Re: >19.200bps (and 28.8K modems)

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 22:48:00 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <788914080snz@tachyon.demon.co.uk>
Source record: 173753

In article <EL5HCBURUP@galaxy.owl.de>
neptune@galaxy.owl.de "Hendrik Mylius" writes:

> Oh, you're the expert!?
>
> >>You're a waist of bandwidth in the first place.
> >No you are for the Rubish that you post here.....
>
> Perhaps you should install a spellchecker ...

Oh, *please* can we kill this thread? It is the Season Of Goodwill,
after all. Bad spelling doesn't make someone stupid, though I understand
why you're annoyed. Let's just let it go, everybody?

--

_____ _
|_ _|_ _ ___| |__ _ _ ___ _ __ = Demon Internet Atari Tech Support.
| |/ _` |/ __| '_ \| | | |/ _ \| '_ \ = Email support@tachyon.demon.co.uk
| | (_| | (__| | | | |_| | (_) | | | | for full details.
|_|__,_|___|_| |_|__, |___/|_| |_| = PGP 2.6 Public Key available.
|___/

6174. Re: SC1224 magnetized... help!

Newsgroup: comp.sys.atari.st
Date: 1994-12-31 23:41:24 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xoyb4os.lmcclure@delphi.com>
Source record: 173848

In a message dated 12-31-94, Hendrik Mylius said:

"I worked for a company once which sold high-end graphics and
animation systems. Those monitors were specificly adjusted
on location, to compensate for the magnetic distortion!!!"

I once read that "pre-set" monitors and TV's sold here in the U.S. come
adjusted for the best picture when facing east.

OTOH, according to an article in Video magazine a while back, large
tube sets (i.e. 35"-40") require onsite adjustment, and therefore have
controls similar to those one finds on 17" monitors these days (sometimes
user adjustable, like the monitors, and apparently sometimes accessable
only to knowledgeable technicians).